
Subject: Re: RenGuard Update!
Posted by [Caveman](#) on Sun, 28 Jan 2007 12:35:11 GMT
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Caveman wrote on Fri, 26 January 2007 08:21Blazer wrote on Thu, 25 January 2007 23:40If v00d00 was a "cheater", or let's say SK for example (apparently that's who you were thinking of), what does that have to do with the RenGuard update? Are you saying you don't trust it because you don't trust the programmer? I assume you know that most security experts were once hackers themselves.

I don't even know the whole story about SK's alleged cheating, but I do know that he is a smart guy that has vast knowledge of the inner workings of the renegade engine, and thus probably has his own development/test version of the game client where he can tinker around with most anything. BHS knew about all the possible cheats before they came out, because we have smart guys like SK and v00d00 who are very good at coding and understand how the game works, so believe me, its a good thing that they are on "our side". SK may have done the wrong thing if he let someone see him testing stuff in a public server, but not everyone is perfect and I prefer to think that the good he does far outweighs any bad judgement calls he made in the past.

I guess what I'm trying to say is that nearly any member of BHS is capable of creating and using cheats, but its that knowledge that is used to stop cheats, similar to how anti-virus coders probably have the ability to write a devastating virus. Just because one has the ability to do something bad with knowledge doesn't mean that by default that is what happens.

Either way, replying to a happy announcement about the RenGuard update with gloom and bitterness is just, heh well...I guess you are entitled to your opinion, but it would have made more sense to make a seperate topic saying that you dislike SK, than to bash the update because you thought he worked on it.

So from what your'e saying Sir_Kane has NOT coded anything related to RenGuard in the most current release or in any future release?

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