

A-O-S

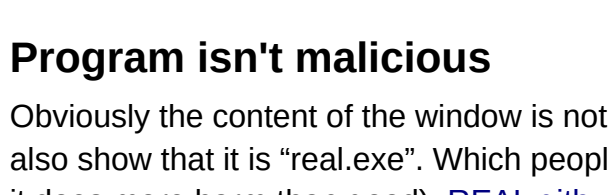
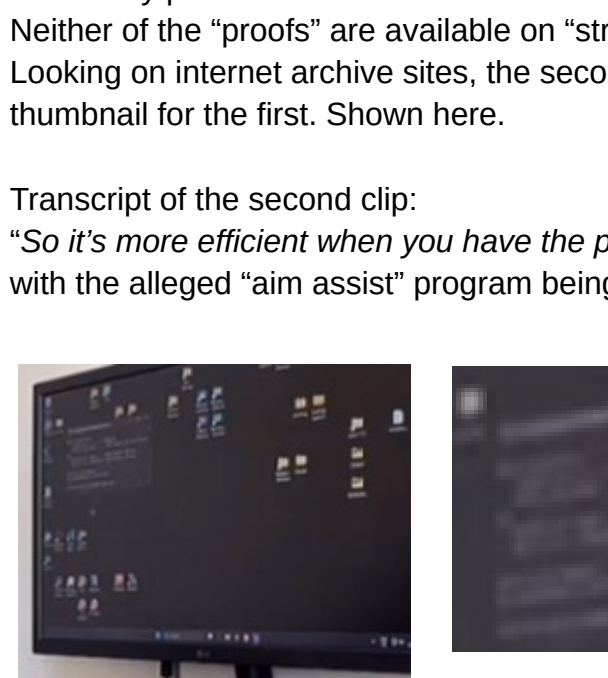
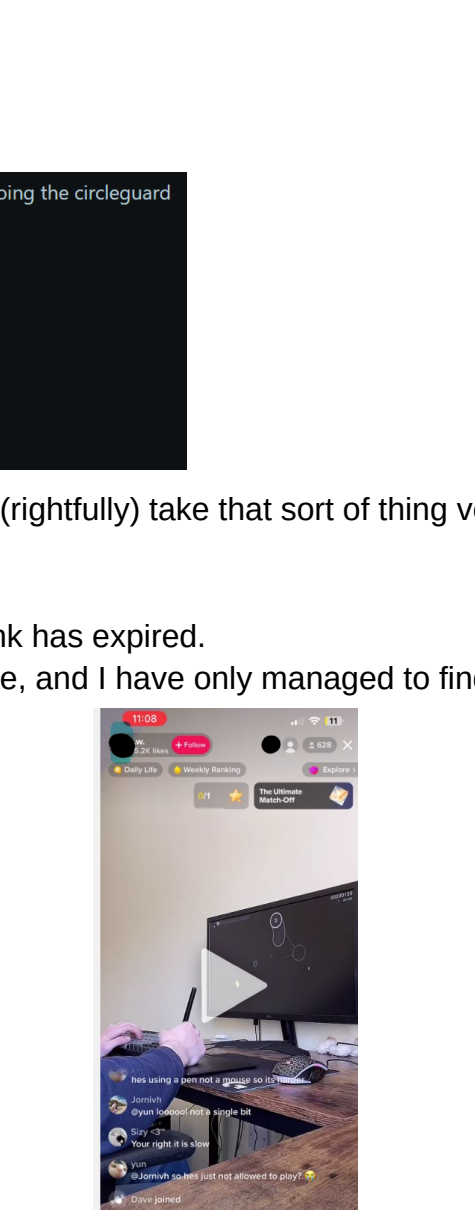
04.06.24

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 being playing maps far too difficult for me result in me not often too popular with other osu players.

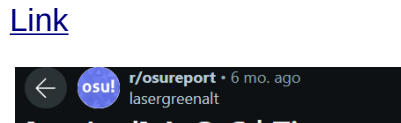


Osu Report 1 (13.05.23)

Link
he's streaming on tiktok and just basically advertising his aim assist while playing online (cbf doing the circleguard shot on his top plays but maybe they're also cheated)

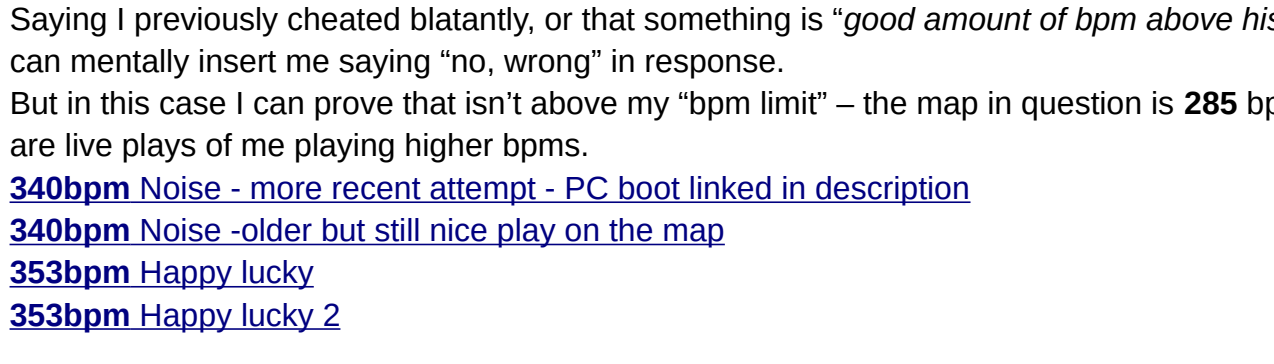
I have never advertised any cheats – no proof, and osu support (rightfully) take that sort of thing very seriously, especially if a lot of people are claiming it.
That is my profile link.
Neither of the "proofs" are available on "streamable" since the link has expired.
Looking on internet archive sites, 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.



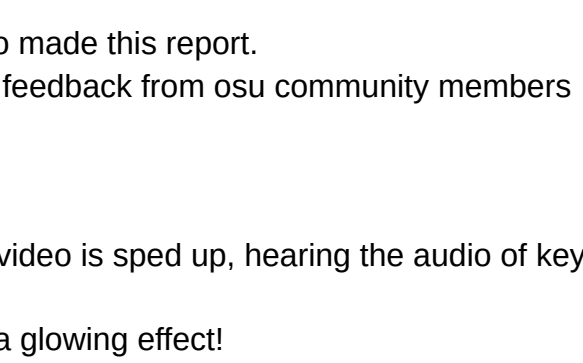
Program isn't malicious

Obviously the content of the video 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.



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). [harumachi](#)



Osu Report 2 (14.12.23)

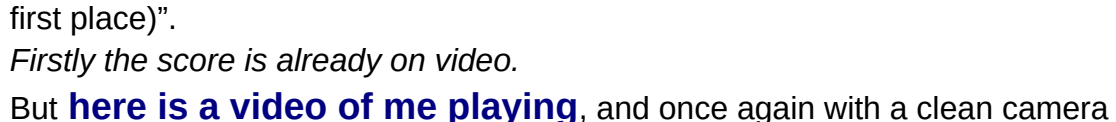
Link
I myself have taken the last action in the last report against him and talked to a few top players I have contact with, they are still unsure but I will be able to follow up on this. There is a history of this, writing on his stream, and a 4.4 grade of absolute best.

Full of assertions and disprovable claims
Claims that don't have "evidence" for I will just ignore.
Saying I previously cheated blatantly, or that something is "good amount of bpm above his limit". You can mentally insert me saying "no, wrong" in response.
But in this case I can prove that isn't above my "bpm limit" – the map in question is 285 bpm, and here are live plays of me playing higher bpm's.
[340bpm Noise - more recent attempt - PC boot linked in description](#)
[353bpm Happy Lucky](#)
[353bpm Happy Lucky 2](#)

and just for the sake of it.
[500bpm dysymil 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 irrefutably proves the video isn't time-warped.
[Mouse Pulse Video](#).

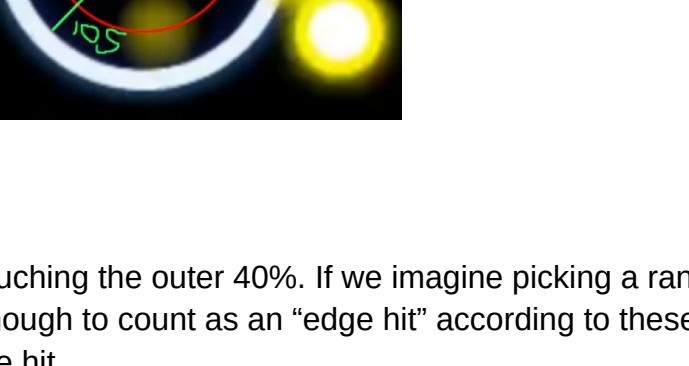
Do their claims of it being time-warped convince you? Remember their only evidence is that they (allegedly) asked other players who it was, wouldn't it have been more convincing to explain how this was determined?
This supposed group of people have all just been proven to have been either negligent in their analysis (as well as their base assumption being that it is time-warped), or simply dishonest and bias.

Pen movements

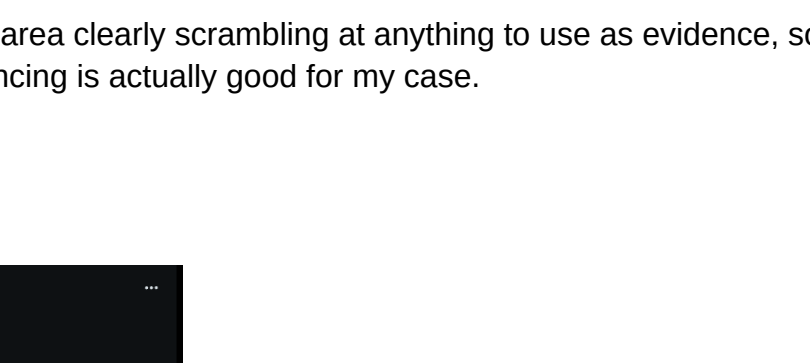
The report also mentions aim assist with their proof being a video of a replay being mapped onto my hand movements
[hand movements](#)
[backup of video if original is deleted](#)

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

Literally at 0:01 the cursor is misaligned from my pen by about 15% the length of the entire playfield.



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 the hand movements do align.



Usually I wouldn't be picky about this but come on, that completely undoes what the video is attempting to prove.

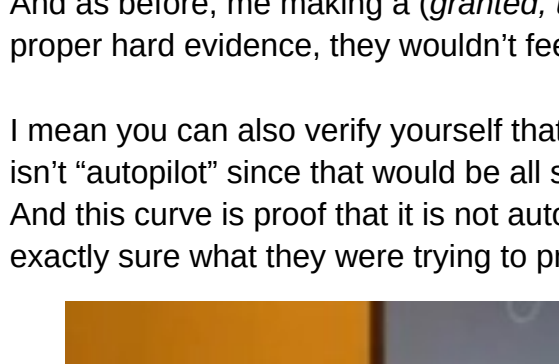
Replicating plays

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.
But here is a video of me playing, and once again with a clean camera angle, passing it.
In the second video I played 2 videos replaying this, one immediately (16th December) in which I wasn't in a good mental state/read to play. And a second recreation attempt (17th December).
In the second video I play much better than the first since I was calmer, warmed up and so on.
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 they have made other numerous updates to the post.

The map has 133 objects in. I played the map for about 35 minutes and compiled my best runs.
My scores for attempts respectively:
4, 6, 4, 5, 7 (counted briefly, roughly right). Saying "not even coming close to replicating his score" is simply dishonest.

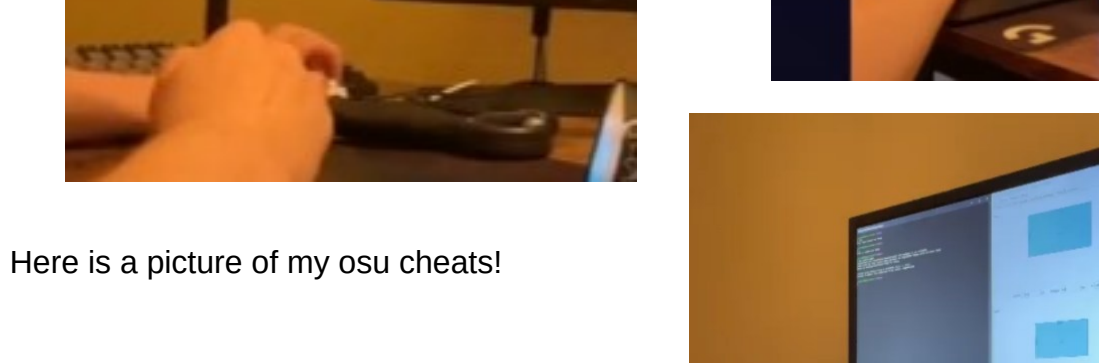
More edge hits

finally we have "a good amount of perfect edge hits" – "not exactly any kind of proof but yeah"
we can brush over why they decided to included it if it isn't proof(?)
As stated, everyone has edge hits, for instance this very close one in Mrekk's former pp record, 0.02px, very close.



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



$$\frac{(81^2)}{(105^2)} = 0.59510204081$$

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 are clearly scrambling at anything to use as evidence, so the fact they haven't found anything convincing is actually good for my case.

Osu Report 3 (28.01.24)

Link
I myself have taken the last action in the last report against him and talked to a few top players I have contact with, they are still unsure but I will be able to follow up on this. There is a history of this, writing on his stream, and a 4.4 grade of absolute best.

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 an evidence against me, that its still worth including that I find some maps hard, then that is also good for my case.
Claiming I brag about my scores is not relevant to any evidence.

More nameless top players have said that play is time-warped, even though I have refuted that above, so again they either aren't looking closely or are being dishonest.
Saying if top players say so my skill level is an assertion, as is stating I am capped at a certain skill range. even if a top player is above my skill level it is not 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 a 1 miss attempt. They also say that this point proves I'm "blatant"

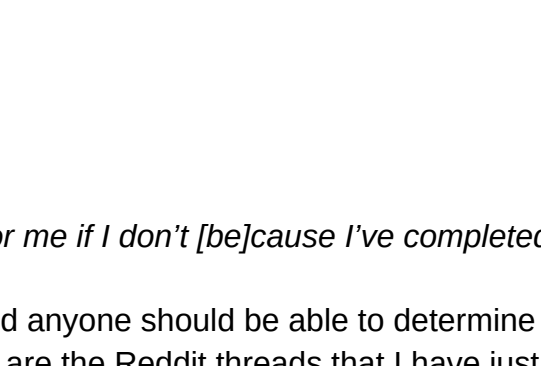
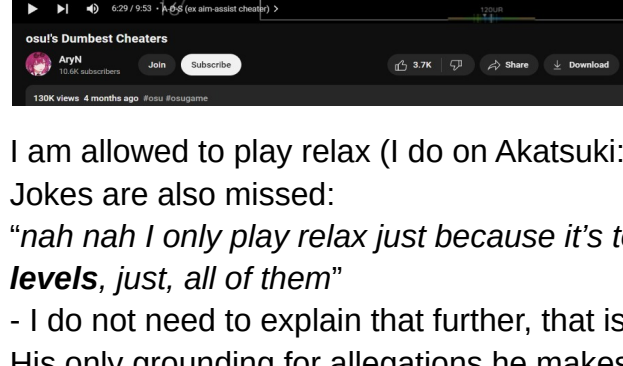
This bit is very frustrating, when I take a video of me playing claiming the movements don't align, when they do, most people won't bother to check that AND the video is now unavailable from that link, so nobody will even get the chance to see it. Even internet archive sites do not have it. Fortunately when I have a video responding to this report, and the video is in that. Please verify yourself that it 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

(Funny how when I say I did a play, they claim that that angle is too poor to tell anything about cursorpen movement, but as soon as it benefits them, they can just assert that the movements don't line up (as usual without any examples or timestamps). Answer how that is possible.)

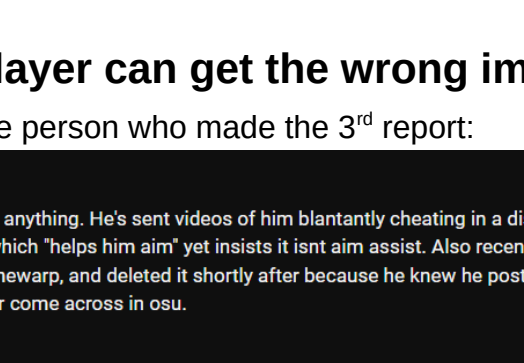
Jokes

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.

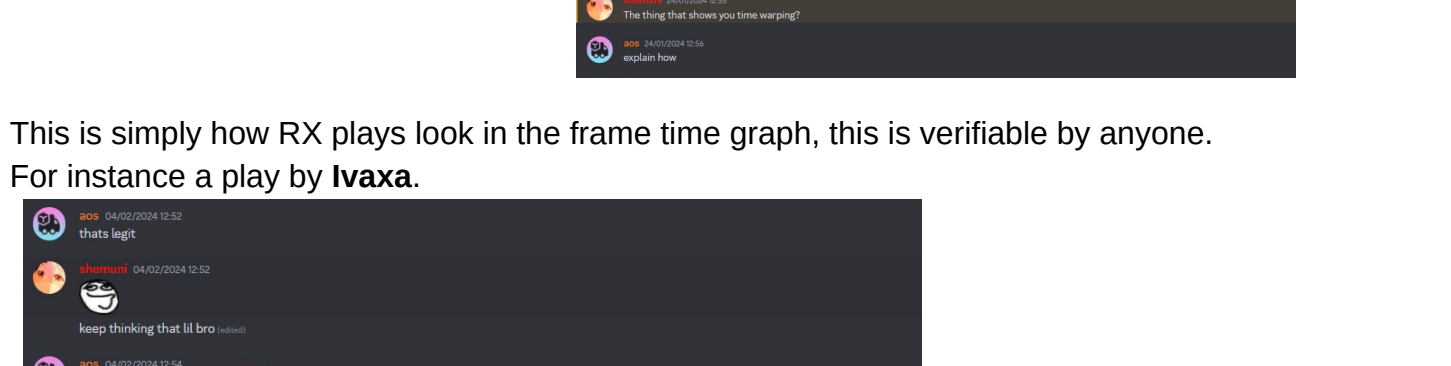
I mean you can also verify yourself that it isn't "autopilot" since that would be all straight lines. And this curve is proof that it is not autopilot. Not exactly sure what they were trying to prove really.



Here is a picture of my osu cheats!



This is a git-bash terminal. I assume it was open for their university work. I would like to draw your attention to the fact that the terminal is not steady, that is, it isn't running anything.



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.
[Tsunyoko github](#)
They know some things about computers.

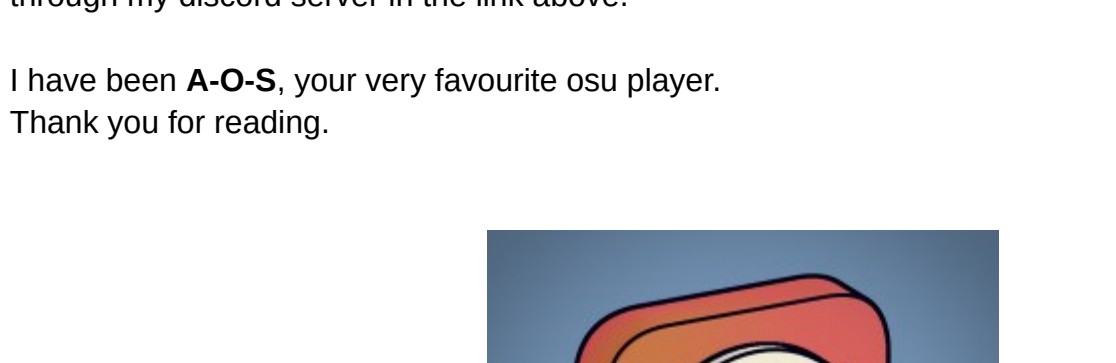
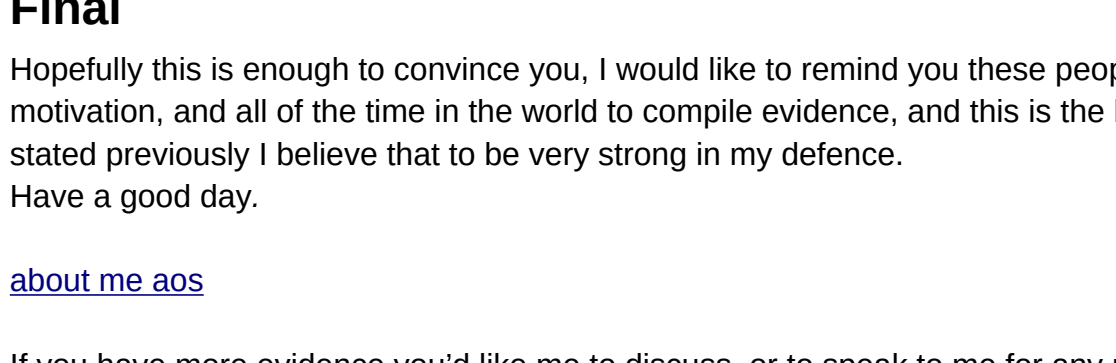
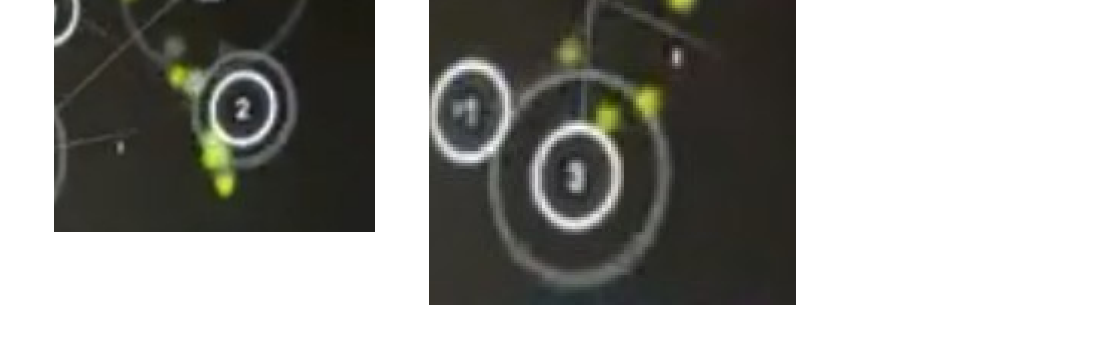
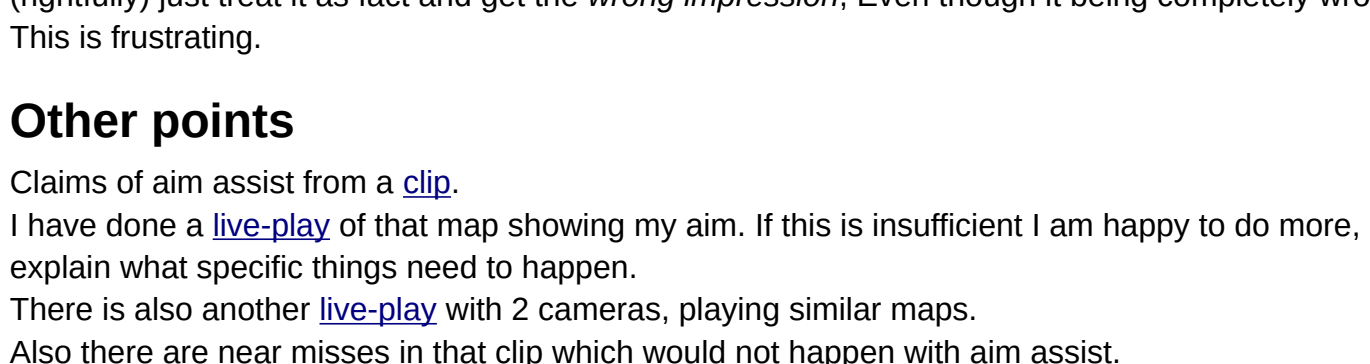
you quite literally cannot deduce anything from it basically
Waldi Today at 15:16
do you think its enough to falsify that:
To make things even better, in response to his cheating allegations, he tried to upload a replay, where it was seen in the work log before that was already deleted. This is for video for specific, thereby disallowing for movements do not reach the cursor at all. Video image
like that specific statement is not well founded
tsunyoku Today at 15:17
Waldi saying his someone's cheat is a massive assumption, cannot be proven

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

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 these persons behaviour, read and make your own judgement.
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 get. It certainly leaves them little ground to use those screenshots as evidence against me.

I asked them some more information about their report, and what they used to reach their conclusions. Messages (03.06.2024):



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.



I am allowed to play relax (I do on Akatsuki: [Profile](#)).
Jokes are also missed:
"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 levels, just, all of them"
- I do not need to explain that further, that is a joke and anyone should be able to determine that. His only grounding for allegations he makes/supports are the Reddit threads that I have just disproven.

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:



Once again this is ungrounded.
And I want to address the "graph"
Any average player would see that comment as credible, and walk away assuming it is all correct.

This is simply how RX plays look in the frame time graph, this is verifiable by anyone.
For instance a play by Ivaxa.

Tsunyoko on RX frame time

Views from someone who really does know what they're talking about:

wait please HAHAAHAAH
PLEASE TELL ME SOMEBODY DIDNT POST A FRAMETIME GRAPH OF YOUR RELAX PLAY
omfg
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 intentionally created behaviour
which means all relax plays have very broken frames because they're assuming that it's a 60fps replay but for sliders on relax it is not
osu has a context of "important" frames" and these are usually the frames that get written to replay being 60fps (or whatever the exactly precise number is) that results in the replay being 60fps
but if you're on a slider with relax then every frame is deemed important

so you can imagine when the gap between frames is more like 1ms and not 16.666667ms, no shit your frame time is crazy low
on those graphs you can see the smaller peak right where the "expected framerate" line is - this'll be all your frames on circles
the big peak is all of the frames on 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
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 the explanation of why it makes no fucking sense

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. This is frustrating.

Other points

Claims of aim assist from a clip.
I have done a live-play of that map showing my aim. If this is insufficient I am happy to do more, if you explain what specific things need to happen.
There is also another live-play with 2 cameras, playing similar maps.
Also there are near misses in that clip which would not happen with aim assist.

Final

Hopefully this is enough to convince you. I would like to remind you these people have all of the motivation, and all of the time in the world to compile evidence, and this is the best they could do. As stated previously I believe that to be very strong in my defence.
Have a good day.

[about me aos](#)

If you have more evidence you'd like me to discuss, or to speak to me for any reason I am contactable through my discord server in the link above.

I have been A-O-S, your very favourite osu player.
Thank you for reading.

