
Subject: WTF ??? Renguard hacked ?

Posted by [Renardin6](#) on Sat, 29 May 2004 15:31:06 GMT

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I don't know how, but somebody created a renguard hack. I was in renguard server today. Stutu GSA server. We were playing field, I was in ob. Not a single gdi at base entrance, I mean no taks or mrls. Then suddenly, Obelisk blowed up. I get out, walk around, all I see is a gun shot on it in front of teh tunnel entrance. A man, on a RENGUARD server, killed our ob with a fucking small gunshot. WTF ???????????? (Ob was full healt, 20 nod mines at entry, no gdi tanks shooting at the ob.)

Subject: WTF ??? Renguard hacked ?

Posted by [snipesimo](#) on Sat, 29 May 2004 15:34:58 GMT

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200% chance the server was not enforcing RG at the time.

Subject: WTF ??? Renguard hacked ?

Posted by [Renardin6](#) on Sat, 29 May 2004 15:37:53 GMT

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ccrenegade://81.92.166.90:4300/?type=game try this link on gsa, it runs renguard right now, it was this server. It was 5 min ago. If you don't have renguard, you are kicked after 10 sec, it means that the cheater on this 10 seconds left his base and shoot ob ? come on...

Subject: WTF ??? Renguard hacked ?

Posted by [snipesimo](#) on Sat, 29 May 2004 15:39:33 GMT

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Link doesn't work.

http://www.renguard.com/_client_html/serverlist.php

I don't see it listed. If its not listed, its not enforcing RenGuard.

Subject: WTF ??? Renguard hacked ?

Posted by [iluvatar](#) on Sat, 29 May 2004 15:41:42 GMT

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it can be possible that they turned off brenbot or rg during gametime. I play sometimes on the server and sometimes i see the message: Brenbot ... starting up

Subject: WTF ??? Renguard hacked ?
Posted by [snipesimo](#) on Sat, 29 May 2004 16:14:00 GMT
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Then use the RenEvo SSC, the point is RG wasn't running when it happened.

Subject: WTF ??? Renguard hacked ?
Posted by [mac](#) on Sat, 29 May 2004 16:44:17 GMT
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I am frequently restarting brenbot on this server, as I develop on that box/server.

It is unlikley that someone "hacked" RenGuard. Not everything you see must be a cheat - especially you cannot even damage buildings with any sort of damage hack.

Subject: WTF ??? Renguard hacked ?
Posted by [Homey](#) on Sat, 29 May 2004 17:11:30 GMT
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Probably a hotwire obby walked, no client side cheat can damage buildings...

Subject: WTF ??? Renguard hacked ?
Posted by [weesheep](#) on Sat, 29 May 2004 17:24:21 GMT
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Not accusing anyone of anything but I believe if the host is running a damage hack, buildings can be destroyed in a single shot. But then that might only work if you are the host running a non-dedicated server.

Subject: WTF ??? Renguard hacked ?
Posted by [Crimson](#) on Sat, 29 May 2004 20:22:00 GMT
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Yeah, the lead of RenGuard runs that server. I don't think he's installing server-side cheats.
:rolleyes:

The RenEvo SSC needs a LOT of work. I strongly recommend against using it until a number of important bugs and limitations are resolved.

Subject: WTF ??? Renguard hacked ?

Posted by [snipesimo](#) on Sat, 29 May 2004 22:14:25 GMT

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I personally don't think the RenEvo SSC has anymore bugs than the one made by mac, so if they are about the same in bugs, what DO you recommend using, Crimson?

Subject: WTF ??? Renguard hacked ?

Posted by [Renardin6](#) on Sat, 29 May 2004 22:20:28 GMT

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I was in ob, so it wasn't a ob walk... we still don't know how that was possible... I talked with Mac, byt his log file of the game is fucked. that sux, If we could know who did this.

Subject: WTF ??? Renguard hacked ?

Posted by [mac](#) on Sat, 29 May 2004 22:59:45 GMT

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Renardin6l was in ob, so it wasn't a ob walk... we still don't know how that was possible... I talked with Mac, byt his log file of the game is fucked. that sux, If we could know who did this.

Renardin6 does not cheat.

And it's not possible to destroy a building with any client side cheat. That's a fact.

Subject: WTF ??? Renguard hacked ?

Posted by [Crimson](#) on Sat, 29 May 2004 23:50:44 GMT

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The RenEvo SSC, bugs I've found in the last 18 hours:

- Does not allow after kick, meaning people are banned from the server (HUGE PROBLEM)
- Quite often it crashes when it's launched. I had luck launching from command line instead of shortcut.
- Random lockups which prevent it from protecting the server
- Only scans every 60 seconds meaning that players have plenty of time to cheat before they're kicked
- doing a player_info often causes it to do dozens of them in rapid fire succession which sometimes crashes the FDS
- keeps binding and unbinding players from the server which messes up my player counts
- Doesn't send map rotation or MOTD id to the master server which prevents hosts from having an MOTD and any information about map rotations like other servers have.

BHS SSC bugs:

- starting it with a lot of players in the server who need to be kicked can cause it to crash the FDS

Yeah, that's the same.

Subject: WTF ??? Renguard hacked ?

Posted by [Blazer](#) on Sat, 29 May 2004 23:54:00 GMT

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Crimson

BHS SSC bugs:

- starting it with a lot of players in the server who need to be kicked can cause it to crash the FDS

That will be fixed in next version by adding a small delay in between kicks.

Subject: WTF ??? Renguard hacked ?

Posted by [snipesimo](#) on Sun, 30 May 2004 03:34:25 GMT

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Don't provoke me, I do NOT want to get into a war of the bots with you. I will say, when I made my post comparing the SSC's I was thinking more of BRenBot than the stand-alone SSC so...

The issue you seem most concerned with (players kicked and not allowed) is probably the easiest to fix, and you seem to have expanded one protocol problem into multiple "bugs".

Instead of finding bugs and posting them here, try reporting them to Dante.

The constant refreshing of pi's is due to the output of the FDS, and cannot be controlled by Dante.

Also, you can't call lock-ups bugs, because you can't say that the SSC made by mac never locks up.

One last thing, its kind of hard for me to comment on BRenBot or mac's SSC because neither run on my computer and the bug has been ignored for months, as well as about 2 dozen other bugs I reported.

Subject: WTF ??? Renguard hacked ?

Posted by [Crimson](#) on Sun, 30 May 2004 04:05:12 GMT

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The Pits has run mac's SSC all day with no problem. I think vloktbody's latest mod will help be get an intact logfile to counteract the problem where it's torn into 87 pieces for no reason.
