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Subject: Re: what exactly is...?

Posted by [PlastoJoe](#) on Wed, 12 Jul 2006 05:34:03 GMT

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Goztow wrote on Tue, 11 July 2006 02:22

In the first version of Renguard, people would load renguard on one computer in their LAN and Renegade (with cheats) on another computer in their LAN. Same LAN = same external IP. Capiche?

From what I gather, the purpose of this was to fool Renguard-protected servers into letting Renegade with cheats into their games. The server would only look at the computer with Renguard and not the one with the actual game. Both computers are on the same LAN and therefore have the same IP. The server can't tell that there are two computers since there is only one IP and assumes that since Renguard didn't find any cheats on the PC it's on, there must be no cheats.

Crudely explained, but I hope it was accurate.

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