
Subject: Final Renegade as an Anti-Cheat
Posted by [gibberish](#) on Sat, 17 Jan 2004 11:57:47 GMT
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Some people have mentioned creating "Anti-Cheats" such as Small-Heads.

However I was thinking that one of the best anti-cheats available is actually Final Renegade for the simply reason that it is so obvious.

If someone is only running big-heads its not always clear if they are cheating, however if someone makes a one shot kill of a tank or a high level character and they are not Sakura or Havoc they are cheating which means you can ban them without any lingering doubts.

For this reason I was wondering if it would be a good idea to host FR on a lot of web sites to make it really easy to get.

Gib

Subject: Final Renegade as an Anti-Cheat
Posted by [sidetone1](#) on Sat, 17 Jan 2004 12:30:42 GMT
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well, it is an idea....but i think not a good one...i have seen ppl that i think are cheating who stay in tanks all the time to not get caught, many would just do the same thing

Subject: Final Renegade as an Anti-Cheat
Posted by [exnyte](#) on Sat, 17 Jan 2004 13:08:13 GMT
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After RenGaurd is released, let people host them. Doesn't matter since they wouldn't be able to get into any servers/games I'd be playing in.

Subject: Re: Final Renegade as an Anti-Cheat
Posted by [weetbix](#) on Sat, 17 Jan 2004 21:45:30 GMT
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gibberishif someone makes a one shot kill of a tank or a high level character and they are not Sakura or Havoc they are cheating which means you can ban them without any lingering doubts.

My brother has a great aim with a PIC and can get kills. He has even been accused of cheating because of this aim. Before you say anything I know for a fact that he doesn't cheat, he hates cheaters and if he suspects someone is cheating he lets a mod know straight away.

Subject: Re: Final Renegade as an Anti-Cheat
Posted by [NHJ BV](#) on Sun, 18 Jan 2004 09:59:50 GMT
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It's true that most cheaters are really obvious, but the problem is that there aren't always moderators online to ban them.

Subject: Final Renegade as an Anti-Cheat
Posted by [IRON FART](#) on Sun, 18 Jan 2004 17:27:33 GMT
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This method is like getting rid of cheaters by flooding the community with cheats.

Its very ineffective, and might just flop.

Subject: Re: Final Renegade as an Anti-Cheat
Posted by [DanSolo](#) on Mon, 19 Jan 2004 12:10:35 GMT
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Gib

Pass the crack pipe over here when your done with it

Subject: Final Renegade as an Anti-Cheat
Posted by [EnderGate](#) on Fri, 23 Jan 2004 11:44:21 GMT
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i'll take a hit off that pipe too, lol

Subject: Final Renegade as an Anti-Cheat
Posted by [m69m77](#) on Fri, 23 Jan 2004 17:26:34 GMT
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IRON-FARTTThis method is like getting rid of cheaters by flooding the community with cheats.

Its very ineffective, and might just flop.

were you been the ren community is allready flooded with cheats and the servers are down to maybe 100 players now becuse of it !!! ... and may never recover , even with rengaurd !

like i said befor and i will say it again rengaurd will be nice but a little too late alot of peps have moved on to new games like i did with MOH + there 2 exp packs , and raven sheild built with punkbuster all ready in it , and in a short time 1/2 life is a game i will be getting most likely

Subject: Final Renegade as an Anti-Cheat
Posted by [Crimson](#) on Fri, 23 Jan 2004 17:47:11 GMT
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m69m77were you been the ren community is allready flooded with cheats and the servers are down to maybe 100 players now becuse of it !!! ... and may never recover , even with rengaurd !

Actually mac has been tracking WOL and GameSpy player counts for a couple of months now and you're dead wrong.

WOL in the USA averages 440 players through the day, peaking near 1000 in the middle of the day (US time).

The European WOL server averages about 200 players, peaking at 600 during the day.

The GSA figures stopped updating a couple days ago (/me goes to tell mac) so I can't give you accurate figures for average, but peak is 400

The GSA counts are from the actual count that they keep track of. The WOL figures are obtained from counting the number of players in each WOL server and adding them together. I don't know if

this includes chat or not.

So at peak times, you're looking at 1000 WOL USA + 600 WOL Europe + 400 GSA = 2000 gamers... approximately 20 times your estimate or 2000% of it.

And after RenGuard comes out, one of the milestones of success will be these numbers rising.

It's hard to argue with cold hard statistics, isn't it?

Subject: Final Renegade as an Anti-Cheat
Posted by [m69m77](#) on Fri, 23 Jan 2004 17:52:43 GMT
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well i was on last nite to see for my self and i counted the peps, there were less then 100 in all .the most in a server was 22 most were 0 players and the rest were 2-5 players in the usa servers !!! and considering there were over 2,000 at a time befor at any time of the day ...i would say ren got cripled by the cheaters wether it,s 100 or your 400 count is besides the point my count was at that time not a all day count ! and your count could be the same peps comeing and going being counted more that 1 time in a day , like logging out for lunch and comeing back !! but it dont matter , log in for your self and count them todays count 12:00 cental time was 308 players, and there were a few more servers listed today that befor but nowere like it was befor the cheating started !!!

Subject: Final Renegade as an Anti-Cheat
Posted by [K9Trooper](#) on Fri, 23 Jan 2004 18:21:57 GMT
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Getting an accurate count of players on WOL that way is going to be inaccurate right now. It seems that WOL's server is messed up and isn't updating the proper population on game servers out there.

Last night it said there were only 5 people on Crimson's server, about 5 on eoesvr01 and other channels, but they were full.

Subject: Final Renegade as an Anti-Cheat
Posted by [gibberish](#) on Fri, 23 Jan 2004 18:51:36 GMT
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I am not certain, but I think the numbers you see for anyone running WOLSpy are not correct.

I believe that the player count in WOL does not reflect any GameSpy players that are in the game (Hence there will be less players listed).

And the player count in GameSpy is the count when WOLSpy was started (It doesn't update the statistics).

Gib

Subject: Final Renegade as an Anti-Cheat
Posted by [mac](#) on Fri, 23 Jan 2004 19:12:58 GMT
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Well, yeah. The wol stats seem to be messed up. The declined by ~35-50% since last week. It would seem that Renegade has lost 50% of the players in the last week, and that's just not possible, so I assume somethings wrong with WOL here.

The wolspy servers are counted as GSA servers. Any server both listed on WOL and GSA is counted twice. This is just a very crude statistics to know how many people the RenGuard Network has to support when it's done..

Subject: Final Renegade as an Anti-Cheat
Posted by [Crimson](#) on Fri, 23 Jan 2004 20:00:44 GMT
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Either way, it's more than 100 people, right?

Subject: answer
Posted by [kittyhawk](#) on Sat, 31 Jan 2004 16:55:04 GMT
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yea

Subject: Final Renegade as an Anti-Cheat
Posted by [lmdgr8one](#) on Sat, 31 Jan 2004 19:14:40 GMT
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I haven't had problems wiht cheaters, I just play in moderated servers.

Subject: Final Renegade as an Anti-Cheat
Posted by [renegay3](#) on Tue, 10 Feb 2004 12:38:21 GMT
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Quote:

IRON-FART wrote:

This method is like getting rid of cheaters by flooding the community with cheats.

Its very ineffective, and might just flop.

More like saying "the only way to get the porn off the net is to download it all"
