
Subject: Re: The 5 Phases of RenGuard users
Posted by [Renx](#) on Sat, 31 Dec 2005 19:24:19 GMT
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light wrote on Sat, 31 December 2005 03:55Renx wrote on Sat, 31 December 2005 19:28Tests won't even detect half of the current cheats out there. Explain to me how you test for a damage mod that only uses the alternate fire,

Scoped SS.

That's great and all, but what about the other 20 or so weapons in the game? It could only be the pistol's secondary fire that does massive damage. Very little damage mods would probably use the sniper rifle or ramjet because of your little test.

Lets say their was a damage mod ingame. There are also 24 RG users, and 8 non-RG users. There's nothing that says for sure that the cheater cannot be one of the RG users, but it is 99% likely that the cheater will be one of those non-RG users. This is the point of RG. Would you rather see 32 potential cheaters, or 8 potential cheaters? It allows the mods to do their job and get to the game as quickly and easily as possible.

Even if you did fail to find the cheater in the group of non-RG users, there's nothing stopping you from then moving on and checking the RG users. This method is still far efficient then your "suspect all, check all" method.

Let's even throw your position into the barrel. You are one of the 8 non-RG players. You know you're not cheating. If you were using RG that would mean there'd be 25 RG users, and then only 7 non-rg players. No other statistics change, it is still 99% likely that one of these players is the cheater. The mods now only have 7 players to check, making their job easier. If the cheater isn't found there, then lucky you, you still get your test anyway!

The bottom line is you are knowingly, and effective making the job of the mods/admins harder in every server you play in. You're slapping them in the face when they try to make your game more enjoyable.
