
Subject: Thanks Renguard

Posted by [Navonna](#) on Wed, 23 Jun 2004 13:03:16 GMT

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I must say after a few years absent from Renegade due to heavy cheating am suprised that someone finally created a program to combat this problem that ruin it for gamers like me who have quit due to cheaters online.

Thanks Renguard for a good program. However I have noticed a few things while online first time last night on a Renguard (RG) server. Have noticed some players walking backwards to the nod OB on the flying map. Have noticed players in aircraft shooting other weapons other then authorized aircraft weapons.

Something I would like to see is a auto-map download feature. Been on some RG servers and gotten booted for not having a map that was required.

Once again. Good Job....

Subject: Thanks Renguard

Posted by [Cat998](#) on Wed, 23 Jun 2004 14:11:16 GMT

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I think this is impossible.

Subject: Re: Thanks Renguard

Posted by [MrSpeed](#) on Wed, 23 Jun 2004 19:33:16 GMT

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Once again. Good Job....

Please b*tch at EA games about a freeking patch.

Subject: Thanks Renguard

Posted by [ShadowFalls](#) on Fri, 25 Jun 2004 09:37:42 GMT

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you are right Cat998 that is impossible, since Renegade was released only a little over 2 years ago and a few = 3

though ideally an auto-download for maps is good, the huge fault is the fact it uses up way too much server resources thats why its not likely to be seen, this kind of feature is really required by a maker of the game which isn't going to happen...at least in this case.

Subject: Thanks Renguard

Posted by [mac](#) on Fri, 25 Jun 2004 14:02:39 GMT

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RenGuard 1.1 will have the ability to auto download maps that are missing in a server's rotation.

Subject: Thanks Renguard

Posted by [Jaspah](#) on Fri, 25 Jun 2004 15:29:47 GMT

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Yeah, but you can't put maps in the data folder without restarting. Tried it, doesn't work.

Subject: Re: Thanks Renguard

Posted by [Blazer](#) on Fri, 25 Jun 2004 21:54:41 GMT

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NavonnaHave noticed some players walking backwards to the nod OB on the flying map. Have noticed players in aircraft shooting other weapons other then authorized aircraft weapons.

The backwards walking thing is a game engine exploit that we cannot fix without the source code, and it can be done without any modifications or cheats so there is nothing for renguard to "stop" in that case.

As for the aircraft shooting "other weapons"...I have NEVER seen this. Can you tell me what server it was?

Subject: Thanks Renguard

Posted by [shifty\[\]nash](#) on Fri, 25 Jun 2004 22:56:29 GMT

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i think he means the bug that you see a repair beam come out of a tank/helicopter but its just

shooting with his primary vehicle weapon

Subject: Re: Thanks Renguard

Posted by [Beanyhead](#) on Sat, 26 Jun 2004 17:30:46 GMT

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BlazerNavonnaHave noticed some players walking backwards to the nod OB on the flying map. Have noticed players in aircraft shooting other weapons other then authorized aircraft weapons.

The backwards walking thing is a game engine exploit that we cannot fix without the source code, and it can be done without any modifications or cheats so there is nothing for renguard to "stop" in that case.

It has been "fixed" in Black-Cell servers, and you will be auto-kicked for doing it by the server.

Subject: Thanks Renguard

Posted by [Blazer](#) on Sat, 26 Jun 2004 20:23:52 GMT

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Really? I know vloktbokys mod kicks you for glitching the obelisk, but how does it detect backwards walking? On field I run out of the tunnel a lot (running forwards) and sometimes I make it to the obelisk even though its not firing at anything else...theres no way to really stop that.
