Subject: Re: BULLSHIT!!! banned for !forcerg
Posted by light on Sun, 22 Oct 2006 00:12:41 GMT
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[quote title=trooprm02 wrote on Sun, 22 October 2006 05:18]1)yes of course there is, BUT there has always been 1 (ever since RG was first created) they even had info about it on the old renguard website, so a RG bypass is nothing new, and just calling it useless now doesnt make sense.[quote]
Ok, here's my perspective. If I run RG and play too well and get accused, people will !rg me. If it says i'm running RG they will accuse me of bypassing, if it says i'm not running RG they will accuse me of cheating. Either way i get falsly accused, that's where I'm coming from.

trooprm02 wrote on Sun, 22 October 2006 05:182)Do yyou understand why it doesn't work on win2k? C++ overbuffer run, which means it sends too many packets than expected (256 i think, correct me if im wrong)
Yes, I know about C++ buffer over-runs, I've had my fair share of seg faults from over-running the end of an array. I don't know about solutions using VB because I work in Java and C++, but even if it is a simple fix it doesn't make my point any less valid.

Quote:Why did they add that stupid message that says "<name> is NOT using Renguard. <name> COULD be cheating. I mean, it makes it sound like if someone is using RG, they can't be cheating. It just doesn't seem like anything necessary to be said. I don't know what exactly that message is from and if it's default but I don't know why you would put that there.
It's a holdover from when people thought RG really did block all cheats, in which case it makes sense.

danpaul: is forcerg enabled by default?