Nagatoro / Juliet

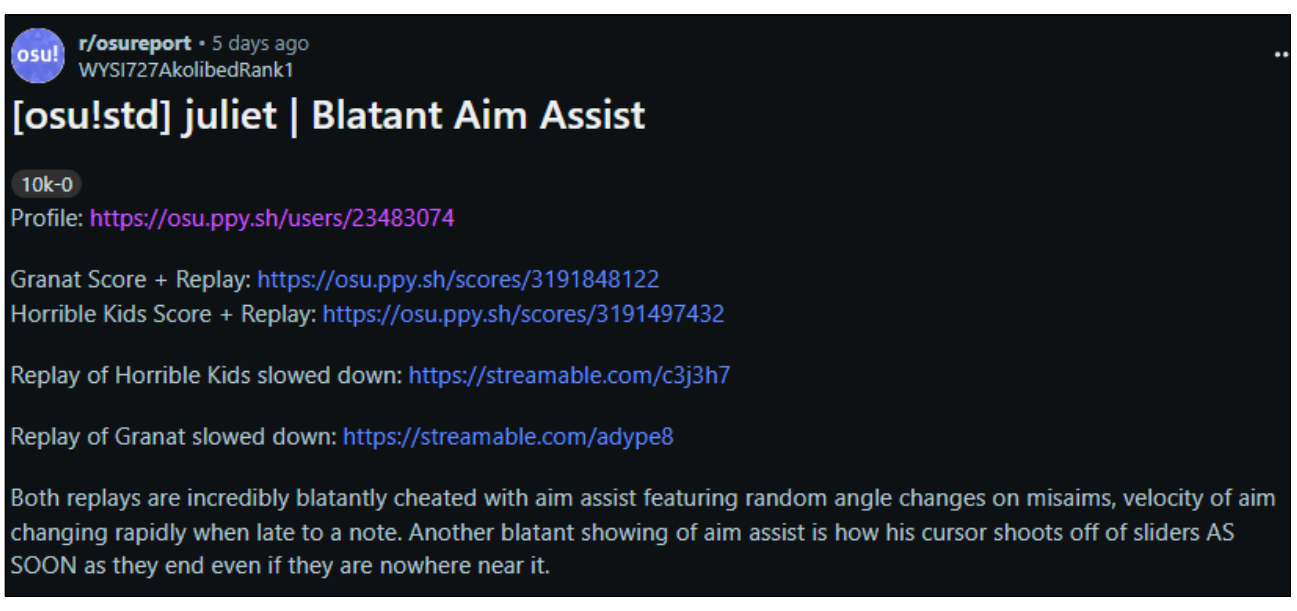
Context

25.07.2024

[Profile link]
[Report thread link]
A report thread was created on 20.07.2024 about player “juliet”.

Player joined bancho 19.05.2021
10,000+ profile pp
43+ days playtime on bancho.

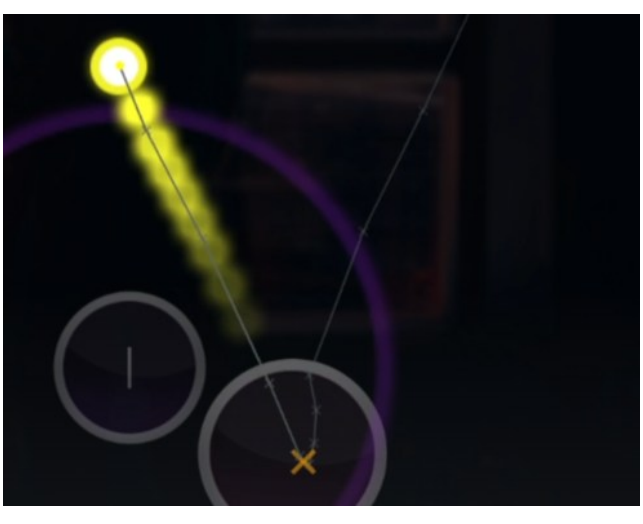
The report only talks about cursor movement being suspicious, and deems this to be caused by aim assist.



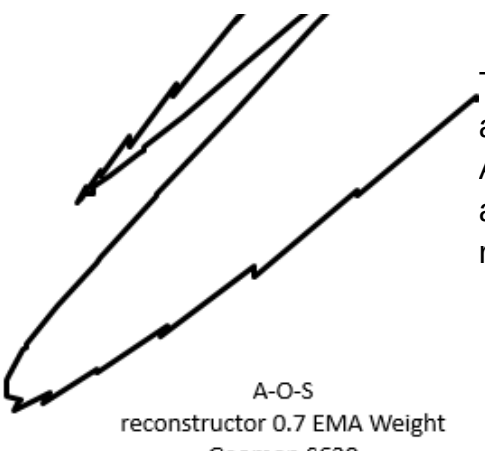
The report also posts some other streamable links.
I have backed up the report and a couple of these links on https://web.archive.org, before they expire.
Feel free to do the same at https://web.archive.org/save/

Details

For reference, here are images of examples of the strange cursor movement, from videos linked by the report.



I contacted Nagatoro.
I could replicate a very similar phenomenon easily with the same tablet filters as they were using.

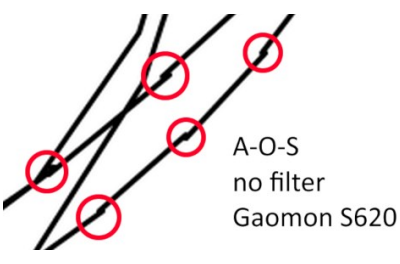


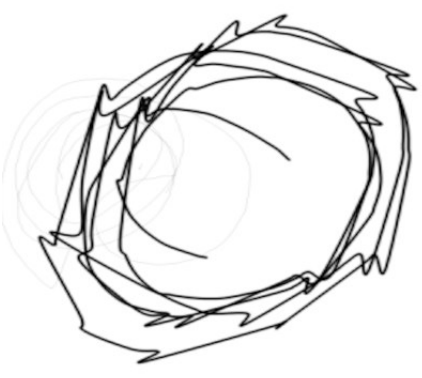
The tablet filter (reconstructor) was confirmed to be causing / amplifying this.
An almost 3 minute long video was sent, demonstrating in a paint app; that when “spinning” this would appear if and only if reconstructor was enabled.

Backup of paint video

Streamable link to paint video

Nagatoro paint results: completed in an uncut video





Reconstructor: enabled (0.7 EMA)

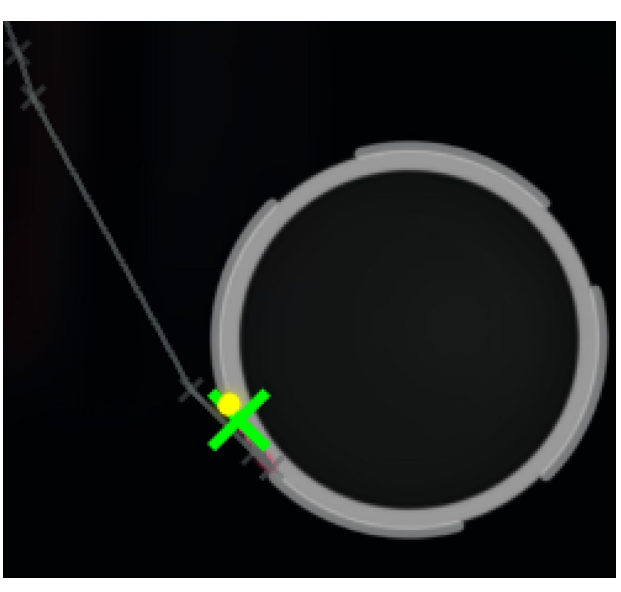
Reconstructor: disabled

For reference, I have also included an image of my results with **no** filter enabled. And that really was the most significant result of about 15 seconds of me truly going at it. The micro-jitters also appear in Nagatoro’s **unfiltered** test, but more prevalent, which is expected to vary with different tablets.
It makes sense that the reconstructor filter amplifies such movements. Read about how this filter works

This already is enough in my eyes to show the strange cursor movements aren’t a result of any form of aim assist, or integrated cheat, which would need the read the beatmap data in some form to work.

In the granat replay clip the jitter happens while spinning, so deducing that the practically identical movements are “angle changes” (due to cheats) is unfounded.
This is exactly the same movement as we see in the external test.

The report cherry-picks replays from the player’s top plays, which will filter any runs with near miss runs out, which is not fair to consider.

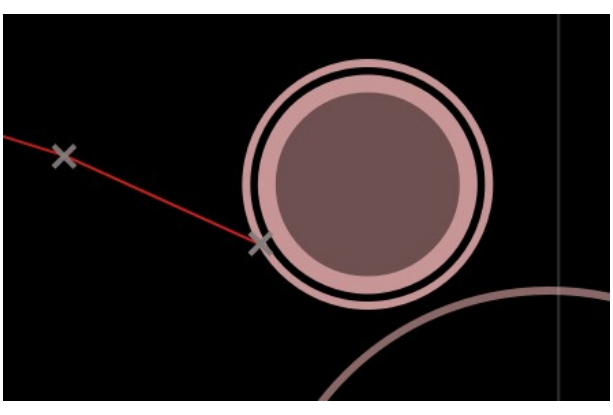


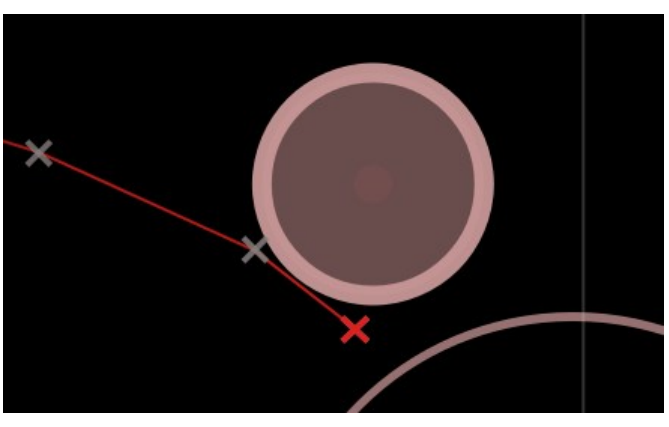
This image with the Green “X” was labelled as:
“Example screenshot of an angle change to edge hit a note that would've been missed”

I believe this explanation to be false.

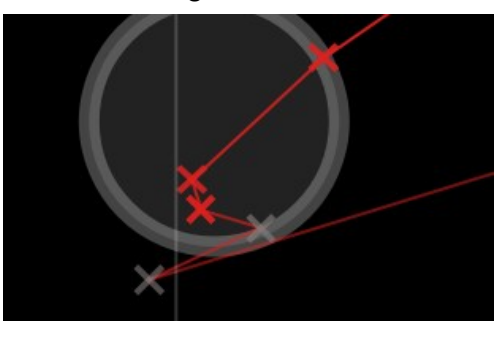
In replays that were sent to me upon request;
“near misses” were seen, even though the jumpy cursor was still occurring.

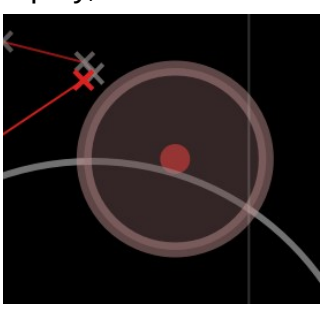
You really couldn’t even hope for a better example of this, their cursor brushes right past the hit circle, right as its timing window ends, yet it does **not** snap to it.

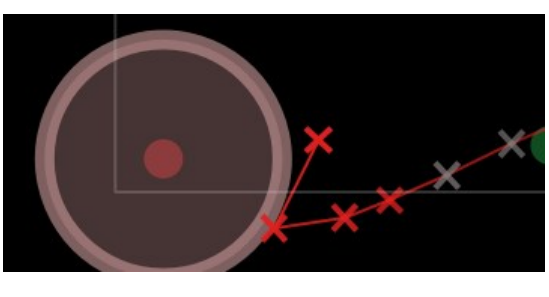




These 3 images are from the same replay, which illustrates again the point outlined above.





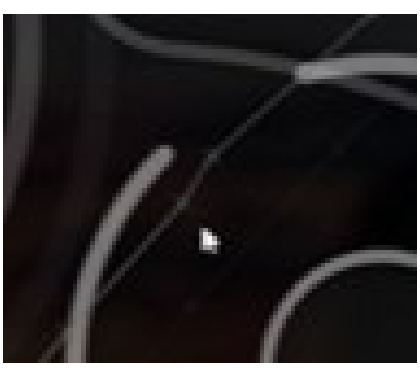


Toggling any kind of setting would not be possible, not only do the jitters occur constantly, but even **during** movements that are extremely close to the borders of circles. Also, for this reason we can expect to find many examples of such jitters happening at the same time as a slider ending for instance.

It is completely irrational to believe these movements are in any way either benefiting the player overall, or are caused by software attempting to do so.

Other

For a folder containing replays and other data related to this, you can contact me through my discord server linked Here



I want to personally note that the author of the report seemed to be grasping at straws so to speak.
This small jitter in cursor movement was the sole focus in one of the clips linked:
Streamable link (saved on archive.org)

As well as this movement here:

”Example video showing they would've been late to the note until a Random Act of God took control of their aim to hit the note on time”

Honest to God I cannot even see what potential discrepancy they are highlighting.