04.06.24

Background I am currently unbanned. I have not cheated in osu.

I have 5700pp in osu, putting my global rank at about 55,000 as of now. Countering points that have been made against me. Some points have no evidence for at all, even though said evidence would be not only irrefutable for the claim, but also damning and crushing for any defence of mine. Not one piece of this evidence

exists. I have also made countless jokes about cheating, which is probably not helpful to my case. (in my defence many players including top players also do this)

Why would people accuse you then? I usually am not very pleasant to talk to.

My TikTok live streams were and are still for whatever reason very heavily favoured by its algorithm, even though my skill in osu! Is moderate at best, this combined with me often playing

maps far too difficult for me result in me not being too popular with other osu players. 161.1 K ± **17 ★** (\$0.09) ① 8,437 🛨 269 🛊

145.4 K 🛨 **7 (**\$0.04) ①

9,190 🛊 309 🛊

Link

Osu Report 1 (13.05.23) shit on his top plays but maybe they're also hacked profile proof 2 (you can see a blur of the program)

he's streaming on tiktok and just basically advertising his aim assist while playing online i cbf doing the circleguard uh his user I have never advertised any cheats – no proof, and osu support (rightfully) take that sort of thing very seriously, especially if a lot of people are claiming it. That is my profile link.

Neither of the "proofs" are available on "streamable" since the link has expired. Looking on internet archive sites, the second clip is fully available, and I have only managed to find a

thumbnail for the first. Shown here. Transcript of the second clip:

"So it's more efficient when you have the program running" with the alleged "aim assist" program being seen here.

Program isn't malicious Obviously the content of the window is not readable, so it isn't good evidence to begin with. But I can also show that it is "real.exe". Which people sometimes use to reduce audio latency. (I no longer since it does more harm than good). REAL github

Here is the program, who's icon you can also see on my home screen, second bottom row, fourth icon from the left. Verify yourself that this is exactly the same "signature" for lack of a better word as the window in the blurry footage. Device properties: Sample rate.....192000 Hz Buffer size (min)......480 samples (2.5 ms) [curren Buffer size (max).....1920 samples (10 ms)

Buffer size (default)..1920 samples (10 ms) Checking for updates... The application is up-to-date.

Press any key to disable and exit . . . **Edge hits prove nothing** There is also a comment showing an unlikely edge hit, this happens to everyone, especially if you are retry-spamming jump maps. It's simply going to be the nature of the play that many of the hits won't be clean. Obviously I cannot

somehow get a recording of my hands playing that original

play, but I have recreated it on (2) camera(s). <u>harumachi</u>

Looked a lot into this, received feedback from a good amount of ppl including some top players and all of them also believe this is timewarp. (not only also believed to use aim assist on a lot)

Claims that don't have "evidence" for I will just ignore.

can mentally insert me saying "no, wrong" in response.

340bpm Noise -older but still nice play on the map

are live plays of me playing higher bpms.

Osu Report 2 (14.12.23) **Link** [osu!std] A-O-S | Timewarp Profile: https://osu.ppy.sh/users/15386288 Got recently unbanned from constant blatant cheating, still had issues with multiple 5-6* maps and suddenly sets a 0 miss on padoru top diff (8.2*, good amount of bpm above his limit).

Link to the replay: https://link.issou.best/vA4X7I

the replay file itself, forgot to post (fixed link)

vid of him replaying the map with a better handcam angle, not even coming close to replicating his score (or even passing the map in the first place) a good amount of perfect edgehits (screenshots by junko) (not exactly any kind of proof but yeah) Full of assertions and disprovable claims

dont allign with the movements done in the game either

353bpm Happy lucky 353bpm Happy lucky 2 and just for the sake of it. 500bpm dysylm rate change RX Mouse pulse *proves* it isn't time-warped Now I have a very discrediting information for the person who made this report. They claim to have looked into this "a lot" and even received feedback from osu community members and osu top players (a well trusted and accurate source). They **all** claim that my 401pp Padoru play is time-warped. video of Padoru play you could do some advanced techniques to determine if the video is sped up, hearing the audio of key presses, my voice, mains line hum, video grain analysis. But luckily for me my mouse was in the frame, and also has a glowing effect!

My mouse is the bloody A70, long story short, the pulsing on the mouse is exactly what you would expect, I encourage you to verify this yourself if possible, if not, watch this. It completely and

Do their claims of it being time-warped convince you? Remember their only evidence is that they (allegedly) asked other players who it was, wouldn't it have been more convincing to explain how this

was determined? This supposed group of people have all just been **proven** to have been either negligent in their analysis (as well as their base assumption being that it is time-warped), or simply dishonest and bias. Pen movements The report also mentions aim assist with their proof being a video of a replay being mapped onto my

backup of video if original is deleted

Literally at **0:01** the cursor is misaligned from my

pen by about 15% the length of the entire

This is borderline hilarious. You can see the

cursor is always further from the centre of the playfield than it should be, the

replay has been made too large and at a slightly wrong angle. Verify yourself that

<u>hand movements</u>

playfield.

Mouse Pulse Video.

irrefutably proves the video isn't time-warped.

Usually I wouldn't be picky about this but come on, that completely undoes what the video is attempting to prove. Replicating plays The report also says "not even coming close to replicating his score (or even passing the map in the first place)". Firstly the score is already on video.

Miss counts for attempts respectively:

is simply dishonest.

More edge hits

very close.

the hand movements do align.

 $(81^2) / (105^2) =$ 0.59510204081

Osu Report 3 (28.01.24)

[osu!std] A-O-S | Timewarp & Aim Assist (2nd report)

message saying "It's literally just autopilot dude". This is the video he uploaded, literally also showing his movements do

To make things even better, in response to his cheating allegations, he tried to upload a liveplay, where it was seen in the very first frame of the video, his osu! cheats on one side of his monitor, and his tablet drivers on the other half. The im

the map. The 0 miss was set just a few days prior to this. He could not even come close to replicating the score or even

This dude can set these scores, yet can't fc a 6.4 star Despacito map with dt only. It's blantant lol. His actual skill

hard, then that is also good for my case.

Here is some more pictures from the last report of some perfect edgehits, which are all in the same map

This is an extended report on A-O-S seeing somehow he managed to escape the last one

Link

not match the cursor at all. Video Image

Profile: https://osu.ppy.sh/users/15386288 AOS got unbanned 1-2 months ago from constant blantant cheating, still has multiple issues with 5-6* maps. He has managed to 0 miss an 8* which is above him BPM limit. There is no liveplay of this, seeming as he records absolutely everything on his phone and brags about it in numerous discord servers. Padoru Top Diff 8.2* 0 miss replay: https://link.issou.best/vA4X7I & Actual replay itself. myself have taken the last action as the last report against him and talked to a few top players I have contact with, they o still believe that this is timewarped and this is not possible for his skill range, given he has history, and is a 65k playe at absolute best.

A lot of the content of this report is similar from the second one that I have already dissected.

Claiming I brag about my scores is not relevant to any evidence.

Once again, making the assertion that I previously cheated blatantly is unfounded.

Star rating is not always an accurate representation of difficulty, most players are familiar with that, and once again if after looking for evidence against me, that its still worth including that I find some maps

the fact they haven't found anything convincing is actually good for my case.

either looks fine, or isn't a good enough view to determine. wonder wonder play They give no further information to how it doesn't line up, or at what timestamp **Jokes** And as before, me making a (granted, unfunny) joke isn't proof of cheating. And again if they had proper hard evidence, they wouldn't feel the need to include that. I mean you can also verify yourself that it isn't "autopilot" since that would be all straight lines. And this curve is proof that it is not autopilot. Not exactly sure what they were trying to prove really.

Tsunyoko github

do you think it is enough to falsify that:

tsunyoku Today at 18:57

you quite literally cannot deduce anything from it basically

like that specifc statement is not well founded (edited)

To make things even better, in response to his cheating allegations, he tried to upload a liveplay, where it was se the very first frame of the video, his osu! cheats on one side of his monitor, and his tablet drivers on the other h

yeah saying its someone's cheat is a massive assumption, cannot be proven

a 1 miss attempt. They also say that this point proves I'm "blatant"

persons behaviour, read and make your own judgement.

screenshots as evidence against me.

conclusions. Messages (03.06.2024):

Jamie Today at 23:07

Jamie Today at 23:1 Cause of ur edgehits Waldi Today at 23:10

I'd love to see them Waldi Today at 23:11

I can't even remember who I spoke to so no

see, no names at all, anything?

you have edge hits also though

Jamie Today at 23:14

Waldi Today at 23:15 may i have their names?

Jamie Today at 23:16

Report me please 🙏

Jokes are also missed:

levels, just, all of them"

@Jamiedot 4 months ago

凸 4 57 🎨

And I want to address the

Any average player would see that comment as credible, and walk away assuming it is all correct.

Once again this is ungrounded.

For instance a play by **Ivaxa**.

"graph"

've wanted a cheater report against me for ages

[osu!std] A-O-S | Aim assist (admitted ig?)

he's streaming on tiktok and just basically advertising his aim

I am allowed to play relax (I do on Akatsuki: **Profile**).

I myself have taken the last action as the last report against him and talked to a few top players nave contact with, they also still believe that this is timewarped and this is not possible for his skill ange, given he has history, and is a 65k player at absolute best.

and did these people give any reasons to why they think it was timewarped?

do you remember who these "other people" are?

Oh I know exactly who they are 🤣

that is as bad as any of mine if not worse, right? considering this is "blatent" by your description

I didn't present anything other people gave it to me and I just copy pasted it

(jumping ahead because a response to one of their points will be significantly longer)

Same defence as before about my Padoru play being time-warped (But this time it's undoubtedly malicious that they didn't link the second play, I linked that one very clearly from the first 1 day after it was posted, and this report was posted about 6 weeks after that), and again me setting a 93% 1 miss on a 6.4 star isn't proof of anything (lol?). I also don't like how they claimed I "can't fc a ...",

implying I was grinding the map for ages or something, when all I did was play it couple times, and got

This report also mentioned my edge hits, the same examples as before (which aren't actually edge hits). This leads off to a small tangent, I am usually against DM releasing but I want to illustrate this

For context, here is an edge hit that **they have**, I don't think its cheated, but it's just about as suspicious as you could ever ever ever get. It certainly leaves them little ground to use those

I asked them some more information about their report, and what they used to reach their

Here is a picture of my osu cheats!

This is a git-bash terminal, I assume it was open for my university work. I would like to draw your attention to the fact that the terminal is on standby, that is, it's not running anything. line test 123 Does their screenshot convince you I cheat in osu? I got thoughts from a member of the osu community who I personally think is clever. They know some things about computers.

Do it and I'll take the piss with it and laugh the whole way m not trying to accuse you of cheating, im saying that evidence you have presented against me is less convincing than what can be found about **Brief mention of AryN video** The only reason I am mentioning this is because the video currently has 130,000 views. Once again the claims are unfounded. 5pp

"nah nah I only play relax just because it's too easy for me if I don't [be]cause I've completed all the

His only grounding for allegations he makes/supports are the Reddit threads that I have just disproven.

A-O-S to this day is still cheating, osu! just haven't done anything. He's sent videos of him blantantly cheating in a discord server which I won't name, which then he claims has a thing which "helps him aim" yet insists it isnt aim assist. Also recently he sent a graph in said discord server showing where he used timewarp, and deleted it shortly after because he knew he posted the

- I do not need to explain that further, that is a joke and anyone should be able to determine that.

Illustration of how the average player can get the wrong impression

Here is a comment on that video from the same person who made the 3rd report:

This is simply how RX plays look in the frame time graph, this is verifiable by anyone.

wrong thing. He's the biggest liar and hypocrite I've ever come across in osu.

Click to see attachment Tsunyoko on RX frame time Views from someone who really does know what they're talking about: tsunyoku Today at 15:15 wait please HAHAHAHAHAH PLEASE TELL ME SOMEBODY DIDNT POST A FRAMETIME GRAPH OF YOUR RELAX PLAY

intentionally created behaviour

a 60fps replay but for sliders on relax it is not

the explanation of why it makes no fucking sense This is frustrating. Final stated previously I believe that to be very strong in my defence. Have a good day. <u>about me aos</u> through my discord server in the link above.

251 harumachi clover A-0-S **Analytics** Edit video 426 subscribers 727 views 16 May 2023 full clip with computer boot full clip 251pp

Saying I previously cheated blatantly, or that something is "good amount of bpm above his limit". You But in this case I can prove that isn't above my "bpm limit" – the map in question is 285 bpm, and here <u>340bpm Noise - more recent attempt - PC boot linked in description</u>

This is **very** shoddy work, please check yourself. It is also funny that the video is upside down.

See that Mrekk also has edge hits

But the screenshots provided aren't even edge hits, there isn't even any visualisation of when my key presses are. This has to be a joke. My cursor is barely in the outer 20% of the radius of the circle. Let's briefly consider area. Entire area 105px squared, as close to the centre as me, or closer, 81px squared

But here is a video of me playing, and once again with a clean camera angle, passing it. I have done 2 videos replaying this, one immediately (16th December) in which I wasn't in a good

In the second video I play much better than the first since I was calmer, warmed up and so on.

The map has **133** objects in. I played the map for about 35 minutes and compiled my best runs.

finally we have "a good amount of perfect edge hits" – "not exactly any kind of proof but yeah"

The second video is linked from the first, and even with a message in the title of the first video. There is a **100**% chance they have seen that, but **haven't** updated the video linked in their report, even though

4, 6, 4, 4. 5, 5, 7 (counted briefly, roughly right). Saying "not even coming close to replicating his score"

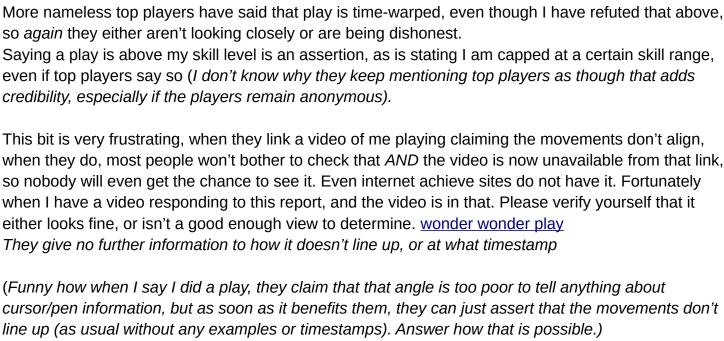
As stated, everyone has edge hits, for instance this very close one in Mrekk's former pp record, 0.02px,

mental state/read to play. And a second recreation attempt (17th December).

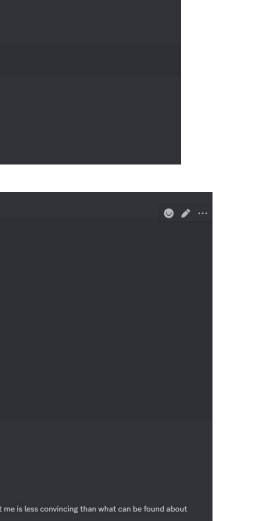
they have made other numerous updates to the post.

We can brush over why they decided to included it if it isn't proof(?)

So I am in the middle 60% of the circle, or just touching the outer 40%. If we imagine picking a random position in the circle, the chance the it is close enough to count as an "edge hit" according to these people is almost the same as it not being an edge hit. I would actually argue that these people area clearly scrambling at anything to use as evidence, so



edopo@windows-us1pa8c mingw64 ~ bash: line: command not found edopo@windows-us1pa8c mingw64 ~



relax goes beyond the 60fps rule on sliders for replays played on osu stable - i don't remember the reason why they chose to do this if there even is one, but it is very much an which means all relax plays have very broken frametimes because they're assuming that its

so you can imagine when the gap between frames is more like 1ms and not 16.666667ms, no shit your frametime is crazy low on those graphs you can see the smaller peak right where the "expected frametime" line is this'll be all your frames on circles the big peak is all of the frames from sliders, you'll notice that the count of frames there on the ivaxa replay for example is around 20,000 just on that peak alone (edited) if you were to take any replay on that same map without relax you'll notice the counts are far lower simply because it's not recording slider frames every like 1ms like there's just no attempt from these people at interpreting the graph they just see "expected line" and a peak far lower and say "cheating!!!!" you can add everything i've said to your doc if you want so that it's more tangible but this is This video and this comment will have been read by hundreds, possibly thousands of people who (rightfully) just treat it as fact and get the *wrong impression*, Even though it being completely wrong.

Hopefully this is enough to convince you, I would like to remind you these people have all of the I have been **A-O-S**, your very favourite osu player. Thank you for reading.

motivation, and all of the time in the world to compile evidence, and this is the best they could do. As If you have more evidence you'd like me to discuss, or to speak to me for any reason I am contactable

to replays every 16.66667ms (or whatever the exactly precise number is) that results in the replay being 60fps (edited) but if you're on a slider with relax then every frame is deemed important tsunyoku Today at 15:18

osu has a context of "important frames" and these are usually the frames that get written