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Subject: Question

Posted by [Blazer](#) on Mon, 22 Dec 2003 09:57:49 GMT

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The only wallhacks I have personally tested are one that involves modified maps (actually the .w3d of the terrain) for the official levels. It looks like total shit, but you can see and shoot through everything with all bullets except tank shells for some reason (I think because they are models themselves). I noted that on these maps bullets would not travel through PTs, so you could hide behind them from a wallhacker, but they can still zoom in on and shoot your ankles/feet

The other wallhack is a program which converts all the textures in a map to alpha blend, making them transparent. You cannot shoot through them, but you can see everything from base to base.

RG will stop both of these kinds of wallhacks. As for tampering with the memory space of Renegade, there is supposed to be builtin protection for that (Im sure everyone at one point or another has seen the host message "Data tampering detected on player X". I doubt anyone is going to go all out and try to do code injection, but if they do we will adapt, and it countering anything "they" come up with will be 10x less work than they had to put in to do it, so staying ahead of the hackers shouldn't be a problem.

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