Firstly, don't bother replying if you don't read the entire message, otherwise you
won't have both sides of the argument. The second reply in this thread contains my release:
NoFear.

Okay, I know all of you here will have heard of my name (In good and bad). The good was
Reserved Slots, Kill Messages, and my public expansion of my Kill Messages lower down in this
thread. First of all, I wish I could turn back the clocks and fix all that has gone wrong. I think it has
gone past a stage now that I can fix any trust, and I'm not looking to fix it.

Image yourself (16 years of age) trying cigarettes for the first time in your life, the amount of peer
pressure that has been placed upon you. This was a huge factor in this case. Now, you finally
accepted the cigarette into your hand, and its light, slowly burning away. You take one small puff
of the cigarette and think, "Oh, I'll be fine; the nicotine won't get to me". You hope this is correct,
only to find yourself craving for more, more, more! You would do anything to get another cigarette.
You have become addicted and think you can get away with it and not get caught be anyone.

Now, I'm sure you would have guessed from the above that I am actually 16 years of age.
Yes, this is a lot of responsibility for me, and a load more if I got finalized together in the
partnership with Black-Intel/Black hand Studios. People will say that I should never be part of that,
and to some degree I have to agree but I myself wanted to help, unfortunately I went the wrong
way.

Now, I don't smoke, but I know people who do and I wrote this little story to say how powerful it
can be from what I have learnt from them. They wish they could give it up, and they have tried
really hard. Now you can apply this same situation to my cheating, first time I did worry about it,
but after a time, it became natural. I couldn't help myself.

I'm not looking to bore you to death; I'm giving you an insight into why I cheated. To begin
it was kill the cheaters in the game; I would exclusively hunt them down and fire. RenGuard 1.03
is being bypassed and various events for the next RenGuard 1.04 have slowed down the
production. Certain rumors fly past my ears that v00d00 completed RenGuard 1.04, but turned
sour creating a hack that would be unstoppable (This was believed to have been made available
to certain friends). Other people have certainly done this, for example Sir_Kane. I admire what he
has created, although know myself that he shouldn't have. He also knows what he has done
and will suffer the consequences. I would like you to grant him a second chance, which is what he
deserves. I believe in a "three strikes and your out" system.

On my hand, I have done a whole lot more than what you have seen. Behind the scenes I've
been causing a huge amount of havoc that fortunately hasn't spread to any bad ears yet, but
only time will tell what had happened (More importantly, what will happen in the future). That to
me has wasted all my chances, and I don't want anymore.

I'll leave the end there.

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Wed, 17 Jan 2007 18:33:07 GMT

Next, I would like to publicly release my latest and last piece of work for the Renegade community, all of which is my own work. I will get a member of Black-Intel to read over the code and they will tell you if they think it is safe to use. This was opened to n00bstories and Black-Intel to begin with, and as I have finished the work I would like to release this to all communities.

I present NoFear, a client modification for Command & Conquer Renegade as an attempt to keep this game from dying as it reaches the end in its life cycle. This modification allows the user to:

- Expanded Kill Messages (Including Weapon/Vehicle and Preset)
- Team Vehicle Delivered Messages
- Console Commands to enable/disable Expanded Kill Messages
- Customization File for above features

Source code is not shipped out, because the nature of this code means that you could make a slight change and see a lot more than you should be allowed to see. The scripts.dll version is 2.9.2.

I hope everyone enjoys this release as my last work on the Renegade engine as I will most likely move onto another game and start from scratch to build up a reputation for myself and my name. If you meet me in any of those games, I would like all Renegade events to be forgotten or neglected.

Without further delay, you can now download my modification. This is also most likely goodbye.

File Attachments
1) NoFear.rar, downloaded 361 times

Subject: Re: Sour Egg Releases NoFear
Posted by Ryu on Wed, 17 Jan 2007 18:44:09 GMT

Allready got it tyvm.

Good job..

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Wed, 17 Jan 2007 18:45:52 GMT

I will download this and try it out. I admire the fact that you got caught cheating and still have didn't go childish and say well now that you've kicked me out of this and that I wont release any fixes

and whatnot.

Thanks for the great things you've done to Renegade. See you around. (I hope)

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Wed, 17 Jan 2007 19:02:54 GMT
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first of all your body craves nicotine. i have been addictided to it (not cigorets) and found it pretty easy to get off of it. in fact all you need it willpower, find something to do that will take your mind off of nicotine.

second of all, i will not fogive the fact you cheated. but i also for some reason feel some sympathy. i have considerd getting my own back on cheaters, but i just think to myself "is it worth it?". no is the answer. never the less, what you did for the community was counterd by the fact you did this.

i think everyone should be allowed a second chance. imo, if you do stop cheating i think this should all be forgotten. unless ofcourse it happens again. i belive no one should have a 3rd chance.

im sure i will be called a jackass for posting my opionion. but thats how it goes on this forum.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Wed, 17 Jan 2007 19:17:25 GMT
View Forum Message <> Reply to Message

gamemodding wrote on Wed, 17 January 2007 13:02first of all your body craves nicotine. i have been addictided to it (not cigorets) and found it pretty easy to get off of it. in fact all you need it willpower, find something to do that will take your mind off of nicotine.

second of all, i will not fogive the fact you cheated. but i also for some reason feel some sympathy. i have considerd getting my own back on cheaters, but i just think to myself "is it worth it?". no is the answer. never the less, what you did for the community was counterd by the fact you did this.

i think everyone should be allowed a second chance. imo, if you do stop cheating i think this should all be forgotten. unless ofcourse it happens again. i belive no one should have a 3rd chance.

im sure i will be called a jackass for posting my opionion. but thats how it goes on this forum.

No that isn't true. You will in-fact be called a jackass because you don't know how the "Spell-check Message" button works.

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Wed, 17 Jan 2007 19:25:35 GMT

Alex wrote on Wed, 17 January 2007 13:44Allready got it tyvm.

Good job..

This is an updated version, So Version 2.

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Wed, 17 Jan 2007 19:26:49 GMT

yes i do know how it works, but it doesn't find the right corrections. and i don't have the time to check it, it takes too long to load.

Subject: Re: Sour Egg Releases NoFear
Posted by Ryu on Wed, 17 Jan 2007 19:33:36 GMT

dead6re wrote on Wed, 17 January 2007 14:25Alex wrote on Wed, 17 January 2007 13:44Allready got it tyvm.

Good job..

This is an updated version, So Version 2.

Work's fine for me. I edited mine just a little bit.

File Attachments
1) muhaha.jpeg, downloaded 1617 times

[KH]Sanderant (n00bjetter/Ramjet Rifle) killed Funkdltjddyd67 (Technician/Repair Gun(Str
zentiu (GDI Minigunner/Auto Rifle) killed ronaldo88 (Nod Minigunner/Auto Rifle)

NW

Bl4ckDmon
Recruit

100
100

Credits: 320

Subject: Re: Sour Egg Releases NoFear
Posted by Tunaman on Wed, 17 Jan 2007 19:40:36 GMT
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Although I respect the work that you've done for this community, it is your fault that you cheated. Cheating is very different from smoking as its your choice whether you continue or not, and honestly, you must be hanging around some pretty sad people if they use peer pressure on you to make you cheat on a videogame to make yourself look good at it.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Wed, 17 Jan 2007 21:20:44 GMT
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I recommended this for a fellow clan member and he gets this;

http://img443.imageshack.us/img443/3033/huhhgm7.jpg

I don't know whether its a present bug or something....

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Wed, 17 Jan 2007 21:28:18 GMT
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Caveman wrote on Wed, 17 January 2007 16:20I recommended this for a fellow clan member and he gets this;

http://img443.imageshack.us/img443/3033/huhhgm7.jpg

I don't know whether its a present bug or something....

I am unable to replicate this error; Can you find out more about the situation like the nicknames of the players involved?

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Wed, 17 Jan 2007 21:57:44 GMT
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Why should you deserve any more chances than the average joe? I mean, there's people who admitted cheating and said they're sorry and haven't been given any lenience. Admitting to cheating only after you got caught, denying it all until there's proof on the table. You should have enough balls that if someone suspects you of cheating, with or without proof, and you in fact are cheating, that you should admit it regardless, for the sake of the other person. The last thing you should do is flame the other person and lie about it making the other seem like s/he didn't know what he was talking about.

I'd rather have someone who blatantly cheats more than someone who has an advantage that is hard to spot. You can re-ban the ones who blatantly do it quite easily, but the people who lie and will try and sneak through, i really can't trust them to say they won't try to sneak again.

Besides. The douche had a second chance - remember Crimson admitting that she told him to stop? What did he do? Not stop. How many chances does a guy get if he does something for the community? Besides it's of my own opinion I really don't give a shit about server modded shit. O.K you can go ahead and fix bugs like falling through the map, beyond that Renegade was fine as it is.

As for you, you already admitted you don't even care what people think of you after you cheated. You should care, you ruined some of their games, and every person who hasn't cheated has a right to be mad because EVERYONE makes the choice of whether or not to cheat - Just because we were mature enough to choose not to cheat hardly means you can act like you're above it all. I'd feel embarassed if I knew and talked to you and were part of anything you did.

Furthermore, i don't really care how good or bad whatever you made is, the fact that you're a big bag of douchery leads me to not want to have anything to do with something so abnormally douchebaggish. If other people like it, cool, but we sure as hell didn't need it and it's not like renegade would be dead without you. That pretty much goes for both, because there'd still be dedicated people who would much rather see other priorities come first rather than scripts where you can change your score to make yourself feel like you're anything but the shitty-ass scum player you are.

That was the worst analogy EVER, by the way. You're comparing something like a game, to a certain aspect like cheating and not being able to stop? I'll bet 100$ that you didn't even TRY to stop.

Just fuck off.

Subject: Re: Sour Egg Releases NoFear
Posted by Dave Anderson on Wed, 17 Jan 2007 22:10:37 GMT
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Quote:You will in-fact be called a jackass because you don't know how the "Spell-check Message" button works.

Keep the urge to correct grammar to yourself or continue that discussion via private messages.

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Wed, 17 Jan 2007 22:20:39 GMT
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Sniper De and I are gonna become friends if we find a couple of other cheater-topics.

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Wed, 17 Jan 2007 22:24:44 GMT
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if i had known this has happend before i would of posted something much diffrent.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Wed, 17 Jan 2007 22:25:33 GMT
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Dave Anderson wrote on Wed, 17 January 2007 16:10Quote:You will in-fact be called a jackass because you don't know how the "Spell-check Message" button works.

Keep the urge to correct grammar to yourself or continue that discussion via private messages.

I didn't mean it as a flame, I was simply saying that people will flame him not because if his opinion on the matter but his poor spelling. HL if I offended you then I'm sorry.

On topic: Yeah sure I have the name of the player. Also I don't know if I was suppose to see this but when I joined my server I saw Nod Harvy delivered. Then I saw Nod APC Delivered. Meaning I saw some of the Nods information when I was on GDI. (This only happened a few times)

[21:16:44] <%sccrscorer> W|NGD|NGO killed BaboonDude (GDI Minigunner/Auto Rifle vs Nod Minigunner)

When I joined the server and he killed someone I kept seeing this so I'm assuming its something to do with the "|" in his name. Hope this helps.

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Wed, 17 Jan 2007 22:27:37 GMT
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So Sniper_De7, you think flaming other people is bad (above case of doing so is no different from any other flaming). Yet you insult people on your own. That's slightly pathetic.

Also, nice FPS there, Alex.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Wed, 17 Jan 2007 22:30:33 GMT
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No, I think it's bad that people that cheat and then flame the other person who has caught/accuse them cheating is bad. (Coincidentally, lying at the same time) Big difference there, chief.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Wed, 17 Jan 2007 22:32:20 GMT
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In fact, for some people apparently - you should be glad they caught you cheating, because you wouldn't have your cheat addiction anymore.

Subject: Re: Sour Egg Releases NoFear
Posted by Ryu on Wed, 17 Jan 2007 22:35:40 GMT
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SK What SK said.

Thanks SK. Just after I joined the game, That first moment of fps lag.

EDIT: Quote'd the wrong person. Lol

Subject: Re: Sour Egg Releases NoFear
Posted by IronWarrior on Wed, 17 Jan 2007 23:14:30 GMT
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Cheating sux.

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Wed, 17 Jan 2007 23:16:59 GMT
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Is it normal that the Nod messages appear as gold now (on Alex' screenshot)? Or am I missing something?

Subject: Re: Sour Egg Releases NoFear
Posted by Dave Anderson on Wed, 17 Jan 2007 23:22:27 GMT
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Caveman wrote on Wed, 17 January 2007 15:25Dave Anderson wrote on Wed, 17 January 2007 16:10Quote:You will in-fact be called a jackass because you don't know how the "Spell-check Message" button works.

Keep the urge to correct grammar to yourself or continue that discussion via private messages.

I didn't mean it as a flame, I was simply saying that people will flame him not because if his opinion on the matter but his poor spelling. HL if I offended you then I'm sorry.

On topic: Yeah sure I have the name of the player. Also I don't know if I was suppose to see this but when I joined my server I saw Nod Harvy delivered. Then I saw Nod APC Delivered. Meaning I saw some of the Nods information when I was on GDI. (This only happened a few times)

[21:16:44] <%sccrscorer> W|NGD|NGO killed BaboonDude (GDI Minigunner/Auto Rifle vs Nod Minigunner)

When I joined the server and he killed someone I kept seeing this so I'm assuming its something to do with the "|" in his name. Hope this helps.

It isn't that you offended me, because you didn't. The mods, however, posted new rules for a reason.

Subject: Re: Sour Egg Releases NoFear
Posted by Ryu on Wed, 17 Jan 2007 23:23:45 GMT
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Goztow wrote on Wed, 17 January 2007 17:16Is it normal that the Nod messages appear as gold now (on Alex' screenshot)? Or am I missing something?

I think you read it wrong, The n00bjetter (Havoc) killed a Noddy.

Subject: Re: Sour Egg Releases NoFear
Posted by Zion on Thu, 18 Jan 2007 00:00:59 GMT
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Goztow wrote on Wed, 17 January 2007 23:16Is it normal that the Nod messages appear as gold now (on Alex' screenshot)? Or am I missing something?

They're based on the team of <killer> as the primary color.

Just like normal, you kill someone and the message "<nick1> killed <nick2>" is in the color of your team.

In other words, two GDI guys killed two Nod guys when he took that screen shot.

Subject: Re: Sour Egg Releases NoFear
Posted by icedog90 on Thu, 18 Jan 2007 02:07:43 GMT
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Dave Anderson wrote on Wed, 17 January 2007 15:22It isn't that you offended me, because you

---

didn't. The mods, however, posted new rules for a reason.

Yes. Please abide by them.

Subject: Re: Sour Egg Releases NoFear
Posted by Whitedragon on Thu, 18 Jan 2007 02:25:10 GMT
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Good job releasing a cheat.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 03:18:38 GMT
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icedog90 wrote on Wed, 17 January 2007 21:07Dave Anderson wrote on Wed, 17 January 2007 15:22It isn't that you offended me, because you didn't. The mods, however, posted new rules for a reason.

Yes. Please abide by them.

As I previously stated. I didn't intend to flame or insult anyone. I was just simply trying to say that he would get flamed because of his spelling. I apologize if I came across rude.

As to WhiteDragon; Would you care to go into a little more detail?

Subject: Re: Sour Egg Releases NoFear
Posted by Veyrdite on Thu, 18 Jan 2007 04:27:11 GMT
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in real life different people have different amounts of chances, so in ren we might as well take this into account as well as the fact that our community is small. communism is when people are even, and this is a site created by a democratic country, not saying we vote on everything here.

Subject: Re: Sour Egg Releases NoFear
Posted by EvilWhiteDragon on Thu, 18 Jan 2007 06:27:17 GMT
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gamemodding wrote on Wed, 17 January 2007 20:02first of all your body craves nicotine. i have been addictided to it (not cigorets) and found it pretty easy to get off of it. in fact all you need it willpower, find something to do that will take your mind off of nicotine.

---

second of all, i will not fogive the fact you cheated. but i also for some reason feel some sympathy. i have considerd getting my own back on cheaters, but i just think to myself "is it worth it?". no is the answer. never the less, what you did for the community was counterd by the fact you did this.

i think everyone should be allowed a second chance. imo, if you do stop cheating i think this should all be forgotten. unless ofcourse it happens again. i belive no one should have a 3rd chance.

im sure i will be called a jackass for posting my opionion. but thats how it goes on this forum. Lets just say that he went wrong about 3 times (I think). first time pretty badly...

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Thu, 18 Jan 2007 07:55:57 GMT
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OK, that was me being stupid, about the message color .

The fact if this would be cheating or not has been discussed before: http://www.black-intel.net/forum/index.php/topic,320.0.html and my statement was that I see it as a possible unfair advantage. I think that's what Whitedragon means.

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Thu, 18 Jan 2007 10:35:33 GMT
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Caveman wrote on Wed, 17 January 2007 17:25
On topic: Yeah sure I have the name of the player. Also I don't know if I was suppose to see this but when I joined my server I saw Nod Harvy delivered. Then I saw Nod APC Delivered. Meaning I saw some of the Nods information when I was on GDI. (This only happened a few times)

[21:16:44] <%sccrscorer> W|NGD|NGO killed BaboonDude (GDI Minigunner/Auto Rifle vs Nod Minigunner)

When I joined the server and he killed someone I kept seeing this so I'm assuming its something to do with the "|" in his name. Hope this helps.

The "|" will be causing the problem in the messages. Seeing the NOD APC/HARVY Messages should not appear unless the game is not recieving all the information. It would be interesting if this happens within the first minute of the game and wether or not it keeps doing that.

This cannot be reguarded as a cheat, the information that you can recieve can be communicated to you in other ways, this just makes it a lot more easier.

At Sniper_De7, Crimson never told me to stop because she didn't know. You are getting the story confused with Sir_Kane who did get told to stop.

Subject: Re: Sour Egg Releases NoFear
Posted by EvilWhiteDragon on Thu, 18 Jan 2007 11:07:19 GMT
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well the position of nod soldiers and vehicles can be communicated too, so I guess radar hack isnt a cheat either   ?
Oh and since you can communicate about destroying the enemy, you can also use fr as the outcome is the same   ...
And ofcourse stealth reveal is allowed, I mean you can easily communicate that..
I think your point isnt really vailid...

Subject: Re: Sour Egg Releases NoFear
Posted by MexPirate on Thu, 18 Jan 2007 11:45:14 GMT
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why don't you and Kane just fuck off tbh.

This looks like some piece of shit that should be a server side modification if anything, just another thing to unbalance the game for people who choose to take any advantage they can get their hands on.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Thu, 18 Jan 2007 12:50:29 GMT
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dead6re wrote on Thu, 18 January 2007 04:35At Sniper_De7, Crimson never told me to stop because she didn't know. You are getting the story confused with Sir_Kane who did get told to stop.

Quote:I would like you to grant him a second chance, which is what he deserves

I was talking about him, which is indeed why I said that. But as for you, I don't think you deserve one either. The fact that you lied about cheating(yours and his) and you even knew that he cheated just makes it all the more sadder. What am I talking about?

Quote:Silent_Kane has managed to perform various little tricks server side in the dll he is currently coding. These are found and removed by Crimsons request. This incident more to do with "fluke" then hacking.-you

Not only did you lie about cheating, but you *did* get a second chance. Every single time you entered a game with or without cheats, you made a choice wether or not to stop cheating, as i'd

be 100% sure that you didn't even try to do. So even after every time someone suspected you of cheating, and you were, they just didn't have proof, you still made the decision to cheat. Take that to people who, because they are new - join a game with some obvious cheat and don't know any better, obviously they'll get caught and banned and shown no mercy, when theyd on't even know how to go about attempting at making it less obvious they cheated in the first place.

Every single time i want to join a game I make the decision of not cheating as does anyone else who knows how easily it is to get. You're not above everyone else, you don't deserve any second chances, even if you already have, so quit acting like you do.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 14:56:02 GMT
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dead6re wrote on Thu, 18 January 2007 04:35Caveman wrote on Wed, 17 January 2007 17:25 On topic: Yeah sure I have the name of the player. Also I don't know if I was suppose to see this but when I joined my server I saw Nod Harvy delivered. Then I saw Nod APC Delivered. Meaning I saw some of the Nods information when I was on GDI. (This only happened a few times)

[21:16:44] <%sccrscorer> W|NGD|NGO killed BaboonDude (GDI Minigunner/Auto Rifle vs Nod Minigunner)

When I joined the server and he killed someone I kept seeing this so I'm assuming its something to do with the "|" in his name. Hope this helps.

The "|" will be causing the problem in the messages. Seeing the NOD APC/HARVY Messages should not appear unless the game is not recieving all the information. It would be interesting if this happens within the first minute of the game and wether or not it keeps doing that.

This cannot be reguarded as a cheat, the information that you can recieve can be communicated to you in other ways, this just makes it a lot more easier.

At Sniper_De7, Crimson never told me to stop because she didn't know. You are getting the story confused with Sir_Kane who did get told to stop.

Its within the very first moment of the game. After that I stop seeing the harvy messages and other team messages and just see kills and our vehicle purchases.

Subject: Re: Sour Egg Releases NoFear
Posted by trooprm02 on Thu, 18 Jan 2007 15:17:03 GMT
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I see this NoFear thing as a HUGE cheat. Why would you have made/use this, let alone release

it? It sure doesnt help your story. ALthought, i do really see you go, ALOT will get done slower (including rg1.04). But its funny, most of the people who keep complainging they want rg 1.04 to be released sooner, want you out. This is going against their own logic, and anyway even if you did cheat, i think you saw the error of your ways, and I'd rather have you cheat (but still working on rg 1.04) than have ALOT more cheaters because of the slow down of rg 1.04....

BUT I also think more info should be released about the supposide SK and v00d00 thing

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Subject: Re: Sour Egg Releases NoFear
Posted by Sccrscorer on Thu, 18 Jan 2007 16:23:09 GMT
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Cheat?? I look it at as a great way to catch cheaters. Instead of having to scroll up on irc hoping to catch it its right there.

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Thu, 18 Jan 2007 16:38:02 GMT
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Wall hack is also a great anti cheat! You can see everyone that could do suspect damage! Do you use it though? I hope not.

Subject: Re: Sour Egg Releases NoFear
Posted by havoc9826 on Thu, 18 Jan 2007 16:45:47 GMT
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Sccrscorer wrote on Thu, 18 January 2007 08:23Cheat?? I look it at as a great way to catch cheaters. Instead of having to scroll up on irc hoping to catch it its right there.
Little problem, though. What if you see someone kill someone else with a Repair Gun(Weak)? OMG FINAL REN!!1!1 -- NO, they probably just ran into a proxy c4, but there is no way (and should be no way) to check that ingame. That's what moderators in IRC are for (and where this script should actually go).

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Thu, 18 Jan 2007 16:48:38 GMT
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i done something like that once...

"roshambo(GDI minigunner) destroyed someone's Nod Light Tank"

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 17:07:19 GMT
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havoc9826 wrote on Thu, 18 January 2007 11:45Sccrscorer wrote on Thu, 18 January 2007 08:23Cheat?? I look it at as a great way to catch cheaters. Instead of having to scroll up on irc hoping to catch it its right there.
Little problem, though. What if you see someone kill someone else with a Repair Gun(Weak)? OMG FINAL REN!!1!1 -- NO, they probably just ran into a proxy c4, but there is no way (and should be no way) to check that ingame. That's what moderators in IRC are for (and where this script should actually go).

Yes we know that. It says that on IRC. But if you see 3 apcs just blew up by pistol from an SBH you don't have to alt tab out because its there in your face. Its just like having two monitors. One ingame and on on IRC so you can see the kill messages. How do you work out that this is a cheat. Extended kill messages. Its what you see on IRC. You can't see the other teams chat. So its not a cheat. Its just a easier way to catch cheaters. Thats how I see it. If I had any doubt that this was a cheat do you really think I would openly test it out in public, come to the Renegade forums and say well this part doesn't work. No. I would keep it to myself and abuse it. So to the people who think its a cheat. Could you explain to me in some detail what exactly makes it a cheat.

Subject: Re: Sour Egg Releases NoFear
Posted by Sccrscorer on Thu, 18 Jan 2007 17:07:56 GMT
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obviously if i see a repair gun "kill" a tank im not gonna !Kb em im gonna look out and if it happens way too much i will test.. just like if im in irc i would look for that and let a mod ingame know

---

Subject: Re: Sour Egg Releases NoFear
Posted by havoc9826 on Thu, 18 Jan 2007 17:08:48 GMT
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Caveman wrote on Thu, 18 January 2007 09:07Yes we know that. It says that on IRC. But if you see 3 apcs just blew up by pistol from an SBH you don't have to alt tab out because its there in your face.
I've seen a Nuclear Strike do that. If you get some clueless mod or someone who can be trusted with !poll kicking on the other side of the map who has no idea who planted the nuke or that one was even planted, you get problems.

Subject: Re: Sour Egg Releases NoFear
Posted by Sccrscorer on Thu, 18 Jan 2007 17:13:02 GMT
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solution: dont make clueless people mods? durrr

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 17:13:15 GMT
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Thats the same thing if someone was in IRC. If they saw that. Are you now saying that having IRC is a cheat?

Subject: Re: Sour Egg Releases NoFear
Posted by Renx on Thu, 18 Jan 2007 17:21:51 GMT
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Most servers disallow people to be in IRC and the game at the same time.

I wouldn't personally view this as a cheat, and I really don't think he made this to give himself an advantage overothers either. However I can see how this would upset some people since it could provide an advantage. Even if you did know what character/weapon someone had, there's no way to know exactly where that person is at the same time unless you can already see them on your screen.

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Thu, 18 Jan 2007 17:27:55 GMT
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I want to add: I can understand serevr owners / admins using this. It's their serevr and if it can help them catch cheatres, then I don't see a problem with it. It's their serevr and they do with it how they like anyway.

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Thu, 18 Jan 2007 17:34:43 GMT
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Also, I see lots of modern games with this already built into the game. Its your loss if you don't use it and you know about it. I'm just bringing modifications that I feel are needed (And ones that were requested). Look at CS:S!

Subject: Re: Sour Egg Releases NoFear
Posted by StealthEye on Thu, 18 Jan 2007 18:02:56 GMT

Other modern games might have more powerful weapons, therefore it is not a problem to make your weapons do more damage.
For players not using final renegade or whatever, it's their loss if they do not know about it or use it. It's publically availible anyway...
Right?

Personally I do not think this will really give you an advantage though. I have had some test builds from Dead6re and have seen little to no use for it really. The only thing that it did for me was make the message window spammed and less readable, which actually is a bad effect as you will more easily miss (team) messages. It might be handy for moderators/server owners to check what exactly happened more easily than having to alt tab to irc and make renegade crash when going back (with a certain version of scripts.dll), however I have not used that information a lot in finding and stopping cheaters.

Subject: Re: Sour Egg Releases NoFear
Posted by Zion on Thu, 18 Jan 2007 18:10:16 GMT

StealthEye wrote on Thu, 18 January 2007 18:02...than having to alt tab to irc and make renegade crash when going back ...

Many people nowadays (especially popular server owners) will have a dual monitor configuration. So that'll save time and crash at 'alt-tab'bing out.

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Thu, 18 Jan 2007 18:11:39 GMT

trooprm02 wrote on Thu, 18 January 2007 09:17BUT I also think more info should be released about the supposide SK and v00d00 thing
Wtf did I miss?

Subject: Re: Sour Egg Releases NoFear
Posted by Renx on Thu, 18 Jan 2007 18:14:30 GMT

trooprm02 wrote on Thu, 18 January 2007 11:17I see this NoFear thing as a HUGE cheat. Why would you have made/use this, let alone release it? It sure doesnt help your story. ALthought, i do really see you go, ALOT will get done slower (including rg1.04). But its funny, most of the people who keep complainging they want rg 1.04 to be released sooner, want you out. This is going against their own logic, and anyway even if you did cheat, i think you saw the error of your ways,

---

and I'd rather have you cheat (but still working on rg 1.04) than have ALOT more cheaters because of the slow down of rg 1.04....

BUT I also think more info should be released about the supposide SK and v00d00 thing

1) Dead6re has absolutely nothing to do with BHS or RenGuard
2) What on earth is this "v00d00 thing?" Last time I checked, v00d00 has just come back after months of inactivity to work on something that allows you to reconstruct buildings server-side. Is that a cheat now too? Everything else seems to be these days.

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Thu, 18 Jan 2007 18:18:19 GMT
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Big building cheat.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Thu, 18 Jan 2007 18:37:57 GMT
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1. Why do you think the NoFear dll is a cheat? From what I have seen (havn't actually tried it), it provides enhanced kill messages, and team vehicle information...I don't see how any of that is a cheat??

2. v00d00 never left BHS, like the rest of us, he has a life and responsibilities that take up his time. It's true that he was absent for awhile, but it's because he was extremely busy, not because he "left" or "quit".

3. v00d00 has done some work on a mod that would enable server owners to have an option for re-purchasing a building. The idea being that for example, if the entire team donated all of their money, a building could be "turned back on". This would be a server-side mode and certainly not a cheat.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 18:50:42 GMT
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Blazer wrote on Thu, 18 January 2007 19:371. Why do you think the NoFear dll is a cheat? From what I have seen (havn't actually tried it), it provides enhanced kill messages, and team vehicle information...I don't see how any of that is a cheat??.

Thats what i've been trying to say.

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Thu, 18 Jan 2007 19:41:46 GMT
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It gives information that other players don't have.

Subject: Re: Sour Egg Releases NoFear
Posted by warranto on Thu, 18 Jan 2007 20:05:29 GMT
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Does the information benefit the player that has it to a point that gives them an easier time playing the game?

Subject: Re: Sour Egg Releases NoFear
Posted by Ryu on Thu, 18 Jan 2007 20:09:30 GMT
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It would be there own fault they don't check these forums or n00bstories forums. Because thats were the release of this nifty tool was announced.

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Thu, 18 Jan 2007 20:25:16 GMT
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warranto wrote on Thu, 18 January 2007 21:05Does the information benefit the player that has it to a point that gives them an easier time playing the game?
I do believe that it can, just like advantage skins/sounds, clearscope and radar hack can. You can benefit from all information you get more as long as you use it correctly.

Subject: Re: Sour Egg Releases NoFear
Posted by AmunRa on Thu, 18 Jan 2007 20:31:15 GMT
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Goztow wrote on Thu, 18 January 2007 15:25warranto wrote on Thu, 18 January 2007 21:05Does the information benefit the player that has it to a point that gives them an easier time playing the game?
I do believe that it can, just like advantage skins/sounds, clearscope and radar hack can. You can benefit from all information you get more as long as you use it correctly.
The information provided by this dll gives the user no advantage over anyone else, atleast from what I can see. Its really not that different from looking in irc, even a "public" channel. I see no way that this could be used to give a regular user advantage over anyone else.

Subject: Re: Sour Egg Releases NoFear
Posted by Renx on Thu, 18 Jan 2007 20:47:08 GMT

Goztow wrote on Thu, 18 January 2007 16:25warranto wrote on Thu, 18 January 2007 21:05Does the information benefit the player that has it to a point that gives them an easier time playing the game?
I do believe that it can, just like advantage skins/sounds, clearscope and radar hack can. You can benefit from all information you get more as long as you use it correctly.

That doesn't mean information is a cheat... I have my Renegade running full detail, that mean I can see SBH flicker when they jump and I can see them kick up dirt when they run. Someone with low detail cannot see this, and therefore I have an advantage over them. Am I cheating?

Subject: Re: Sour Egg Releases NoFear
Posted by havoc9826 on Thu, 18 Jan 2007 20:58:08 GMT

Goztow wrote on Thu, 18 January 2007 15:25warranto wrote on Thu, 18 January 2007 21:05Does the information benefit the player that has it to a point that gives them an easier time playing the game?I do believe that it can, just like advantage skins/sounds, clearscope and radar hack can. You can benefit from all information you get more as long as you use it correctly.
Renx wrote on Thu, 18 January 2007 12:47That doesn't mean information is a cheat... I have my Renegade running full detail, that mean I can see SBH flicker when they jump and I can see them kick up dirt when they run. Someone with low detail cannot see this, and therefore I have an advantage over them. Am I cheating?

Those people may be unfortunate, but your advantage came shipped with the game straight from EA. You may have a financial and technological advantage, but that doesn't make it your fault that you have a better machine than they do, so you shouldn't be punished for it.

AmunRa wrote on Thu, 18 January 2007 12:31The information provided by this dll gives the user no advantage over anyone else, atleast from what I can see. Its really not that different from looking in irc, even a "public" channel. I see no way that this could be used to give a regular user advantage over anyone else.
Let me present an example scenario:

I doubt regular users (if allowed to do so) will be constantly alt-tabbing between IRC and Renegade (note that Windowed mode only allows someone to see the last few lines of IRC output unless they move the window, which is analogous to alt-tabbing) to see if there are any SBH units left after GDI destroys the HON. Seeing a SBH unit make a kill after the HON is destroyed will allow GDI to know that there still is/are a/some stealth unit(s), whereas they may not have had such knowledge otherwise (e.g. if a Nod player had just purchased the SBH in the Power Plant when the HON died). Now, with this knowledge, GDI will actively try to prevent this/these unit(s) from entering their base, and will be more conservative about base defense than they would have if they had assumed there were probably no remaining SBH units.

I'm sure many other scenarios exist in which there could be an unfair advantage gained from this. However, as I stated before, my greatest concern is the constant accusations that we'll get from ignorant players who 1. don't understand that the weapons in the kill messages refer to those the person is currently holding, rather than what they were killed with, and 2. have the naïveté to believe that anyone who killed them and is not using RenGuard must be cheating, and/or that noone who uses RenGuard could possibly be cheating (which is already an issue, but combine this with #1 and it gets even worse). Unless you plan to have all C4 and beacon detonations (with their corresponding owners) displayed ingame, I predict that if people who are too dumb to understand what this is get their hands on it (through direct download or a future scripts.dll/core patch release), the problems this may create would outweigh the benefits (at least until someone invents an ingame !shun command).

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 21:11:39 GMT
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I can see where you're going with this but then again why would a average joe have this? If someone wants to download this then they must have SOME knowledge of the weapon presents and whatnot. As for the !shun command. That already exists.

Subject: Re: Sour Egg Releases NoFear
Posted by havoc9826 on Thu, 18 Jan 2007 21:21:02 GMT
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Caveman wrote on Thu, 18 January 2007 13:11I can see where you're going with this but then again why would a average joe have this? If someone wants to download this then they must have SOME knowledge of the weapon presents and whatnot. As for the !shun command. That already exists.
Unless it comes with a future core patch, in which case a great many players will have it, regardless of whether or not they're smart enough to understand it. Also, who has a !shun command that works for ingame players and not just people in IRC?

Subject: Re: Sour Egg Releases NoFear
Posted by Crimson on Thu, 18 Jan 2007 21:24:41 GMT
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havoc9826 wrote on Thu, 18 January 2007 13:58Those people may be unfortunate, but your advantage came shipped with the game straight from EA. You may have a financial and technological advantage, but that doesn't make it your fault that you have a better machine than they do, so you shouldn't be punished for it.

LOL I was involved in a HUGE e-argument about 4 years ago on this subject. My side was condemned and our win was decided as unfair because we loaded the map faster.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Thu, 18 Jan 2007 22:01:21 GMT
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The new brenbot has a !shun command that works in-game

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Thu, 18 Jan 2007 22:13:57 GMT
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If you want an exemple: the mere fac u know an engee killed your teammate which was in the base and not a hotwire is enough to decide not to go after it.

My problem is not that people know this info, the problem is some know it and some don't, making it an unfair advantage.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Thu, 18 Jan 2007 23:00:36 GMT
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havoc9826 wrote on Thu, 18 January 2007 14:58Goztow wrote on Thu, 18 January 2007 15:25warranto wrote on Thu, 18 January 2007 21:05Does the information benefit the player that has it to a point that gives them an easier time playing the game?I do believe that it can, just like advantage skins/sounds, clearscope and radar hack can. You can benefit from all information you get more as long as you use it correctly.
Renx wrote on Thu, 18 January 2007 12:47That doesn't mean information is a cheat... I have my Renegade running full detail, that mean I can see SBH flicker when they jump and I can see them kick up dirt when they run. Someone with low detail cannot see this, and therefore I have an advantage over them. Am I cheating?

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AmunRa wrote on Thu, 18 January 2007 12:31The information provided by this dll gives the user no advantage over anyone else, atleast from what I can see. Its really not that different from looking in irc, even a "public" channel. I see no way that this could be used to give a regular user advantage over anyone else.
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when the HON died). Now, with this knowledge, GDI will actively try to prevent this/these unit(s) from entering their base, and will be more conservative about base defense than they would have if they had assumed there were probably no remaining SBH units.

I'm sure many other scenarios exist in which there could be an unfair advantage gained from this. However, as I stated before, my greatest concern is the constant accusations that we'll get from ignorant players who 1. don't understand that the weapons in the kill messages refer to those the person is currently holding, rather than what they were killed with, and 2. have the naïveté to believe that anyone who killed them and is not using RenGuard must be cheating, and/or that noone who uses RenGuard could possibly be cheating (which is already an issue, but combine this with #1 and it gets even worse). Unless you plan to have all C4 and beacon detonations (with their corresponding owners) displayed ingame, I predict that if people who are too dumb to understand what this is get their hands on it (through direct download or a future scripts.dll/core patch release), the problems this may create would outweigh the benefits (at least until someone invents an ingame !shun command).

Tack on the fact that if you knew there were no sbhs or not that you could also safely repair in the field or not, whereas the average person doesn't know this.

Subject: Re: Sour Egg Releases NoFear
Posted by warranto on Thu, 18 Jan 2007 23:06:30 GMT
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The average person should be able to figure that out without any assistance.

Basic rule:

If they can still use the Hand, SBH roam the land.

Other than that its a quick thing to see an approximate as to who is out there in active combat, how many players there are on the team, and who you have not heard from in a while, be it that they are afk, guarding the base, or waiting for the right time to strike.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Thu, 18 Jan 2007 23:12:37 GMT
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Why should they be able to figure that out? Just because someone hasn't died or killed in a while doesn't mean they're sbhs. My point is that if it were me, and i actually wanted to download this, i would use this as obvious assurance if there is an sbh or not. You can guess all you like and you may be right in "assuming" but if you see sbh kills whatever, then you KNOW there is an sbh. Quite different to just assuming there might be.

Anyways, like I said, I would use it to my advantage that way, and that's what could make it unfair. Tantamount to cheating, I don't really know - I guess it depends on what you would count as cheating.

edit: oh and just a question, is the ta-Kane or however it's capitalized the same guy as who was in [NE]?

Subject: Re: Sour Egg Releases NoFear
Posted by warranto on Thu, 18 Jan 2007 23:18:12 GMT
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Assurance only as long as he actually kills someone. In which case, the smart person will mention to watch out for the SBH in the field.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Thu, 18 Jan 2007 23:25:36 GMT
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and with this you won't need that supposed smart person. Besides, I don't remember a single time where the HON was down and someone said that there was an sbh when there was one. Like I said, with this you don't *need* to have someone say there was an sbh that whoever got killed by him. That is an advantage, you can't discount that it is. Now the question is that if it's an advantage does that mean that only everybody should get it or no one, and that's not a question I can certainly answer. To be fair, it would be either no one or everyone, and since not everyone can... that would imply that it can only be fair if no one did.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Fri, 19 Jan 2007 00:12:20 GMT
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So you guys are saying that knowing what someones current character is, and what weapon they killed you with, is a cheat? As if 99% of the time you don't outright see them kill you.

* In many servers, the enhanced kill messages not only show in IRC, but are broadcast via host messages...I guess they are forcing "cheats" onto their players?

* I play with dual monitors, and can see IRC while I play...I guess I'm using the dual monitor cheat, since I can see the kill messages? And no, I don't spy on team chat, which is displayed in a seperate admin-only channel.

* I often check the IRC kill messages to make sure someone else is not cheating. Like I'm driving my stank and suddenly it pops although nobody is around, I'm like WTF OMG HAX...then I check IRC and see that it was timed c4 that I obviously didn't see get tossed on me

* As mentioned, ALWAYS assume that SBH are about, even if the hand is destroyed, as that is the best time for SBH to be sneaky and own careless players. Seeing that an SBH killed you in a kill message shouldn't be considered a cheat, as you should always assume they are about.

* I've often been sniped out of the blue and the killer will say in F2 chat "lol sbh sniper ownz u"...I guess he forced me to use the "know what killed you cheat"?

Seriously...you guys need to relax, lol.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Fri, 19 Jan 2007 00:40:13 GMT
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I said it was an advantage, not a cheat.

Some people disallow clear scope from their servers, for the reason that it gives people an advantage (if they can't notice people as easily). some people may determine it cheating based on their own definition of cheating. Whether or not mild or not mild, it is an advantage. For example, some people might consider bright skins "cheating" because you can identify people a lot easier than a random person would who doesn't know how to download them if s/he wants to.

I think there was only one person who said it was cheating though. I would think it's up to the server admin to allow or disallow. It's a little unfair for the guy with the lone sbh to kill a guy if the other team has this. Of course, the person who got killed *might* tell the team anyways, with or without, but now the person with the sbh doesn't have a choice.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Fri, 19 Jan 2007 00:45:30 GMT
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Personally I consider bright C4 much more of a cheat than knowing if someone sniped me with a havoc or a deadeye (as if I couldnt tell).

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Fri, 19 Jan 2007 00:53:07 GMT
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I would agree there, but knowing if a team has NO sbhs is an advantage that I would put to use. Instead of repairing in the tiberium where I would normally repair if i really needed to, I could instead repair under cover, or just out in the open. The same could be said about knowing if there are any techs left.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Fri, 19 Jan 2007 01:11:19 GMT
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Ok let me make my point. Hand gets destoryed. With this .dll you'll know if a SBH has died recently. Whos to say whether there isn't another 10 sbhs laying around? Thats just like saying to your team. I just saw an SBH die, its ok to get out of your tanks now. This program doesn't tell you whether theres any left. It just simply says who was killed with what. What is the damn problem.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Fri, 19 Jan 2007 06:00:35 GMT
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My point was an sbh *killing* someone else, thus the sbh lives. And the only person who knows this is the person who he killed (which is probably someone who isn't smart enough to tell the team, or doesn't care enough) and any person who uses this script or whatever you want to call it. I did not say that if one sbh dies that means all of them are dead.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Fri, 19 Jan 2007 06:08:44 GMT
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Sniper_De7 wrote on Thu, 18 January 2007 19:53I would agree there, but knowing if a team has NO sbhs is an advantage that I would put to use. Instead of repairing in the tiberium where I would normally repair if i really needed to, I could instead repair under cover, or just out in the open. The same could be said about knowing if there are any techs left.

Theres no way to tell that there are no SBH's...even if the hand has been gone for 15 mins, there is probably still a few lurking around. I know I love keeping my sbh alive as long as possible when the hand is lost

Subject: Re: Sour Egg Releases NoFear
Posted by Goztow on Fri, 19 Jan 2007 07:30:02 GMT
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When this was in development i strongly suggested dead6re to also make a server side dll which would toggle this thing on or off. Meaning the client dll checks with the serevr dll if you can use it on this server or not. He choose to ignore this or simply didn't know how to do it, so be it.

So you guys are saying that knowing what someones current character is, and what weapon they killed you with, is a cheat? As if 99% of the time you don't outright see them kill you.
This isn't the point! You choose to ignore the whole question. It's the fact you now also have all

info on who was killed by whom for the complete game and not only for yourself. Big difference.

* In many servers, the enhanced kill messages not only show in IRC, but are broadcast via host messages...I guess they are forcing "cheats" onto their players?
What's so hard to understand in the explanation of sniper de7. Boradcast message = server side = all know it = all have the same info = no advantage for one compared to another.

* I play with dual monitors, and can see IRC while I play...I guess I'm using the dual monitor cheat, since I can see the kill messages? And no, I don't spy on team chat, which is displayed in a seperate admin-only channel.
Yes, you have an unfair advantage towards others. But as you are a serevr owner/admin, you can do whatever you want anyway, as stated before. TK2 has a passworded IRC and has strict, though hard to control, guidelines not to look in irc while playing for this reason.

* I often check the IRC kill messages to make sure someone else is not cheating. Like I'm driving my stank and suddenly it pops although nobody is around, I'm like WTF OMG HAX...then I check IRC and see that it was timed c4 that I obviously didn't see get tossed on me
Most of the time it won't even show up as timed c4 as ssaow cannot actually guess that it was timed if the player has changed weapons since. As I said, I guess this is your privilege as server owner/administrator.

* As mentioned, ALWAYS assume that SBH are about, even if the hand is destroyed, as that is the best time for SBH to be sneaky and own careless players. Seeing that an SBH killed you in a kill message shouldn't be considered a cheat, as you should always assume they are about.
Maybe in a 20v20 game but not in a 5v5 game. Anbd there's a difference between assuming and knowing which will influence your gameplay. If you assume the cops could be around teh corner then you mlight still drink a couple of glasses whereas if you know it, you will not drink any at all.

* I've often been sniped out of the blue and the killer will say in F2 chat "lol sbh sniper ownz u"...I guess he forced me to use the "know what killed you cheat"?
All have the same info, you don't have an advantage.

Seriously...you guys need to relax, lol.

Subject: Re: Sour Egg Releases NoFear
Posted by havoc9826 on Fri, 19 Jan 2007 07:39:53 GMT
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An attentive player on GDI would mentally keep track of who they've seen/killed and whether they have an advanced unit (and therefore which one) or a free unit. If they don't see a certain player, or a lack of change in that player's score for an extended amount of time, they can assume that the person is either AFK or deliberately staying out of contact with everyone because they definitely have an advanced unit. Until everyone who was in the server before the HON died is accounted for, that attentive GDI player would stay alert for advanced units, especially SBH, and if he/she is concerned enough, he/she will inform the team accordingly when relevant and/or asked for.

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Fri, 19 Jan 2007 09:14:55 GMT
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I decided not to implement a server side option because anything this DLL provides as information can be provided by any player. If someone is killed by an SBH when the HON is dead, they can tell you there is an SBH alive. It provides an advantage, I agree, but this advantage can be gained in other ways if you have a good team to work with.

Subject: Re: Sour Egg Releases NoFear
Posted by havoc9826 on Fri, 19 Jan 2007 09:22:36 GMT
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Goztow wrote on Thu, 18 January 2007 23:30* I often check the IRC kill messages to make sure someone else is not cheating. Like I'm driving my stank and suddenly it pops although nobody is around, I'm like WTF OMG HAX...then I check IRC and see that it was timed c4 that I obviously didn't see get tossed on me
Most of the time it won't even show up as timed c4 as ssaow cannot actually guess that it was timed if the player has changed weapons since. As I said, I guess this is your privilege as server owner/administrator.

SSAOW might not show that yet, but DragonServ currently does show the owners of Timed/Remote C4 (in the moderator channels), what type exploded or was disarmed (and if the latter, by whom), and whether it was attached to anything. It's certainly possible, and not unrealistic to think Whitedragon may include this feature in the next SSAOW release.

Subject: Re: Sour Egg Releases NoFear
Posted by trooprm02 on Fri, 19 Jan 2007 14:56:55 GMT
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Goztow wrote on Thu, 18 January 2007 13:41It gives information that other players don't have.

Exactly. Not only this but something like this i think would kill the game somemore. Its good to see ren still kicking, but heavy modding like this, (i think) is way too much. If i kill someone, its tells everyone else exactly what vechile im in, what char etc. Same thing as wall hack? I think so.

Subject: Re: Sour Egg Releases NoFear
Posted by cheesesoda on Fri, 19 Jan 2007 15:12:40 GMT
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And now you idiots are going to tell me that user created reticles and Windows Magnifying glass are advantages in the game.

I see nothing wrong with NoFear, and if it was considered a cheat, I'm sure this discussion would have been locked and moved by the moderation.

Subject: Re: Sour Egg Releases NoFear
Posted by trooprm02 on Fri, 19 Jan 2007 15:18:38 GMT
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Thats exactly why you ARE NOT, a mod. And I see why you don't even play ren anymore, because you obviously have no clue about gameplay

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Subject: Re: Sour Egg Releases NoFear
Posted by cheesesoda on Fri, 19 Jan 2007 15:23:56 GMT
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trooprm02 wrote on Fri, 19 January 2007 10:18Thats exactly why you ARE NOT, a mod. And I see why you don't even play ren anymore, because you obviously have no glue about gameplay You're right, I don't have any glue about gameplay. Then again, I don't think anybody does.

I know damn well what gives people advantages, and if yellow SpongeBob C4 skins are not considered cheating, NoFear certainly is not cheating.

Also, just because I've stopped playing the game doesn't mean I stopped due to my lack of understanding of the game. It doesn't take a genius to figure these things out. It just takes simple logic and reasoning, but you would know nothing about them, apparently.

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Fri, 19 Jan 2007 15:32:13 GMT
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ruelzSpelling/Grammar: This is a gaming forum, not literature. Keep the urge to correct to yourself. If it pains you so much to see someone misspell a word, miss a comma, etc., give them lessons in private because we don't want to see it on the forums. However, we would appreciate it if everyone's post was at least legible.

Subject: Re: Sour Egg Releases NoFear
Posted by cheesesoda on Fri, 19 Jan 2007 15:34:52 GMT
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gamemodding wrote on Fri, 19 January 2007 10:32ruelzSpelling/Grammar: This is a gaming forum, not literature. Keep the urge to correct to yourself. If it pains you so much to see someone misspell a word, miss a comma, etc., give them lessons in private because we don't want to see it

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on the forums. However, we would appreciate it if everyone's post was at least legible.

If he can't fucking hit the 'c' key instead of the 'g' key, I can't be expected to hold to that rule.

Subject: Re: Sour Egg Releases NoFear
Posted by trooprm02 on Fri, 19 Jan 2007 15:37:55 GMT
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j_ball430 wrote on Fri, 19 January 2007 09:34gamemodding wrote on Fri, 19 January 2007 10:32ruelzSpelling/Grammar: This is a gaming forum, not literature. Keep the urge to correct to yourself. If it pains you so much to see someone misspell a word, miss a comma, etc., give them lessons in private because we don't want to see it on the forums. However, we would appreciate it if everyone's post was at least legible.

If he can't fucking hit the 'c' key instead of the 'g' key, I can't be expected to hold to that rule.

Ok, I see you left ren cuz u sucked so much (u have admitted this), why stay on these forums to correct spelling? But I do agree with u that u do need help.

Subject: Re: Sour Egg Releases NoFear
Posted by cheesesoda on Fri, 19 Jan 2007 15:43:49 GMT
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trooprm02 wrote on Fri, 19 January 2007 10:37j_ball430 wrote on Fri, 19 January 2007 09:34gamemodding wrote on Fri, 19 January 2007 10:32ruelzSpelling/Grammar: This is a gaming forum, not literature. Keep the urge to correct to yourself. If it pains you so much to see someone misspell a word, miss a comma, etc., give them lessons in private because we don't want to see it on the forums. However, we would appreciate it if everyone's post was at least legible.

If he can't fucking hit the 'c' key instead of the 'g' key, I can't be expected to hold to that rule.

Ok, I see you left ren cuz u sucked so much (u have admitted this), why stay on these forums to correct spelling? But I do agree with u that u do need help.

It's funny how you can only resort to ad hominem. LET'S NOT ATTACK THE ISSUE. LET'S ATTACK THE PERSON, INSTEAD.

You've yet to prove me wrong on ANYTHING. Until then, you don't reserve the right to insult my character.

Subject: Re: Sour Egg Releases NoFear
Posted by trooprm02 on Fri, 19 Jan 2007 15:58:06 GMT

TOo late, already reserved   Btw, keep dodging the fact you have NO opionion on anything ren related for 2 reason:

1)you sucks balls at it
2)you dont even play

Glad to see you agree

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Fri, 19 Jan 2007 16:02:15 GMT

trooprm02 wrote on Fri, 19 January 2007 15:58
1)you sucks balls at it

why flame someone if they are bad on renegade? i have already admited i am a n00b but i play for fun. most of the time in ROFL at myself running circles shooting in the air. don't sink further down than you already have.

Subject: Re: Sour Egg Releases NoFear
Posted by cheesesoda on Fri, 19 Jan 2007 16:06:53 GMT

trooprm02 wrote on Fri, 19 January 2007 10:58TOo late, already reserved   Btw, keep dodging the fact you have NO opionion on anything ren related for 2 reason:

1)you sucks balls at it
2)you dont even play

Glad to see you agree
Wait wait wait...

So you're saying that because I may not be skilled in the game that I have no fundamental understanding of the game?

Okay, so by that logic most sports columnists have NO fundamental understanding of the sport they're covering? What about coaches that have never actually played the sport they're coaching?

You know what they say, "those who cannot do, teach."

You don't have to play or be talented to understand concepts of a sport or a game. I obviously exceed your understanding of the game, and you're still playing!

Subject: Re: Sour Egg Releases NoFear
Posted by jnz on Fri, 19 Jan 2007 16:13:22 GMT

j_ball430 wrote on Fri, 19 January 2007 16:06trooprm02 wrote on Fri, 19 January 2007 10:58TOo late, already reserved   Btw, keep dodging the fact you have NO opionion on anything ren related for 2 reason:

1)you sucks balls at it
2)you dont even play

Glad to see you agree
Wait wait wait...

So you're saying that because I may not be skilled in the game that I have no fundamental understanding of the game?

Even i do, im just not that good

tprm02, you are sinking lower with each post.

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Fri, 19 Jan 2007 16:47:11 GMT

trooprm02 is the official retard of the week.

Subject: Re: Sour Egg Releases NoFear
Posted by MexPirate on Fri, 19 Jan 2007 18:43:31 GMT

Silent Kane wrote on Fri, 19 January 2007 11:47trooprm02 is the official retard of the week.

week? he is the biggest retard.

This isn't a cheat, but it gives players an advantage over people without it. That is the reason I think it should be a server side modification, sure it doesn't make a huge difference but if I choose to load up bright sniper skins, c4, colourful stealth, clear scope this and any other non-cheat then the advantage starts to stack up.

It's all irrelevant as the cat is out of the bag and it isn't going back in - perhaps something like this should be included in RG 1.04 to help level the playing field (especially as it can be turned off if

desired)

Subject: Re: Sour Egg Releases NoFear
Posted by Tunaman on Fri, 19 Jan 2007 20:48:01 GMT
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trooprm02 wrote on Fri, 19 January 2007 10:58TOo late, already reserved   Btw, keep dodging the fact you have NO opionion on anything ren related for 2 reason:

1)you sucks balls at it
2)you dont even play

Glad to see you agree
You're pretty horrible at Renegade yourself. Please stfu, because how good someone is at Renegade has nothing to do with how smart or how logical you are, or even your personality.

Subject: Re: Sour Egg Releases NoFear
Posted by luv2pb on Fri, 19 Jan 2007 21:17:10 GMT
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This topic has some many things going on I don't even know where to begin.

I fail to see how what dead released as a cheat. I see no advantage to be gained from theat extra information. Troop, please go into more detail about the sk/v00d00 thing. I would love to hear this tall tail/lie. Big buldings h4x rules! Dead has nothing to do with BHS and was a member of BI. Sk does have something to do with BHS. Crimson/myself knew about sk. Crimson/myself did not know about dead. Dead is a fucking moron. Sk and dead are seperate issues. Both have been delt with and are in the past. I think that covers everything.

Subject: Re: Sour Egg Releases NoFear
Posted by trooprm02 on Sat, 20 Jan 2007 00:59:22 GMT
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Appearently (according to warranto) an official reponse to the dead6re, v00d00 and SK stuff. Hopefully giving more info (which I think can also be found in a cw.cc forum thread), but I dont plan on starting that here

---

Subject: Re: Sour Egg Releases NoFear
Posted by msgtpain on Sat, 20 Jan 2007 05:57:24 GMT
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When I play, I have IRC open on my other monitor right beside me. I watch as the server bot

---

relays the EXACT SAME information you are calling a "cheat"...

So, am I cheating?

I know when a beacon was planted, and by whom.. I know every death from both sides, and what their characters were, I know every single time someone purchases a vehicle too..

That APC rush you're trying to get off at the beginning of the game? I already know it's coming..

So do all the moderators in the server.... even without this .dll...

Subject: Re: Sour Egg Releases NoFear
Posted by Tunaman on Sat, 20 Jan 2007 06:26:07 GMT
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Yes, you are cheating.
"hey guys they bought stealth tanks watch out they're comin left!!!!"

Subject: Re: Sour Egg Releases NoFear
Posted by Renx on Sat, 20 Jan 2007 06:28:40 GMT
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trooprm02 wrote on Fri, 19 January 2007 20:59Appearently (according to warranto) an official reponse to the dead6re, v00d00 and SK stuff. Hopefully giving more info (which I think can also be found in a cw.cc forum thread), but I dont plan on starting that here

No one has explained what v00d00 has to do with any of this yet.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Sat, 20 Jan 2007 08:21:23 GMT
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msgtpain wrote on Fri, 19 January 2007 23:57When I play, I have IRC open on my other monitor right beside me. I watch as the server bot relays the EXACT SAME information you are calling a "cheat"...

So, am I cheating?

I know when a beacon was planted, and by whom.. I know every death from both sides, and what their characters were, I know every single time someone purchases a vehicle too..

That APC rush you're trying to get off at the beginning of the game? I already know it's coming..

So do all the moderators in the server.... even without this .dll...

Yes that I will say IS cheating. If you want to read IRC like many of us do. Either read the public channel. Or turn off team messages and vehicles purchases. Because only the admins/mods can see that which would give a HUGE dis-advantage on other players. Atleast with this DLL you can download it publically and EVERYONE can see the same info.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Sat, 20 Jan 2007 09:33:28 GMT
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Brightly colored c4 skins are the biggest advantage. This is coming from someone who dies from C4 blasts all the time, and who always tries to kill people with timed c4. I get owned all the time by C4 on the ceiling etc where its so hard to see, and this is by design...how it's supposed to be. People with bright throbbing c4 skins see it a mile away and always avoid it...huge advantage.

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Sat, 20 Jan 2007 11:45:36 GMT
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Bright infantry textures are just as bad as bright C4 textures. Seeing sexy yellow Blackhand snipers for the win.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Sat, 20 Jan 2007 13:12:38 GMT
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Renx wrote on Sat, 20 January 2007 00:28trooprm02 wrote on Fri, 19 January 2007 20:59Appearently (according to warranto) an official reponse to the dead6re, v00d00 and SK stuff. Hopefully giving more info (which I think can also be found in a cw.cc forum thread), but I dont plan on starting that here

No one has explained what v00d00 has to do with any of this yet.

Why are you listening to troop?

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Sat, 20 Jan 2007 14:49:11 GMT
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Blazer wrote on Sat, 20 January 2007 03:33Brightly colored c4 skins are the biggest advantage.

This is coming from someone who dies from C4 blasts all the time, and who always tries to kill people with timed c4. I get owned all the time by C4 on the ceiling etc where its so hard to see, and this is by design...how it's supposed to be. People with bright throbbing c4 skins see it a mile away and always avoid it...huge advantage.

Well, you suck.

Subject: Re: Sour Egg Releases NoFear
Posted by msgtpain on Sat, 20 Jan 2007 17:38:49 GMT
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Caveman wrote on Sat, 20 January 2007 03:21
Yes that I will say IS cheating. If you want to read IRC like many of us do. Either read the public channel. Or turn off team messages and vehicles purchases. Because only the admins/mods can see that which would give a HUGE dis-advantage on other players. Atleast with this DLL you can download it publically and EVERYONE can see the same info.

All that info IS relayed to the PUBLIC channel.

Subject: Re: Sour Egg Releases NoFear
Posted by Caveman on Sat, 20 Jan 2007 18:48:48 GMT
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msgtpain wrote on Sat, 20 January 2007 17:38Caveman wrote on Sat, 20 January 2007 03:21
Yes that I will say IS cheating. If you want to read IRC like many of us do. Either read the public channel. Or turn off team messages and vehicles purchases. Because only the admins/mods can see that which would give a HUGE dis-advantage on other players. Atleast with this DLL you can download it publically and EVERYONE can see the same info.

All that info IS relayed to the PUBLIC channel.

Well please tell me your servers name so I can put a reminder up not to join there.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Sun, 21 Jan 2007 00:37:05 GMT
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JohnDoe wrote on Sat, 20 January 2007 09:49Blazer wrote on Sat, 20 January 2007 03:33Brightly colored c4 skins are the biggest advantage. This is coming from someone who dies from C4 blasts all the time, and who always tries to kill people with timed c4. I get owned all the time by C4 on the ceiling etc where its so hard to see, and this is by design...how it's supposed to be. People with bright throbbing c4 skins see it a mile away and always avoid it...huge advantage.

Well, you suck.

I don't know what's more sad. That it took you all day to come up with that reply, or that you obviously don't have an alternate point of view on the matter so just replied to show everyone that you agree with me.

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Sun, 21 Jan 2007 10:40:46 GMT
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This thread is lol.

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Sun, 21 Jan 2007 11:16:26 GMT
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Blazer wrote on Sat, 20 January 2007 18:37JohnDoe wrote on Sat, 20 January 2007 09:49Blazer wrote on Sat, 20 January 2007 03:33Brightly colored c4 skins are the biggest advantage. This is coming from someone who dies from C4 blasts all the time, and who always tries to kill people with timed c4. I get owned all the time by C4 on the ceiling etc where its so hard to see, and this is by design...how it's supposed to be. People with bright throbbing c4 skins see it a mile away and always avoid it...huge advantage.

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I don't know what's more sad. That it took you all day to come up with that reply, or that you obviously don't have an alternate point of view on the matter so just replied to show everyone that you agree with me.

You're reading a lot into that...lemme clear things up for you: Anybody that has played the game as long as we have, should seriously be able to spot C4 regardless of their color. After walking through like 3455345345435 PPs, I can't believe a shape that doesn't belong there will go unnoticed...but then again I'm talking to a guy who looks like a mole and at first couldn't understand why Stank sounds give an unfair advantage.

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Sun, 21 Jan 2007 11:18:22 GMT
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Silent Kane wrote on Sun, 21 January 2007 04:40This thread is lol.
Quote:All of this was made for testing purposes and to see what I could do in the game. After using it in the n00bstories server (again: testing), I couldn't stop using it.

How's your Renintervention going so far?

Subject: Re: Sour Egg Releases NoFear
Posted by MexPirate on Sun, 21 Jan 2007 11:43:43 GMT
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Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Sun, 21 Jan 2007 15:23:52 GMT
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JohnDoe wrote on Sun, 21 January 2007 05:18Silent Kane wrote on Sun, 21 January 2007
04:40This thread is lol.
Quote:All of this was made for testing purposes and to see what I could do in the game. After
using it in the n00bstories server (again: testing), I couldn't stop using it.

How's your Renintervention going so far?
-> lol. (Just like your face.)

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Sun, 21 Jan 2007 16:26:06 GMT
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You're addicted to cheating and spend most of your day coding/hacking...you're like 100lbs of
pale geek with 3" thick glasses and a severe case of acne?

Subject: Re: Sour Egg Releases NoFear
Posted by Renx on Sun, 21 Jan 2007 16:39:08 GMT
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NO THATS U LOLLLLLLLLLLL

Subject: Re: Sour Egg Releases NoFear
Posted by dead6re on Sun, 21 Jan 2007 19:48:21 GMT
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JohnDoe wrote on Sun, 21 January 2007 11:26You're addicted to cheating and spend most of
your day coding/hacking...you're like 100lbs of pale geek with 3" thick glasses and a severe case
of acne?

How about cheating and trying to create impression a major person in the Renegade community.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Sun, 21 Jan 2007 22:30:48 GMT
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JohnDoe wrote on Sun, 21 January 2007 06:16Blazer wrote on Sat, 20 January 2007 18:37JohnDoe wrote on Sat, 20 January 2007 09:49Blazer wrote on Sat, 20 January 2007 03:33Brightly colored c4 skins are the biggest advantage. This is coming from someone who dies from C4 blasts all the time, and who always tries to kill people with timed c4. I get owned all the time by C4 on the ceiling etc where its so hard to see, and this is by design...how it's supposed to be. People with bright throbbing c4 skins see it a mile away and always avoid it...huge advantage.

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Obviously "anyone" can see a timed c4 laying on the floor, and usually even on a wall. I'm talking about timed c4 that is "cleverly" placed. Places like on the ceiling, on the edges of doorways, on the harvester, etc. People using spongebob and neon c4 mods see those 100% of the time.

I will refrain from responding to your personal insult/observation of my appearance, since you're one of those people who use personal attacks in an attempt to give their argument false weight I guess you can't help it.

I agree that stank sound mods are a cheat as well.

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Mon, 22 Jan 2007 17:23:10 GMT
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You'll always see a C4 sticking out inside a building, because you should have like every edge of the structure memorized...I can't remember the last time I got blown up from a C4 that I overlooked. Bright C4 may give a slight advantage (if C4s kinda stick inside a vehicle and those are hard to disarm anyway), but to say that they're worse than glowing Snipers, glowing Stanks

---

and the Stank sounds makes you sound like someone without a clue.

BTW: You said that Stank sounds give no advantage when Spoony first brought it up.

Subject: Re: Sour Egg Releases NoFear
Posted by Jimbo27 on Mon, 22 Jan 2007 17:30:52 GMT
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dead6re wrote on Sun, 21 January 2007 14:48JohnDoe wrote on Sun, 21 January 2007 11:26You're addicted to cheating and spend most of your day coding/hacking...you're like 100lbs of pale geek with 3" thick glasses and a severe case of acne?

How about cheating and trying to create impression a major person in the Renegade community. At least that was funny and had no long term affects on anyone. What you did on the other hand, ridiculous.

Subject: Re: Sour Egg Releases NoFear
Posted by warranto on Mon, 22 Jan 2007 18:20:06 GMT
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Huh, I thought it was "cheat once, and you and everyone associated with you should not be trusted".

I guess exceptions can be made after all?

Subject: Re: Sour Egg Releases NoFear
Posted by luv2pb on Mon, 22 Jan 2007 18:22:46 GMT
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Jimbo27 wrote on Mon, 22 January 2007 12:30dead6re wrote on Sun, 21 January 2007 14:48JohnDoe wrote on Sun, 21 January 2007 11:26You're addicted to cheating and spend most of your day coding/hacking...you're like 100lbs of pale geek with 3" thick glasses and a severe case of acne?

How about cheating and trying to create impression a major person in the Renegade community. At least that was funny and had no long term affects on anyone. What you did on the other hand, ridiculous.
You sir, are a moron.

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Mon, 22 Jan 2007 20:12:32 GMT
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You're a complete nerd...doesn't surprise me that you could never laugh when it comes to videogames.

Subject: Re: Sour Egg Releases NoFear
Posted by Crimson on Mon, 22 Jan 2007 21:19:49 GMT
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You take being an ignorant, hypocrite asshole to a whole new level of art, you really do.

Subject: Re: Sour Egg Releases NoFear
Posted by Sniper_De7 on Mon, 22 Jan 2007 23:00:13 GMT
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Why didn't you guys note the public about SK cheating off-hand? You think maybe if people actually knew he cheated before, that they wouldn't be afraid of accusing him? I love the people asking for them to have "second chance" when they've already had one. I think it was really dumb to not tell the public outright that he wasn't cheating. I mean, of course he isn't going to cheat if it's out in the public, the reason he could just cheat again was the fact that he didn't have the multitude of people that would have been watching him. And yes, I would say I would rather have a cheater who uses final ren once and gets banned than someone who cheats in every single game he plays in changing the outcome of it. Not that it matters to some people, apparently. Besides, I remember captain faggo getting banned from n00bstories before and then he removed himself from the banlist. I sincerely doubt that she didn't know of him cheating before he got his "warning" I mean, must have a pretty blind eye to not question whether the cheat accusations would have been warranted.

Subject: Re: Sour Egg Releases NoFear
Posted by Enforcer on Tue, 23 Jan 2007 00:38:33 GMT
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Sniper_De7 wrote on Mon, 22 January 2007 16:00Why didn't you guys note the public about SK cheating off-hand? You think maybe if people actually knew he cheated before, that they wouldn't be afraid of accusing him?

considering its been going on since February LAST YEAR when he started weird shit on Un GSA server
before you retards who hate Un start your shit READ the following thread AND watch the videos
 http://unclanforum.proboards16.com/index.cgi?board=junk&action=display&t hread=1139434632
bear in mind what he's admitted to doing , and the pure fact that the ip of }i{Dizzzy who was "thought" to be behind it was directly matched to a certain Mr Kane
however we were told to let the matter drop because "NO member of renguard " would pull that shit

and before a certain johndoe starts his shit

http://unclanforum.proboards16.com/index.cgi?action=display&board=crap&thread=1150753533&page=1#1150753533

your 2 cents is as worthless as a piece of dogshit on the floor

---

Subject: Re: Sour Egg Releases NoFear
Posted by SeargentSarg on Tue, 23 Jan 2007 01:07:04 GMT
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UNRULES is dogshit.

You and UN are shitbags full of dogshit

Subject: Re: Sour Egg Releases NoFear
Posted by mrpirate on Tue, 23 Jan 2007 02:02:35 GMT
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Wow you banned SS for cheating when he wasn't, good work Enforcer.

Subject: Re: Sour Egg Releases NoFear
Posted by SeargentSarg on Tue, 23 Jan 2007 02:15:06 GMT
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Honestly.

UNRULES can go fuck themselves.

I got banned for saying "lol wow tthom ure a n00b" cause it was 2v1

me vs tthom and boner

I was owning them, then they decided to be noobs and ban me! I have screen shots (2 of my teammates were fooling around and UN had a new player called newplayer..)

I was owning them..
First I was rgforced (I thought I had it on.. then again, rg disconnects me allot)

Then I was kickbanned. Wow, wtf?

Screenshots are attached.

File Attachments

1) ScreenShot08.JPG, downloaded 573 times

FPS

GDI Tiberium Refinery destroyed.

+073

(·)

Main
Recruit

Weapons Factory

E

+073

Credits: 1099
Time Remaining: 00:25:52

GameSpy
Arcade

Sbot

Sbot(2)

Sbot(5)

21042

kickass

Sbot(3)

NoFear

HomeAlone...

SBot

New Rich Text
Document

Sbot(6)

2) ScreenShot09.JPG, downloaded 568 times

Subject: Re: Sour Egg Releases NoFear
Posted by Ryu on Tue, 23 Jan 2007 02:27:55 GMT
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Home Alone in .wmv format? Yikes, That's some suck-ass pirating. (Unless it isn't that movie, then my bad.)

I remember playing there server, Some guy had a fast repair hack, SBH revielent(That how you spell it?) and repair gun kills, He killed me with a repair gun, seen me as a sbh from a few meters away, and disarmed my nuke in 0.01 secs. Lol.

I said this guy was hacking and explained why he was hacking. I got called a noob and every player said "it's a glitch" ROFL.

Subject: Re: Sour Egg Releases NoFear
Posted by SeargentSarg on Tue, 23 Jan 2007 02:31:10 GMT
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This is truly getting off topic.

We should create a "Flame UN" topic..

Who's in?

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Tue, 23 Jan 2007 06:26:57 GMT
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JohnDoe wrote on Mon, 22 January 2007 12:23You'll always see a C4 sticking out inside a building, because you should have like every edge of the structure memorized...I can't remember the last time I got blown up from a C4 that I overlooked. Bright C4 may give a slight advantage (if C4s kinda stick inside a vehicle and those are hard to disarm anyway), but to say that they're worse than glowing Snipers, glowing Stanks and the Stank sounds makes you sound like someone without a clue.

BTW: You said that Stank sounds give no advantage when Spoony first brought it up.

You misunderstood. I said that the bright C4 was more of an advantage than nofears display of the char/weapon that killed you (you know, the actual topic of this thread).

Yes I did initially believe that stank sounds were no advantage, until I actually tried it and discovered how well the sound travels. Expect RenGuard 1.04 to block modified stank idle sounds...actually I could probably implement it right now.

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Wed, 24 Jan 2007 16:12:38 GMT

Blazer wrote on Tue, 23 January 2007 00:26JohnDoe wrote on Mon, 22 January 2007 12:23You'll always see a C4 sticking out inside a building, because you should have like every edge of the structure memorized...I can't remember the last time I got blown up from a C4 that I overlooked. Bright C4 may give a slight advantage (if C4s kinda stick inside a vehicle and those are hard to disarm anyway), but to say that they're worse than glowing Snipers, glowing Stanks and the Stank sounds makes you sound like someone without a clue.

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Quote:Brightly colored c4 skins are the biggest advantage.

Shall I explain the difference between "bigger" and "biggest"?

LOL@UN rejects burning themselves by posting that thread...

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Thu, 25 Jan 2007 20:30:02 GMT

I thought it was obvious that by "biggest" I meant out of the things that were being discussed. I believe that bright colored C4 is the biggest advantage amongst the client-side mods (that are not considered all out cheats) that can be done.

FFS why are we even batting this back and forth? Split hairs much?

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Thu, 25 Jan 2007 20:44:42 GMT

Glowing snipers and the Thiima Bullets are by far more useful...I didn't know Renguard considered Stank sounds a cheat, that's why I started arguing.

Subject: Re: Sour Egg Releases NoFear

Posted by msgtpain on Fri, 26 Jan 2007 01:53:27 GMT
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JohnDoe wrote on Thu, 25 January 2007 15:44Glowing snipers and the Thiima Bullets are by far more useful...I didn't know Renguard considered Stank sounds a cheat, that's why I started arguing.

As long as they don't say "Ka-Chooo-Ga" I'm okay with them.

Subject: Re: Sour Egg Releases NoFear
Posted by Blazer on Fri, 26 Jan 2007 21:21:30 GMT
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That's what I thought too at first but then I tested a sample "cheat" stank idle sound and it was indeed easy to hear from far away. Makes it hard to run over people who are using it

Subject: Re: Sour Egg Releases NoFear
Posted by IronWarrior on Fri, 26 Jan 2007 22:46:13 GMT
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Silent Kane wrote on Fri, 19 January 2007 02:18Big building cheat.

LOL!

Ralphzehunter wrote on Fri, 19 January 2007 14:48trooprm02 wrote on Fri, 19 January 2007 10:58TOo late, already reserved Btw, keep dodging the fact you have NO opionion on anything ren related for 2 reason:

1)you sucks balls at it
2)you dont even play

Glad to see you agree
You're pretty horrible at Renegade yourself. Please stfu, because how good someone is at Renegade has nothing to do with how smart or how logical you are, or even your personality.

I disagree, if someone cant be good at playing a simple game, then there is something wrong with them.

SeargentSarg wrote on Mon, 22 January 2007 19:07UNRULES is dogshit.

You and UN are shitbags full of dogshit

HAHAHAHHA!

I vote that this topic to be moved to the Hall of Fame please.

An question about this file, do you have to use the bhs.dll and scripts.dll thats sin the file or can you use the updated files as they are released by BHS`?

I agree this is useful for mods and admins on servers as am always checking on irc to what kills me or other players when "funny odd kills" happen.

Subject: Re: Sour Egg Releases NoFear
Posted by msgtpain on Sat, 27 Jan 2007 01:43:33 GMT
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Blazer wrote on Fri, 26 January 2007 16:21That's what I thought too at first but then I tested a sample "cheat" stank idle sound and it was indeed easy to hear from far away. Makes it hard to run over people who are using it

Maybe it's my sound card... but I can hear stanks just fine with the default sound.. It is quite rare that I'm distracted enough to be run over by one.. I can always hear them long before they come close to me.

In fact, when I'm sniping on City Flying, I can always hear a stank rush coming through to the weaps.. sounds like a swarm of bees near by..

Subject: Re: Sour Egg Releases NoFear
Posted by JohnDoe on Sat, 27 Jan 2007 08:47:47 GMT
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Try sneaking past someone on Islands with a Stank nowadays...

Subject: Re: Sour Egg Releases NoFear
Posted by Sir Kane on Mon, 29 Jan 2007 17:15:10 GMT
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Enforcer wrote on Mon, 22 January 2007 18:38Sniper_De7 wrote on Mon, 22 January 2007 16:00Why didn't you guys note the public about SK cheating off-hand? You think maybe if people actually knew he cheated before, that they wouldn't be afraid of accusing him?

considering its been going on since February LAST YEAR when he started weird shit on Un GSA server
before you retards who hate Un start your shit READ the following thread AND watch the videos
  http://unclanforum.proboards16.com/index.cgi?board=junk&action=display&t hread=1139434632
bear in mind what he's admitted to doing , and the pure fact that the ip of }i{Dizzzy who was

"thought" to be behind it was directly matched to a certain Mr Kane
however we were told to let the matter drop because "NO member of renguard " would pull that shit

and before a certain johndoe starts his shit

  http://unclanforum.proboards16.com/index.cgi?action=display&board=crap&thread=1150753533&page=1#1150753533

your 2 cents is as worthless as a piece of dogshit on the floor
Sucks for you that I NEVER played on the UN servers. And as for the matching IP part, you should actually read posts to realize that I have a dynamic IP which is forcechanged once every twentyfour hours.

Subject: Re: Sour Egg Releases NoFear
Posted by Tunaman on Mon, 29 Jan 2007 18:30:13 GMT
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lol I remember someone spawning flametanks and chickens on LTROUSH or gamerz0ne's(I don't remember which :\) CTF servers.

Subject: Re: Sour Egg Releases NoFear
Posted by T0RN on Mon, 21 Jun 2010 15:16:34 GMT
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3 year bump for the LOL at no one noticing his cheats.

Subject: Re: Sour Egg Releases NoFear
Posted by Hitman on Mon, 21 Jun 2010 17:06:47 GMT
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LOL

Subject: Re: Sour Egg Releases NoFear
Posted by CarrierII on Mon, 21 Jun 2010 20:00:56 GMT
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Lock because you're not supposed to be bumping stuff.