Subject: Renalert Update : Custom icons for Renalert Team.
Posted by Crimson on Mon, 11 Oct 2004 23:47:49 GMT
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icedog90How come I have different logs too? I wouldn't fake the logs, that's not something I would do.

Quote:[KICK]Renardin has unknown files on Renegade Community Server #1 (data\c_gdi_hotw_head.W3D)
[KICK]Renardin has unknown files on Renegade Community Server #1 (data\c_gdi_mg_head.W3D)
[KICK]Renardin has unknown files on Renegade Community Server #1 (data\c_gdi_gun_head.W3D)
[KICK]Renardin has unknown files on Renegade Community Server #1 (data\c_gdi_gr_head.W3D)
[KICK]Renardin has unknown files on Renegade Community Server #1 (data\objects.ddb)
[KICK]Renardin has unknown files on Renegade Community Server #1 (data\f_gm_shot.W3D)
[KICK]Renardin has unknown files on Renegade Community Server #1 (data\f_gm_shot.W3D)
[KICK]Renardin has been caught cheating on Renegade Community Server #1

You did falsify the logs. When we paste something from the RenGuard logs, we purposely edit out some non-public information that appears in the alerts. Wherever you got that, it was not a direct log.

However, what I can tell you is that we don't, by default, get an alert if you launch RenGuard with disallowed files and get disconnected. We only see alerts when someone tries to drop the files into the data directory mid-game. Interpret that how you will, but Renardin DID in fact drop the models in after he connected to the server in an attempt, I assume, to fool RenGuard, which obviously failed miserably. He was not, however, kicked for objects.ddb. That was a deliberate falsification.