
Subject: To those who DEMAND proof on a program
Posted by [f100d3d](#) on Mon, 03 Nov 2003 16:38:37 GMT

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No matter how you look at it, RenGuard is not a proprietary project and is NOT special. Anyone could make that program.

So the fact that you try and stamp "Secret" all over it and protect it like its the password to a missile system is simply retarded.

In response to Warranto in post 3:

1) AHHH Ha ha ha. If you're worried about NDAs you're overkilling a simple anticheat. This is not the military and this is not an official product of Westwood Studios. I fail to see why you think this is so special.

2) "Open sources are an exception to the rule. Why? Because they are open sources." lol, thanks for pointing that out. And don't use Microsoft to defend your point. Anyone knowledgeable will SLAM you. Microsoft develops crappy programs with horribly misconfigured security and APIs and buffer overflows up the ass. Open source projects such as linux are shared among a community of professionals (not wannabes who are scared their source will be their downfall). Linux is WAAAAAY more powerful and secure than Microsoft's Windows ever will.

What do you have to protect by signing NDAs and hiding the source code from the public? They're just going to reverse engineer it anyway. You're basically telling the Renegade Community that they're not good enough to do what you're doing. Aren't you? If you had more faith in the Renegade Community (or even outside the community) to develop an anticheat you'd work as a team to produce source code that was unstoppable.

What does Microsoft have to rely on when they find a bug or security vulnerability in their software? Some random hacker out there that makes it known through a 0-day sploit? Maybe a security firm that just happened to discover it? Or perhaps their own people? How about the linux kernels?

The world works together to create the open source product. When a vulnerability is found by the PUBLIC the PUBLIC works TOGETHER to produce a more secure product.

You're giving too much credit to the people that made the cheats. You need to get off the pedestal you've made for yourselves and humble yourselves enough to work with us common folk.

Personally, I'd attempt to reverse engineer (or clone) anything you produce if you don't release it open source. I would then take what I found and release that source code. Why? Because I don't want to use some propriatize piece of junk.

You honestly don't know what Open Source is all about, do you? And just to prove my point as I end this thread, I've already found a way with linux to stop the cheats. Took me about 20 minutes. Now I need to figure out how to do that same sort of thing on a windows platform. When I figure

it out I'll release it on my website and post it here.
