
Subject: Clientside cheatdetector w/o Renguard
Posted by [bololo](#) on Wed, 01 Sep 2004 07:56:34 GMT
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Hi

I am wondering if its possible to create a cheatdetector on clientside, so that its possible to detect cheater who somehow cheated me.

A small program should be able to detect that 1 shotkill of a med or mammoth of full health isnt normal.

I dont know how the renegadeprotocol works, but i think the damagacount is on the clientshooterside.

Is it possible for this program then to know who shot me? Or maybe whos points rised just in that moment of the amount X, what is gained for killing my current vehicle?

That would make it much easier for the mods detecting cheaters.
However cheater wont attack mods then. :-S

Or the program generates an automated message to a mod, such like XYZ dont have normal damage, or makes always headshot.

greetz bol

Subject: Clientside cheatdetector w/o Renguard
Posted by [Majiin Vegeta](#) on Wed, 01 Sep 2004 09:07:13 GMT
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renguard or your own judgement

Subject: Clientside cheatdetector w/o Renguard
Posted by [bololo](#) on Wed, 01 Sep 2004 09:12:39 GMT
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if its up to me every server should use renguard, but it isnt up to me.

Subject: Clientside cheatdetector w/o Renguard
Posted by [Beanyhead](#) on Mon, 20 Sep 2004 22:54:33 GMT
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BCServ, The Pitts, as well as other servers have something that i think you would want, it can see if a user is running RenGuard but it does not require it. I think this would help your problem out. I'm not sure where you get this from however. Sorry.

Subject: Clientside cheatdetector w/o Renguard
Posted by [Dethdeath](#) on Tue, 21 Sep 2004 10:18:36 GMT
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Beanyheadl'm not sure where you get this from however. Sorry.
Make something like it yourself or ask someone to make it for you.

Subject: Clientside cheatdetector w/o Renguard
Posted by [Terminator](#) on Mon, 22 Nov 2004 12:58:25 GMT
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That would be a good idea, and i DO think its possible.. because client side mods that fanmaps have, detect how many vehicles you blow up..it even detects you repairing a vehicle, and recs you for it.. so i'm sure it can detect who and what you shoot/kill

Subject: Clientside cheatdetector w/o Renguard
Posted by [Dethdeath](#) on Mon, 22 Nov 2004 15:54:51 GMT
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