Subject: RenGuard false positive
Posted by NukeIt15 on Sun, 06 Aug 2006 23:50:55 GMT
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Bit of an issue here...I just got booted from n00bstories AOW and I can't quite figure out why. This is all the info RenGuard gave me:

Quote:[19:14] Trying to connect to server #1...Connected
[19:14] Secure link established.
[19:14] Welcome to RenGuard , NukeIt15!
[19:14] To launch Renegade, please click 'Renegade'.
[19:17] You have joined n00bstories.com AOW/CCM.
[19:31] Bad/Corrupted file C&C_Mesa.mix has been found in your renegade directory
[19:31] You have been kicked from the server for cheating.
[19:31] You have left server n00bstories.com AOW/CCM.
[19:31] Disconnected from RenGuard network

This is a fairly fresh install of Renegade- I re-installed both Ren and Renguard back towards the end of May when I got back from school. It could be right; I'm running a few scans right now to see if anything is out of place on my system, but I seriously doubt it- I've played Mesa dozens of times thus far this summer, and this is the first I've heard of any "bad/corrupted" anything. At the time I got kicked, I was playing on the Nod side as a Technician, attempting to disarm a beacon- in fact, right when I got kicked, an APC had just finished running me over so I was in the process of respawning (if that helps any). My score was somewhere in the neighborhood of 1500.

Basically, I'm reporting a false positive- the false positive being myself. Needless to say, I'm not exactly happy about being booted for "cheating" when I am not, in fact, cheating. I'd like it very much if someone could give me some deeper info- perhaps more detailed logs that say what, exactly, caused the file to come up as invalid, so I can rectify the issue- if there is one- on my end. I'll be only too happy to provide any evidence anyone asks for, but a timely response to this would be much appreciated.

note I tried to re-connect just to see what would happen, and Server #1 wasn't responding, but I'm successfully connected to Server #2. Furthermore, I've successfully reconnected to the game server, so I'm fairly well convinced that something borked up server-side (the map is complex now).

Hope this helps someone...