
Subject: Re: RenGuard Update!
Posted by [0x90](#) on Fri, 09 Feb 2007 10:01:05 GMT
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@radarhack detection: is it just looking at the "magic" position if the radar-value is 2 ?
im just curious if you would be kicked if the server you play on really has radarmode 2(show all)...
so a false positive?!

or is the new backend/server side renguard sync'ing the desired radarmode with the radarmode
set on the client?

this would be a good method with less false positives i guess?

but then again i never spent that much time thinking about the "best" anticheat methods, so in
case i just talked crap: ignore it please, kthnx!

regards
0x90
