
Subject: Re: Renguard not needed to play Renegade
Posted by [Crimson](#) on Fri, 28 Oct 2005 13:23:24 GMT

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There is nothing you can say that will make me doubt RenGuard effectiveness. I, like the other members of BHS, have more knowledge than pretty much anyone on Renegade cheats. We have more inside information in more places than you can imagine. With that knowledge, I trust RenGuard to keep cheating out of my server, and as a server owner, I instructed my moderators to take cheating accusations on people running RG very seriously. If someone is suspected of cheating with RG on, they are banned from the network and their activities investigated. I can't go into details for obvious reasons, but we deal with each and every bypass accusation and suspect activity personally. We have been trusted by over 100 servers and we take the responsibility very seriously. We are people who play the game, too (personally I have played 106 games so far this month) and we just want to keep it alive.

If you just look for the information, you will easily find it. RenGuard uses port 80 for loading the web site, and port 6300 to maintain a constant connection to one of our master servers. If you read the Terms of Service you will see that we "[reserve] the right to collect private data regarding your installation of Software and Command and Conquer: Renegade in order to specifically identify you to the network. This data is one-way hashed with MD5 or similar technology for your protection."

Everything is and always has been spelled out for you if you're paranoid enough to need to see it. RenGuard has been installed over 15,000 times in the 18 months since its release and no one has EVER found anything suspect in its activities. (Because there's nothing to find)

I've never said RenGuard was 100% effective either. I know it's been bypassed. I also know that we've fixed any bypasses that come out and will continue to do so.
