Subject: Renegade points, kills and PM's?
Posted by **ghostSWT** on Fri, 24 Sep 2004 01:47:00 GMT
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#1 Is there a way to get everyones scores and kills from an outside program. Like if I join a renegade server can i make a program that will call some renegade finction to return every ones score and the kills, deaths and what charecter thay are (at least my teem) and what vehecle thay are in (my teem) and maybe get all the general masseges ("someone killed: someone") I know i can press J, K to get all that but i want an outside program to get it and save it and compare it.

#2 Can i make a program that will run on my computer and send me a PM or a Page to me while I'm in game.

If any of this is doable I was thinking of making client side cheater detaction program that will keep an eye on the score and if someones score jumps by more that a sertane value in an alowed time to pm me there name and the srore jump, also taking in to acount what chaterter thay are or vehecle thay are in and if there was a bulding killed or beakon dissarmed.

Subject: Renegade points, kills and PM's?
Posted by **Try_lee** on Fri, 24 Sep 2004 02:16:36 GMT
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A score jumping by a certain value is easy enough to detect just by looking. The real cheaters are the ones that have cheats that are only just detectable, like adding a 15% damage increase on tank shells... something only RenGuard can help block at the moment.

Subject: Renegade points, kills and PM's?
Posted by **ghostSWT** on Fri, 24 Sep 2004 10:35:12 GMT
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Try_leeA score jumping by a certain value is easy enough to detect just by looking.
not if you are not looking for the jump when it happens. Let's say you are atacking a mamoth with a light tank trying to to move so the mamoth can't hit you and your tank just exploads it's a lil 2 late to see the score jump isn't it? By the time you can look at the score all the vehecles in the field can be killed.

Subject: Renegade points, kills and PM's?
Posted by **Madtone** on Fri, 24 Sep 2004 17:23:06 GMT
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hmm, maybe like this?

The server side program detects what tank your in or what character you are and when you fires it checks the points you recieve for that shot against the normal ren points you get with that

tank/character, if it notices that the points recieved are larger than its meant to be, it triggers something (could be a kick or whatever).

Just an idea of course

Subject: Renegade points, kills and PM's?
Posted by ghostSWT on Sun, 26 Sep 2004 01:29:14 GMT
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Madtonehmm, maybe like this?
The server side program detects what tank your in or what character you.... Just an idea of course
Well I would like it to be a client side program. I think the-pitts has/had sothething like this but it is server side.
I'm looking for maybe some function/dll that i can call and have it return the score of a player, or intersept something, or memory scan Renegde 4 the score....

Subject: Renegade points, kills and PM's?
Posted by England on Sun, 26 Sep 2004 18:01:59 GMT
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The-pits runs something like this:

(21:20:39) (@GameBot) >> Score Jump: ugotpoped : 546
(21:22:08) (@GameBot) >> Score Jump: i2long : 752
(21:26:48) (@GameBot) >> Score Jump: nctams044 : 384
(21:31:18) (@GameBot) >> Score Jump: i2long : 300
(21:31:29) (@GameBot) >> Score Jump: i2long : 450
(21:33:38) (@GameBot) >> Score Jump: i2long : 1100
(21:39:58) (@GameBot) >> Score Jump: toastyhed : 342
(21:41:29) (@GameBot) >> Score Jump: toastyhed : 381
(21:50:38) (@GameBot) >> Score Jump: toastyhed : 340
(21:55:18) (@GameBot) >> Score Jump: toastyhed : 351
(21:55:59) (@GameBot) >> Score Jump: toastyhed : 341
(22:02:48) (@GameBot) >> Score Jump: toastyhed : 548
(22:18:38) (@GameBot) >> Score Jump: elsven : 323
(22:22:38) (@GameBot) >> Score Jump: cyanidedd : 300
(22:28:28) (@GameBot) >> Score Jump: cyanidedd : 412
(22:31:08) (@GameBot) >> Score Jump: cyanidedd : 410
(22:32:48) (@GameBot) >> Score Jump: cyanidedd : 300

etc...

Subject: Renegade points, kills and PM's?

Posted by ghostSWT on Sun, 26 Sep 2004 19:24:05 GMT

EnglandThe-pits runs something like this:
(22:32:48) (@GameBot) >> Score Jump: cyanidedd : 300
etc...
WOW that helps a lot, o wait no it doesn't help me a single bit. The-pits is a server i know that it can be done from the server side.
 I'M LOOKING FOR THE SAME THING BUT IN CLIENT SIDE.