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Thread: [An actual Ping/Latency Hack none talks about](#)

complexyo6 - October 24, 2017, 7:30 am

Hello guys! Let me explain what i mean "by An actual Ping/Latency Hack" that actually none has ever talked about. I think most people who play MW2 or MW3 has heard about Vac Chaos or Liberation for both MW2 and MW3 both developed by Agent GOD. In both of his hacks for MW2 and MW3 there is an automatic feature that is enabled by default and is probably hardcoded in the program and can't be turned off, this feature is: "Automatic Ping Enhancer, Automatically lowers your ping". This was introduced in version 1.00 of Liberation for MW2 and MW3. None talks about this! And no other hack has this feature! Why isn't this a big thing?

To make it easier to see why this feature is actually gamebreaking and can potentially be used for other games using the same Engine, is the fact that it lowers your ping by a huge amount. I did some testing myself. I used a program to force me as host for the game just for testing purposes.

As host without Liberation: 46 ms Average Latency.

Not as host without Liberation: 53 ms Average Latency. (I'm aware that the game is p2p and my latency is ultimately decided by who's hosting.)

As host with Liberation: 9 ms Average Latency.

Not as host with Liberation: 17 Average Latency. (I was only able to connect to my friend who was hosting with Liberation as well).

My first initial thought was that the automatic ping enhancer is somewhat changing values of a CVAR but that was not the case as i was using a console to read the values of network cvars and they were all set to default values. So i'm kind of lost here, i can't find anything on the matter either. Does anyone here know anything about this?