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Subject: Re: history lesson

Posted by [Crimson](#) on Tue, 19 Jun 2007 08:55:02 GMT

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First off, this obviously has to be moved to the Hot Issues forum...

OK, so I dug out the presentation that I put together for EA about BHS and I can give you a little more detail on the history now.

Renegade was virtually cheat-free from its release on February 26, 2002 until late summer of 2003. Then, it became impossible to deny as grief players came into games and were impossibly good at killing people.

I don't remember exactly how it all happened or who started it (I think it was mac), but a group of people who was comprised of community leaders, talented coders, and even an ex-Westwood employee got together and decided to form a team to create an anti-cheat solution. Some of the original members of this unnamed group, if memory serves, were Blazer and I, mac, Olaf van der Spek, Greg Underwood (ex-Westwood employee) and Dante.

So, at that time, I prepared a statement for the community about the status of cheats and what we were going to do about them. In addition to starting work on RenGuard, we also decided to start a private "Server Owners" forum here at RenegadeForums.com, and invited all server owners to gather there and share proof, nicknames, and IPs of cheaters with each other. It was highly effective... a cheater could go into one server and within 24 hours, he was banned from all of the most popular servers in the community.

Amid internal squabbles, loss of coders, and other delays, we managed to get a public beta test started near middle/late March 2004. We had a pretty good turnout with about 120 users participating. We released RenGuard 1.0 in Mid-April, 2004. Of course, even with all that testing, there were still come bugs to clean up, and we had a few patches until May 14, 2004, when version 1.03 went live and it was effective with only server-side updates to counter new cheats for quite a while.

We also used RenGuard as a primary delivery mechanism for Core Patch 1 (on November 30, 2004) and Core Patch 2 (on February 23, 2006). We are now working on Core Patch 3 which is nowhere near done or feature-locked.

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