
Subject: Re: RenGuard

Posted by =HT=T-Bird on Sat, 01 Jul 2006 21:47:29 GMT

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Dr. Lithius wrote on Fri, 30 June 2006 22:06Well... If it's a server that has a forum(*cough*n00bstories*cough*), you could plead your case to the administration there. Granted, if/when you came back, you might end up being !forcerg'ed again, but this might give a slight hint to whatever server you're on that they should have a moderator in the room at all times. Otherwise, just join another server. There's a good million of 'em out there. I recommend the Ren-Archive servers, myself. Pretty good community, even if their website is lacking relevant information. They're a little fugly when it comes to typing, too. But so is 90% of the 'net.

I'd also recommend HazTeam, but it doesn't seem like anyone's been playing on there lately.

Regardless, their community is pretty sweet, too.

And of course, my primary suggestion...however biased...is always "n00bstories CCW". It doesn't get much better than that if you want intense action, regulated servers, and even the occasional bout of solid teamwork.

Edit: Emoticons... Must... DIE!!!

Edit the 2nd: As for your RenGuard errors, I suggest reading these topics. Or, if you just want a summary... "T'was Microsoft...killed the beast."

And ya know...while I'm at it, let me go on-record here and just say that RenGuard is a good idea gone absolutely berserk in the end. Basically, the community has turned RenGuard into its "crutch"; its "tried and true" way of "sniffing out cheaters". It's almost gaurenteed that if you go into a server and get a high score for even one match but aren't running RenGuard, at least one person is gonna be all "!forcerg that fucker!! HE'S CHEATING!!!!1" On any good server, of course, a moderator would step in and test the accused. But most servers go without regulation for extended periods of times, as I've alluded to above. So it all falls apart without moderator intervention, really. Newbs and n00bs seize the day and !forcerg all the competant players back to the Stone Age...and get away with it.

Excellent point about !forcerg. If RenGuard was good enough (much fewer compatibility issues and the ability to block cheats from injecting into Renegade's memory) to become universal, we'd be able to use Full RenGuard on our servers and just watch for the occasional bypasser. However, that doesn't seem to be happening (1.04 seems to have ran into a brick wall and 1.031 isn't quite to the point I describe yet). To make matters worse, there probably are some Renegade players out there which still run Windows 9x/ME, which lack many of the features needed to make a truly effective anti-cheat. (Process and Thread DACLs come in handy when stopping cheats, for instance.)
