Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 16:17:55 GMT

JohnDoe wrote on Sun, 25 March 2007 07:21Javaxcx wrote on Sun, 25 March 2007 01:28Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hositility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

OK I'll try a step for step procedure this time. I'm going out on a limb here, but I have a feeling that even someone that seemingly combines arrogance and ignorance should be able to follow me on this:

1. Do you agree that this: (http://www.youtube.com/watch?v=8wmFTGTH-k0) is a cheat?
2. Do you want people to continue being able to use this sound in Renguard protected servers?
3. How are you possibly going to catch someone using it if a) it's not picked up by anti-cheat software and b) it doesn't even increase the range of the sound, thus always leaving open the possibility of fair play?

It's adorable that you think grade 10 debating tactics will win you any kind of merit points, but you're still making a piss poor case here.

I would question several things about that video. Most importantly being how the 'cheat' was implemented. If you changed an objects.ddb file; hence the radius of effective sound, then yes; it is a cheat. However, if you simply changed the .wav file, I'll continue to tell you to go fuck yourself (and rightly so). If that is the case, then your quam is with the discernability of a sound in relation to other sounds. Considering the stealth tank and the medium tank in that video have sounds that play at similar frequencies they are more difficult, but not impossible to discern. Considering some players have totally different sounds (my medium tank isn't the default engine sound either), then even if I chose to have a stock stealth tank sound I would be able to discern it extremely easily over my own engine sound. If the tank is within the radius the game sets that you can hear the sound, then you should never be judged for legitimately being allowed to call shenanigans if you so happen to hear a stealth vehicle.

All in all, at the end of the day I don't care if someone else is using a more discernable stealth tank sound; mostly because it isn't cheating, but also because a player with any talent would be able to discern a stealth tank anyway. If a player has editted their objects.ddb file, then they are quite literally cheating and ought be banned without respite. They can easily be found out by having renguard check the objects.ddb file for consistency (which I believe it already does) and banning those who aren't.