

Cheat Commands to look out for!

The following commands are 'normal' game commands, but can be used as a cheat, depending on their value.

> = Greater than (*values greater than the mentioned value*)

Command (Combination)	Cheat Value
cg_3rd_person	1
cg_acidtrip	>0
cg_forceModel	1 (<i>No cheat if you allow force models!</i>)
cg_shadows	>0 (especially 3)
cg_cameraverticaldisplacement	-18
g_showbullettrace	1
r_drawbrushes	0
r_drawbrushmodels + r_novis	0 + >0
r_drawstaticmodels	0
r_drawstaticmodelspoly	0
r_drawworld + r_novis	0 + >0
r_farplane_nofog	>0
r_farplane_nofog + r_farplane + r_farplane_nocull	>0 + >0 + >0
r_lightmap	>0
r_picmip	>2
r_fastsky	>0
r_fullbright	>0
r_light_nolight	>0
r_light_showgrid	>0
r_mapOverBrightBits	Values above and below: 1
r_nobind	>0
r_novis	>0
r_overbrightbits	>0
r_showcull	>0
r_showsky	>0
r_showSmp	>0
r_singleshader	>0
r_vertexlight	>0
r_static_shadermultiplier3	0
r_intensity	>1

If you catch any player with one the following commands below, they are most likely hacking or using a hexed mohaa.exe (no matter what value the command is on it is a cheat, if the value is 0, the command is most likely off at the moment, although the hack is probably still running).

```

acheat
as_forcemodel
cg_3rd_p3rs0n
cg_3rd_perzon
cg_6rd_person
cg_c4meraverticaldisplacement
cg_cam3rav3rticaldisplac3m3nt
  
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cg_f0rc3m0d3l
cg_forcefucka
cg_forseModel
cg_fxrcmxmdl
cg_shaows
cg_te_dietouch
ch34tz
che3ts
cr_aim
cr_aimbot
cr_aimpriority
cr_aimvec_x
cr_aimvec_y
cr_aimvec_z
cr_autoshoot
cr_ballhack
cr_bignades
cr_blimp
cr_bonepoints
cr_boxesp
cr_brightskins
cr_chamnades
cr_distanceesp
cr_esp_x
cr_esp_y
cr_esp_z
cr_fov_x
cr_fov_y
cr_hairyballs
cr_headpoints
cr_hitbox_x
cr_hitbox_y
cr_hitbox_z
cr_hitboxes
cr_ignoreglass
cr_itemchams
cr_itemesp
cr_laser
cr_locksensitivity
cr_mirror
cr_mirror_h
cr_mirror_w
cr_mirror_x
cr_mirror_y
cr_nameesp
cr_namestealer
cr_playerchams
cr_preamtime
cr_prediction
cr_radar
cr_radarbackground
cr_radarcheck

cr_skeletonesp
cr_spamtime
cr_wallhack
cr_weaponesp
cr_zoomcam
cr_zoomcam_h
cr_zoomcam_w
cr_zoomcam_x
cr_zoomcam_y
cr_zoomcamlevel_2
cr_zoomedsensitivity
creditsmenu
dis3_ballhack
dis3_chams
dis3_fog
dis3_negative
dis3_nightmode
dis3_triangles
dis3_walls
dis3_weapons
dis3_whitewalls
dis3_zoom
dis4_ballhack
dis4_blood
dis4_bush
dis4_chams
dis4_crosshair
dis4_fog
dis4_fullbright
dis4_negative
dis4_nightmode
dis4_sky
dis4_triangles
dis4_walls
dis4_weapons
dis4_whitewalls
dis4_zoom
dm_plxyxrgxrmxnmxdxl
dm_plxyxrmxdxl
dobufferexploit
dp3menu
e_Aura
e_Ballhack
e_Boxhack
e_Chams
e_Glow
e_Locator
e_NoFog
e_Points
e_TargetBox
e_TriESP
e_TriggerBot

e_ViewSize
e_WESP
e_WireChams
e_WireChams
e_XHair
e_XRV
e_Zoom
espthroughwalls
fgren
g_sxnchrnxnxxsclxxnts
g_synchr0n0uscli3nts
glow
guns
hack
hacked
ib_burstdelay
ib_burstduration
ib_doaim
ib_doshoot
ib_esp
ib_fov
ib_getvector
ib_hud
ib_predict
ib_setvector
ib_team
ib_time
ib_wallhack
itemradar
name_esp
pb_autoshoot
pb_chamitems
pb_chamskins
pb_clearscopes
pb_crosshairmessage
pb_norecoil
pb_shootthroughwalls
picmip_4
r_f3rpl3n3_n0f0g
r_f4rpl4n3_n0f0g
r_f4rpl4n3_n0f0g
r_fightm4p
r_fullbr1ght
r_l1ghtm4p
r_lxght_nxlxght
r_p1cm1p
r_p1cmap
r_picmap
radar
screensh0t
screenshot
scv2_bush

scv2_chams
scv2_fog
scv2_negative
scv2_nightmode
scv2_sky
scv2_weapons
scv2_whitewalls
sgreenshot
uk_3rd_p3rs0n
vectorlight
vv_3rd_person
wambot
wb_aim1
wb_aimbot
wb_aimfov
wb_aimhelp
wb_aura
wb_autoshoot
wb_bot
wb_distance
wb_enemybehind
wb_enemytrace
wb_espthruwalls
wb_flashenemies
wb_flashlight
wb_glow
wb_headesp
wb_ignorewalls
wb_item_esp
wb_itemradar
wb_items
wb_lights
wb_lockmethod
wb_ltintensity
wb_name_esp
wb_names
wb_pingpred
wb_radar
wb_time
wb_wallhack
wb_wambot
wb_wbmenu
wb_weapons
wb_zoomfov
wbitem_esp
wbmenu
wbname_esp
wbot
x__forceModel
x_farplane
x_farplane_nocull
x_farplane_nofog

x_novis
xg_3rd_person
xx_3rd_person
xx_forcemodel