Can you in more detail describe how you determine whether a player is cheating or not.

- First of all, I start with the assumption that the player is not a cheater. Then, I check their profile, stats, and history. Based on that, I decide how closely I'll need to watch their gameplay. For example, someone with thousands of hours in their history and consistent performance is probably not a cheater, and if I don't see anything particularly suspicious in their gameplay, I'll quickly rule them out. On the other hand, if it's a new account—or an old account with many hours but a sudden spike in performance—then I'll be more suspicious and examine the video much more thoroughly. Next, I watch the video. There's a set of skills a player can have: Crosshair placement, recoil control, movement tracking, flicking when it comes to aiming. Also, movement in general, game sense, and how they clear angles. If a player is extremely good at one of these skills but noticeably lacking in the others, I'll suspect they're cheating and will look for concrete evidence. That imbalance between skills isn't proof by itself, but it's a strong indicator that makes me investigate further. Concrete signs that someone is cheating include: They don't check any other angles except the exact one where the enemy is—repeatedly, not just once. They're never surprised by an enemy's position. They shoot at enemies faster than what would be possible with normal human reflexes (prefiring). These are signs of a wallhack. Their bullets constantly hit the target even when their aim is off and their crosshair placement isn't right. That's a sign of an aimbot.
- Besides spinbotting and aim which are pretty obvious I think the main factor determining whether or not a player is closet cheating is skill gap and overall game sense. There are some people who are really good at hiding their cheaths. Generally these players are good enough at the game and can perform well enough without cheating. In these cases I think you have to look for skill gaps or the timing factor. I argue that is really difficult to have the perfect timing to peek or to flank throughout a whole CS game. For example, if someone repeatedly peeks the second that an AWP turns away from the line, I would generally assume that the person is cheating if I was unsure about it beforehand
- Aim hacks are easy to spot. Walling is harder but it depends on the skill of the cheater if they're just walling or radar hacking. Generally high level players play somewhat similar and make choices based on information of the other teams positions.. cheaters generally struggle to hide that they shouldn't have known someone was in an area and hold what would be a bad angle just to secure that one kill. Having them do this over and over is general fishy behavior that would make me suspect cheating or watch the demo for proof or just see if they were getting lucky with natural rotations for where their teammates are playing.
- I did put in stuff in "Other" on the earlier question. In general you can see quite quickly if someone is cheating. Crosshair palcement, movement, utility usage, account in general (hours, steam level, ig level, friends, faceit etc.), corner clearing, economy knowlege etc. Its usually not one thing, but combination of a lot of stuff. Things like 28k elo, no faceit, under 1000 hours on account, bot movement, crosshair placement all over the place and so on. Can't be 100% sure still, but a lot of the time if I think someone is cheating I might follow the steam account for a bit and a lot of them do eventually get banned.
- Spidey senses. Some how, these players just know. i believe they are toggling to get the edge. For example, in inferno. I would be hiding in church, say behind the podium. And some how, this person would check that. It's very rare that spot gets check. Benefit of the doubt, I'm calling BS on that. And you would usually suspect someone is cheating when those "who would check that in that situation" gets checked. I believe I'm playing in a high trusted status games. i rarely get spin botters or straight blatant hackers, but you know you get suspicious when someone is carrying their team HARD.
- I'm trying not to jump into conclusions straight away and give them the benefit of the doubt, so unless it's very obvious like spinbotting, shooting through the walls, soft aim (if the

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- player is not being careful with it), I try not to call them out or report them. However, apart from demos, there's also the social perspective of cheating - steam accounts. If an account looks fairly new or is private, it is already making it more suspicious. But on the other hand, does it really matter nowadays when you can buy a legit looking account for a few bucks?
- A noob cheater or one that does not know to hide his/her cheats will normally not clear any angles or jiggle peek, rather they aim at their target through the wall and keep their aim there. However, a skilled cheater who's only walling can be very hard to judge, especially if they have some raw aim skills to go along with their cheats. Judging from just 1 kill or 1 round whether or not someone is cheating can be very hard and so a significant part of the demo must be viewed in order to make judgement.
- Unlike GO, I have maybe 500 hours in CS2 and have yet to see a spinbotter at my elo. Anecdotally, ESP related cheats appear to be the most common at the moment. Watching players track objects through walls, pushing against low HP players or players who are lining up grenades, consistently gamble stacking a site perfectly at the beginning of a round or abruptly changing sites mid-round, and pre-firing, especially when the opposing playing is jiggling a corner but has not exposed themselves yet.
- For players that are using a non-detectable version of a cheat, often watching their ability to avoid certain interactions or perfectly time an interaction is key to catching them. Further, unnatural rotations when outplayed that make absolutely no sense but are in fact, the perfect counter to a move. Another indication is when they do very well with no one spectating them and very badly with people spectating them, indicating a toggle of assistance.
- Looked how the player played, how the team was moving on the map and how the enemy moved. That would give me a hint of what to predict of the player and then to determine if he was cheating I would look at his crosshair placement and playstyle. If it would not match the skill level of everyone else I would most likely have a feeling that something is helping the player.
- Crosshair placement is the biggest giveaway for people cheating. If they are walling they often can't help to look at the people behind walls, and if they're using aim assists it makes it obvious when you compare their ability to aim vs their ability to do everything else.
- When their aim is far better than their movement, you can smell something is fishy. When they always make the correct play and are never shot in the back or suprised. When they hard clear the only corner with a player while ignoring every other one.
- I'm not very good, so I try to assume that someone is just much better than me. I review demos to try to learn from them. But when I review I'm also looking out for signs they nay be cheating such as tracking players through walls or uncanny timings.
- Well spinbot and aimhacks are easy to tell. Closet cheaters can be harder but mostly you can tell because they will only ever clear or hard clear the angle where a player is. Usually too they get more and more blantant the more rounds they lose.
- I check how much he can know. Normaly you can surprise every player but if the suspect can't be surprised and knows every location. That is fishy. And on top of that I look if he clears every angle or only spots where an enemy is.
- Knows your position even without visual or audio confirmation multiple times. Waits for you in unusual positions where it makes no sense. Headshots instantly after going out of cover without checking any positions first.
- I usually look for the suspect making direct and confident plays multiple times in a row - peeking or checking only the angle that their enemy is on, finding timings and flanks too many times for it to be luck, etc.
- Mostly looking for differences in how well they do at different tasks. If their aim is totally insane but they move around the map like a beginner and don't seem to understand how the game works then that is weird

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- If they consistently have advantageous timings on the opponents that make the others have a disadvantage. I.e. they peek exactly when the target was reloading/grabbing util/looking away, something like that.
- All of those options above are true, but mostly it is inconsistency in play. For instance, they sometimes hard clear corners when someone is camping, but then other times won't do that when no one is there.
- They are too aware of their surroudings, like running with knife in dangerous area. Also sometimes it is the gap between their mechanical skills and their gamesense / awareness that gives them
- Usually their aim and path tracing don't match their movement and positioning. Eg: high headshot accuracy and time-to-kill, but can't throw a nade nor counter-strafe
- The most typical cheat is some form of ESP, so I look for unnatural angle clears, or players unnaturally focusing on specific angles while ignoring others.
- Spinbotters etc. are easy to detect. Wallhackers with 100% awareness, not checking any other positions. Always perfect timing while flanking or peeking
- To be sure someone is cheating beyond a reasonable doubt there has to be a consistent pattern of suspicious gameplay across multiple duels and rounds.
- Constantly getting perfect timings, only checking spots when someone is in them, bad economy, exceptional "gamesense" that doesn't match elo
- Mostly timings/crosshair placement or them looking too far one way to see an enemy through a wall in an area in their peripheral vision
- It is usually clear due to differences in aim and movement, or doing rotations when there is no new information for the team.
- Getting consistenly lucky. If to many actions are technicaly not impossible but they align through the whole game.
- It comes down to there movement and crosshair placement generally, if it seems unnatural or not consistent
- Most cheaters nowadays are painfully obvious to spot and do not require any additional investigation
- Auto pistol, holding angles where you are for too long when they should have moved, scout/deagle
- No gamesense, no acting skills, suspicious steam profile with low, no, or recent badges only statitics, a player can be lucky 3 ti;e in a row but 4th or 5th seems to be tricky
- Pre-firing and aiming at walls for a line up too often than not in unnatural ways.
- Gamesense, cheaters don't even get what's going on in a good players head
- Skipping/rushing through empty areas. Only "checking" THE angles.
- The awareness of the play. How confident. Common playstyles.
- check their face it elo and steam profile
- Because I know how to play the game