
Subject: GSA cheaters

Posted by [conkil navi](#) on Mon, 27 Oct 2003 22:34:20 GMT

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I know i'm new to this but from what i have been reading in the forums is that u Rengaurd r making a anti cheat program now i know this may be silly or far fetched but have u considered that the people that make these cheats even with pkg modifications or rengaurd. They will work a way to get the cheats to work. People say its a minority thats cheating on GSA its a majority of people that have been playing since it came out. How long will it take to get a working rengaurd on renegade. considering that the renegade population has gone down from 700 user to only over 500 at some time even lower. I estimate that in about 6 months to 1 year renegade population will be at around 50 -200 players would it be worth while then to bring out rengaurd the answer is NO it will not. So why not get a beta version done give it to people to use and let them report the bug back to you. At the end of the day Renegade is a community we all love and play it so give us a chance of helping getting rid of these so called cheats from the game u have nothing to loose but a lot to gain a lot of people are questioning if rengaurd will ever come out. Now its your chance to prove the community wrong.

Subject: GSA cheaters

Posted by [Blazer](#) on Tue, 28 Oct 2003 00:17:08 GMT

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A valid concern. Don't worry, once RenGuard is released, we are not just going to wash our hands of it. If by chance it is breached and cheaters show up again, we will all obviously know about it and RenGuard will be patched/upgraded/whatever it takes to re-secure it. I'm hoping there won't be a tug-o-war with the cheaters, but we will strive to keep Renegade cheat free.

Subject: GSA cheaters

Posted by [fl00d3d](#) on Tue, 28 Oct 2003 02:16:03 GMT

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lies

Subject: GSA cheaters

Posted by [Blazer](#) on Tue, 28 Oct 2003 02:34:12 GMT

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Whatever you say f0dd3r, whatever you say :rolleyes:

Subject: GSA cheaters

Posted by [Neodarrh](#) on Tue, 28 Oct 2003 10:38:48 GMT

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no offense to the crew, but you look at all the games out there, dedicated hackers will have rengaurd bipassed within a month at most. Good example diablo, the hackers there can break the new patch in no time flat to bring out new cheats, and these patchs are made by the people that have access to the code and actually are paid to work on this stuff, no offense but if you all are so busy, do you really thing rengaurd has that much of a chance? Hell if anything this will bring more hackers over because they love to break codes and progs like this not to do it so they can cheat, but just to do it so they said they could and laugh at how quickly they did it.

I personally have no faith in that rengaurd is going to bring life back to renegade, its community is crippled and will never recover like it used to be.

Subject: GSA cheaters

Posted by [Crimson](#) on Tue, 28 Oct 2003 16:43:54 GMT

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The cheats in Renegade are far more elementary than cheats in those games, and therefore easier to stop.

Subject: GSA cheaters

Posted by [IRON FART](#) on Wed, 29 Oct 2003 02:46:00 GMT

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Well, the way I see it is that cheaters on Renegade are just a bunch of stupid dum-dums (aka. "goons")

They don't know what shit is if it slapped them in their face.

What my point is (yes i have a point) Is that in order for cheaters to cheat, it needs to be served in front of them in a silver platter. They don't know how to get past the anticheat already out. Even if i posted it right here, they couldn't do it. As long as there is something simple to cram down their throats, the cheaters now are fked.

And this isn't an immensely popular game like Quake, Unreal, BF1942 or Diable III! There are no hardcore crackerd and nerds busting their asses to cheat. There is no uber-man to release cheats.

Although I do think that If there is no anticheat now, it may not be worth it.

Also there is the fact that people that are caught cheating are banned for life. Those who do not cheat now will probably never cheat. And so there are no new cheaters arising.

Subject: GSA cheaters

Posted by [Cpo64](#) on Thu, 30 Oct 2003 02:03:45 GMT

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The cheaters that are out there are realtively stupid, they don't even know how the cheats are made, the fact that almost all of them are useing Final Renegade is proof of this.

Anyone who is 'smart' enough to crack RenGuard will not relase it, because once they do, RenGuard will up date, makeing all there hard work useless.

Now there is another type of person who will try to crack RenGuard, these are the people who wish to see it fail. These are the dangerous people...

Subject: GSA cheaters

Posted by [IRON FART](#) on Thu, 30 Oct 2003 03:48:18 GMT

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These people are also the rarities, that will have to battle any patch. And if ll else fails, there is nothing a good ol' ban can't fix.

In fact Bans are working remarkably well now.

Subject: Bans do work

Posted by [MrSpeed](#) on Fri, 31 Oct 2003 06:55:46 GMT

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I want to agree with you Iron Fart that bans are working out good but I would hate to think I banned someone who really plays good.

"Please, don't look for cheats, they take away from the game, and hinders your ability in learning to play better."

Subject: Re: Bans do work

Posted by [zeph](#) on Fri, 31 Oct 2003 18:11:26 GMT

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MrSpeedI want to agree with you Iron Fart that bans are working out good but I would hate to think I banned someone who really plays good.

"Please, don't look for cheats, they take away from the game, and hinders your ability in learning to play better."

Rofl speed....you really would hate that wouldn't you? Is that why I got kicked from BA Toasterover for using "bighead"? Kicked twice actually, and banned eventually.

Subject: Sorry if you got banned

Posted by [MrSpeed](#) on Sat, 01 Nov 2003 01:43:24 GMT

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Like I said I would hate to ban someone who is just a good player and if your a great player and got banned Im sorry but its hard to tell em apart ;(

Subject: GSA cheaters

Posted by [IRON FART](#) on Sat, 01 Nov 2003 02:51:27 GMT

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Actually, zeph.....I know EXACTLY why you got banned.

That rare day when like 5 [gse]'s joined the toaster oven. Zetti, Peter N., some others, and you.

You didn't put your name as "zephyr" or anything similar.

Zetti, and another gse (Peter N i think), and Speed and I were on NOD on C&C_under, Other BAs (just kingdale) and the other gse's (you) were on GDI.

Peter N. asked who the hell you were in team chat cos he didn't regognize you, Zetti didn't recognize you. They asked Speed to ban thinking you were a faker. Then you kept joining and leaving, joining and leaving with those gay-ass names to make fun of BA.

THAT is why you got banned. Not cos we thought you cheated. But because we were asked to kick you. And because you talk so much sh1t about us, and those gay names you tried to join with, I don't think we need to unban. Not that you regularly join however. So it wouldn't matter would it?

No need to apologize, MrSpeed.

Subject: GSA cheaters

Posted by [zeph](#) on Sat, 01 Nov 2003 17:55:54 GMT

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lol NOOB-FART. You were the one thinking that running into nod refinery with alot of people on Field was a cheat because you took advantage of the Obelisks bad fire rate....so I dont think you fit here.

First time I was kicked because I owned the gay [BA]Hitman too many times. And they knew who I was. MrSpeed even asked me to use my real name, but what rule says you have to do that?

Subject: GSA cheaters

Posted by [IRON FART](#) on Sat, 01 Nov 2003 18:21:03 GMT

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lol N00B-zeph

When did I think that running t ref was a cheat?

I said it was CHEAP, not a cheat.

And the time that I described, It didn't matter to us if you used your name or not. the others thought u were a faker.

Subject: GSA cheaters

Posted by [zeph](#) on Sat, 01 Nov 2003 18:56:36 GMT

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lol, you and whole BA can go die....or consider playing clanwars, which is the purpose of clans

Subject: GSA cheaters

Posted by [mrpirate](#) on Sat, 01 Nov 2003 22:41:37 GMT

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You mean the point of a clan is not to sell hats? Holy shit.

Subject: Re: Bans do work

Posted by [MrSpeed](#) on Sun, 02 Nov 2003 02:54:50 GMT

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Ohh that guy I remember him LOL he came in on bout 3 times after I kicked him and finally I had to ban his arse. You think I like trying to play a game and have to deal with retard like you? You are the type of person that makes this game I love so much suck. Now if you think kicking you 3 times (after your gse teammate told me to, and even he thought you were a schmuck) is not worth a ban then I dont know what to say to ya.

Thanks Iron for remembering this guy.

zephMrSpeedI want to agree with you Iron Fart that bans are working out good but I would hate to think I banned someone who really plays good.

"Please, don't look for cheats, they take away from the game, and hinders your ability in learning to play better."

Rofl speed....you really would hate that wouldn't you? Is that why I got kicked from BA Toasterover for using "bighead"? Kicked twice actually, and banned eventually.

Subject: GSA cheaters

Posted by [MrSpeed](#) on Sun, 02 Nov 2003 03:02:57 GMT

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mrpirate You mean the point of a clan is not to sell hats? Holy shit.

Hey you can get your BA hats at <http://www.ba4life.com/ba/shopzone.html>
You just wish you could buy one of your [gse] hats but you do not have one to offer.

Also remember [gse] is the biggest clan known for cheats on GSA so keep an eye out. Now I'm not saying [gse] cheats just that you are blamed the most and trust me its not cause your so darn good either.

Subject: GSA cheaters
Posted by [mrpirate](#) on Sun, 02 Nov 2003 04:46:42 GMT
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Oh, you're totally right. I wish I had gse clothing (never mind that I'm in TA, for those of us who don't bother to read my signature). Imagine that: walking down the street with your Renegade clan apparel. The women would be all over you.

Subject: GSA cheaters
Posted by [IRON FART](#) on Sun, 02 Nov 2003 05:09:14 GMT
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It doesn't matter if we did or not sell hats, mrp.
What do you even hope to achieve by reiterating this fact?
You TAs and gse-ers seem to have an unearthly fascination and fixation with it. Whats your point? We have something you don't. Whats the point of repeating it over and over? Does it change the way we play? Does it boost morale?
No its just a novelty that we have, and others don't. Live with it or stay quiet.

Subject: look at the clan arguing soz about spelling
Posted by [conkil navi](#) on Wed, 05 Nov 2003 14:03:06 GMT
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since i post this thread there has been BA having a go at GSE, GSE having a go at BA ohh yea and Ta in the middle i know for a fact that there are cheaters on renegade and some of them are from Clans that don't use there clan names when they cheat. Good job really because we all see which clans kick their member for cheating the only other way is to ban wich logs there ip and then check with other clans admins there clan members ip address that way we can catch the cheater in the clans.

Now i belong to [CK] = ConKil we have a policy if there is proof that a member cheat they are booted immedatly from the clan why don't all the clans do this
1) because some of the clans know they have cheaters with in them and they ussally there best

player

2) They don't want to lose the clan matches so they become a noobish team like they should be

3) they don't give a damn about Renegade

Subject: GSA cheaters

Posted by [Xtrm2Matt](#) on Wed, 05 Nov 2003 21:30:07 GMT

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You stupid immature pathetic children. :rolleyes:

Subject: GSA cheaters

Posted by [IRON FART](#) on Wed, 05 Nov 2003 23:15:48 GMT

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reason #

4. Cheaters hide it and deny it

5. There is now way to 100 proveit besides your way which is uncommon.

Subject: GSA cheaters

Posted by [htmlgod](#) on Thu, 06 Nov 2003 03:47:02 GMT

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Quote:Anyone who is 'smart' enough to crack RenGuard will not release it, because once they do, RenGuard will up date, making all there hard work useless.

Crimson's right about how the people on renegade don't know anything about hacking or programming.... They're just kids venting their anger through someone else's creation. Even the "hack" itself is incredibly simple, I think most of you know how it works (a controller file replacement made with freeware provided by westwood, combined with utilization of an oversight in the anti-cheat measures made by westwood), and its not really a "hack" or anything of that variety.

The simplicity of the cheat (and of the cheaters) is to a degree such that once Renguard (or any detection program) is released, all the cheaters will be screwed, because few of them understand how the cheats actually work, and all are too amateurish to successfully find a way around any kind of detection program.

It is for this reason that I think Renguard should have been released long ago. For experienced programmers like Blazer, DJ Laptop, Dante, and the other guys on the team, this should be an easy job. I think they're either drastically overestimating the capabilities of the cheaters, or not actually getting any work done on the project.

The problem with community forums is that there's so much flaming.... Most of the big names like

ACK must spend tons of time defending against the flames that others bring against them (not to espouse the undeniably self-righteous attitudes of some of these guys), that they get considerably less work done than they might otherwise.

Subject: GSA cheaters
Posted by [conkil navi](#) on Thu, 06 Nov 2003 13:19:26 GMT
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well CEO brought out a program that you had to use to connect to their sniper server. but now they got rid of the program because the cheaters bypassed it they took off all the big head files and loaded the program that CEO uses got into the server and then put the big head files back into the data directory and waited for next map because they will activate now if they can do that to a simple program what stopping them from doing it with Rengaurd

Subject: GSA cheaters
Posted by [IRON FART](#) on Fri, 07 Nov 2003 01:55:58 GMT
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For those who don't know, CEO is a GSA clan.

And it didn't work 100% either...

Subject: GSA cheaters
Posted by [Alkaline](#) on Tue, 18 Nov 2003 00:14:48 GMT
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The following clans cheat from what i hear on gsa:

Aoa
CEO
Oz
gse

from damage hacks, to server mods, to bh.

These clans don't cheat on gsa:

BA
SH
rage
UN
TIS

This is just what I hear, but having played them I would have to agree.

Subject: GSA cheaters

Posted by [IRON FART](#) on Tue, 18 Nov 2003 01:26:00 GMT

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OZ doesn't cheat.....

But a member of CEO was setup, and proven to be using a "big-beacon" skin.

Subject: GSA cheaters

Posted by [NHJ BV](#) on Tue, 18 Nov 2003 11:36:02 GMT

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I play alot on the CEO sniper server (and the public one too), and I've never encountered any of their members cheating.

Subject: GSA cheaters

Posted by [unf00ks](#) on Tue, 18 Nov 2003 17:39:28 GMT

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AlkalineThe following clans cheat from what i hear on gsa:

Aoa
CEO
Oz
gse

from damage hacks, to server mods, to bh.

These clans don't cheat on gsa:

BA
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This is just what I hear, but having played them I would have to agree.

what an ass you are this really does =[U N]= proud alk
congratulations :rolleyes:

Subject: GSA cheaters

Posted by [exnyte](#) on Tue, 18 Nov 2003 20:20:41 GMT

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unf00kswhat an ass you are this really does =[U N]= proud alk

congratulations :rolleyes:

Hey, if you're going to post, try doing it in "English"... most of use here don't study "Stupid".

Subject: GSA cheaters

Posted by [Blazer](#) on Tue, 18 Nov 2003 20:52:53 GMT

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htmlgodThe simplicity of the cheat (and of the cheaters) is to a degree such that once Renguard (or any detection program) is released, all the cheaters will be screwed, because few of them understand how the cheats actually work, and all are too amateurish to successfully find a way around any kind of detection program.

It is for this reason that I think Renguard should have been released long ago. For experienced programmers like Blazer, DJ Laptop, Dante, and the other guys on the team, this should be an easy job. I think they're either drastically overestimating the capabilities of the cheaters, or not actually getting any work done on the project.

This is mostly true. A simple program to zap .w3d files and altered objects files would stop 99% of the cheaters. However some people like Ty have expressed a vested interest in ruining Renegade and specifically said they will do everything they can to hack RenGuard "to pieces". For this reason we are taking extra steps to slow their progress on that front. Nothing is 100% unhackable, but hopefully RenGuard will be solid enough for us to take a breather and just enjoy playing for awhile. If they are persistant and cheats appear again, it will be a very quick fix, so it will basically end up as a contest between our determination and desire to play Renegade, versus their boredom and delinquency. As sad and pathetic as the hackers lives are, our determination is greater. Renegade will be cheat free...they may find some ways to poke holes in the armor, but if so they will be quickly patched. Meanwhile our fun will continue, while they continue to waste their life doing evil deeds. With any luck they will get so "good" at it they will wind up in jail or make the mistake of mouthing off to someone in real life like they do on the internet

Subject: GSA cheaters

Posted by [IRON FART](#) on Tue, 18 Nov 2003 23:24:06 GMT

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Just make sure to block out beacons/c4s in the same way as big-heads.

Or any w3d for that matter.

But you are probably already blocking them all out.

Quote:

I play alot on the CEO sniper server (and the public one too), and I've never encountered any of their members cheating.

It was only 1 member, and it was to do with disarming beacons, so that wouldn't really be an issue on sniper servers.

Ask around for the proof if you want. There were 2 videos, and a screenshot all a setup.

Subject: GSA cheaters
Posted by [Sinsimilla](#) on Wed, 19 Nov 2003 02:06:18 GMT
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Alk... and who do you hear from that tells you the clans you listed cheat? Inquiring minds wanna know.

Subject: GSA cheaters
Posted by [mrpirate](#) on Wed, 19 Nov 2003 04:38:01 GMT
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OMGOGMOMGGGOMGGM!!!!11111 TEH OBLISK HIT YUO!.111!11
Yeah, they think I have some sort of teflon-coated Orca cheat, Sinsi, don't even bother.

Subject: GSA cheaters
Posted by [longbow](#) on Wed, 19 Nov 2003 10:32:54 GMT
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IRON-FART
But a member of CEO was setup, and proven to be using a "big-beacon" skin.

How exactly was he set up?

Subject: GSA cheaters
Posted by [NetMan](#) on Wed, 19 Nov 2003 14:01:47 GMT
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As Leader of |CEO| I have to put my 5 cents in here.

Saying that |CEO| is cheating is a lie.
There was a |CEO| guy caught by a possible cheat, but we solved this Problem and kicked him out.
It could also be, that the Movie was faked or lagged down, but at all, this Member was kicked out, as a recation and to show, that we don't tolerate cheating.

About the Sniper Server Program we made: We never said, that this will make the Server 100% Cheat Free.

And about Cheaters on the Server. As some guys mean they have to mess around, we have the

same Problem on our Servers as other guys have it on their Server.

I don't want to start a discussion here, but I have to write this:

And about the UN guy, that says we are cheating.

When u don't repair your WF, it only needs some time until your WF goes down. And not only 2 shots. Maybe you should check your building status more often.

Subject: GSA cheaters

Posted by [unf00ks](#) on Wed, 19 Nov 2003 15:46:31 GMT

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majikentunf00kswhat an ass you are this really does =[U N]= proud alk
congratulations :rolleyes:

Hey, if you're going to post, try doing it in "English"... most of use here don't study "Stupid".

dont you understand sarcasm then :rolleyes:

Subject: GSA cheaters

Posted by [IRON FART](#) on Wed, 19 Nov 2003 17:08:11 GMT

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Quote:

There was a |CEO| guy caught by a possible cheat, but we solved this Problem and kicked him out.

If it was splinter, then CEO is clean...

Subject: GSA cheaters

Posted by [longbow](#) on Wed, 19 Nov 2003 21:11:50 GMT

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Video faked??? How do you mean? That video was not edited.

Subject: GSA cheaters

Posted by [mrpirate](#) on Wed, 19 Nov 2003 22:18:45 GMT

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Oh my god. The GSA Renegade Lobby argued for 10 hours about the videos, we don't need to do it again here.

Subject: GSA cheaters

Posted by [IRON FART](#) on Wed, 19 Nov 2003 22:33:28 GMT

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Argue over.....?

Subject: GSA cheaters

Posted by [longbow](#) on Wed, 19 Nov 2003 23:20:42 GMT

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mrpirateOh my god. The GSA Renegade Lobby argued for 10 hours about the videos, we don't need to do it again here.

I never saw

Subject: GSA cheaters

Posted by [Fulgore_xvii](#) on Thu, 20 Nov 2003 05:21:28 GMT

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AlkalineThe following clans cheat from what i hear on gsa:

Aoa

CEO

Oz

gse

from damage hacks, to server mods, to bh.

These clans don't cheat on gsa:

BA

SH

rage

UN

TIS

This is just what I hear, but having played them I would have to agree.

My reply to that is this, why is it the my clan [gse] never get accused by skillful/elite clans of cheating? The simple answer to that is clans with Clanwar experience and extremely skillful players know whats possible through great teamwork, players and great leaders, although on the other hand lesser n00bier clan such as =UN= will always get raped by us with minimum effort, its not cheats, its an immense skills gap between =UN= and the elite/great clans on GSA. As the leaders and fellow members of [gse] have said b4, will will take on any clan that says we cheat on an anti-cheat / renguard server and the results will be the same.

So the moral of the day is (1) Get some skillz (2) Become a respected clan on GSA and WoL and (3) Don't shout cheat everytime you get raped in a Clanwar due to your own lack of skillz, cos im sure from what ive seen it will happen alot. :rolleyes:

Subject: GSA cheaters

Posted by [n2k](#) on Thu, 20 Nov 2003 17:38:16 GMT

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Don't you dare calling a whole clan 'a bunch of cheaters' just because one single person pretends a member was cheating. That's everything I have to say, so never ever talk about 'ceo/gse' and 'cheating' in one sentence!

Subject: GSA cheaters

Posted by [mrpirate](#) on Thu, 20 Nov 2003 21:04:45 GMT

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Turn off your passcodes, Fulg.

Subject: GSA cheaters

Posted by [exnyte](#) on Thu, 20 Nov 2003 22:57:21 GMT

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This thread has turned into something that should belong in the Clan board... maybe you folks should take it there? This 2 page thread has only maybe 3 posts that actually involved RenGuard. Maybe we should stick to the topic at hand, or maybe we should have this thread moved to the Clan forum?

Subject: GSA cheaters

Posted by [Crimson](#) on Thu, 20 Nov 2003 23:36:23 GMT

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boink
