Subject: Re: iRANian playing renegade
Posted by shaitan on Fri, 24 Aug 2012 22:49:09 GMT
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Ethenal wrote on Fri, 24 August 2012 17:18shaitan wrote on Fri, 24 August 2012 16:04Ethenal wrote on Fri, 24 August 2012 14:16
also shaitan, you're saying making a radio spam exploiter (and of course posting how to fix it) is the same as making an aimbot? well, I already knew you were a FUCKING IDIOT, so I guess I don't even have to say anything here
As long as we tell TT that we made R-G-H 5.0 it's all good then? Cool story dillhole.
I'd prefer if you didn't say anything to begin with. I feel myself becoming more and more retarded as I read your posts.
THIS IS NOT *cheat name removed*5.0, THIS IS A MEMORY PATCHED GAME2 EXECUTABLE THAT ALLOWS YOU TO USE RADIO COMMANDS AS OFTEN AS YOU WANT

THAT IS NOT A COMBINATION AIMBOT, PT HACK, ESP, AND WALLHACK THAT ESSENTIALLY RUINED RENEGADE, IT IS RADIO SPAMMING

IT IS NOT A CHEAT, YOU ARE FUCKING STUPID

P.S. I know for your technically illiterate ass this is probably gibberish, but:


iRANian wrote on Thu, 23 August 2012 12:44Bug from stock.

FloodProtectionMgrClass::Detect_Flooding() is called for both CSAnnouncement::Init() and for cCsTextObj::Init(), but it only does something for CsAnnouncement (radio commands).

The client needs to be fixed.

That VERY SPECIFICALLY tells TT EXACTLY what needs to be fixed (as well as implying that the flood control should probably be checked server-side, not client-side) - if iran is so fucking malicious, why is he POSTING THEM HOW TO STOP WHAT HE MADE?

stop pretending you're not fucking stupid, we know it's a god damn facade.
Z0MFG I CAN TYPE BIGGER THAN YOU!!!!