Subject: a few questions - props if you can answer 'em
Posted by bahn on Sat, 11 Dec 2004 08:03:22 GMT
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1.) What the hell is renguard really supposed to do ?
Block cheaters? cheaters in a 4 year old game? I don't care if they cheat.. Frankly if you cheat at a game thats this old.. Your so sad i'll let you cheat and attempt to win.... You should probably contemplate suicide as well, Though you probably do regularly if you have to cheat at this game to win.
So is that honestly the only reason you can come up with? "anti cheaters" ?
It doesn't add any other functionality?
Everytime I ask this in game i get told "N00b GET IT!111"
along with 1.) I feel to I have to ask 1b, Which is even if I decided if i'm so untrustworthy as to install "anti cheater" software - where's the source code?
All I've seen is binaries.

2.) The server software (not this renguard thing.) Is it UNIX compatible? or just windows OS?

as for my post in general, it's a bit bitter, You have my apologies, I just wanna clear this up, as i'm so puzzled why everyones trying to force you to download third party software (that is a stupid idea, in all my experience in running gaming services for the past 5 years.)

last but not least, if all your gonna do is say something intelligible like "noob" - save it for in-game.

Subject: a few questions - props if you can answer 'em
Posted by GetSm0keD on Sat, 11 Dec 2004 08:20:06 GMT
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rengaurd basicly stops ppl from thinkin that YOU cheat..
but then you get ppl that say..

"you funkin n00bie you can still cheat with rengaurd.. funkin n00bie!@!"

so..

but it dont do anything against ppl that DO cheat.. lol

i was playin CTF.. and this guy came in with Wall hack and final Renegade..
(1 hit kills u and u barley have to aim)

and he just laid out the other team..
all of GDI could just walk in and take the flag
the second you spawned.. your were dead..

if i wasnt on the cheats team.. id really woulda been pissed
hundreads of kills............................

every one thinks every one cheats in renegade.. thats how it is
u get 1 head shot on Sum one and its..

"did u just shoot threw a wall?! "
or
"you Big Head Cheat"

so download it if u want..
rengaurd has done a lil patch that added sounds and w/e..
only thing i could really offer you to MAKE you WANT to D/l it lol

theres only a few servers that REQUIRE you to have it.. like 5 to 10?

im still not sure if rengaurd works on aim bots.. im not sure how bots work

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Subject: a few questions - props if you can answer 'em
Posted by bahn on Sat, 11 Dec 2004 08:33:00 GMT
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That's kinda what I figured. It's just annoying peoples responses with the renguard thing. And the constant popup "Download me!" .. It's really made me consider setting up a public renegade server on a 10mbit, called "NO BULLSHIT, NO STUPID" ...

Cheaters are gonna cheat regardless, I'd rather have some cheaters in a game then install software from some unknown source. No offense intended, My dev's release software all the time, but i provide all the source and am welcome to criticism's. To just "take your word for it" seem's kinda poor.

Just my opinion I suppose.
Thanks for the response.

Subject: a few questions - props if you can answer 'em
Posted by Weirdo on Sat, 11 Dec 2004 09:03:42 GMT
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Just my opinion I suppose.

Thanks for the response.

The reason it is no open source is simple. If it was open source. People with a bit of programming skills, would just edit the program in such a way that it wouldn't scan your files for hacks, but simply connect to the network.

Also the guys who made the software are quit reliable. They are the same guys behind this forums, and the BHS corepatch. If Renguard really contained trojans, or whatever you have heard, they would be have the complete renegade community attacking them and Renguard would end quit fast.

Now why don't you Download it? I've heared about many people who don't want to download it. But still download a lot of other programs from the internet. If you use a file-sharing program you are in a way bigger risk of virusses and other bad software. I really think it's strange people complain about this program possibly containing virusses while 75% of there software isn't bought.

Subject: Re: a few questions - props if you can answer 'em
Posted by Xtrm2Matt on Sat, 11 Dec 2004 11:04:10 GMT
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bahn1.) What the hell is renguard really supposed to do ?
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All I've seen is binaries.

So your saying that cheaters in Counter-Strike are lame, because it's old? So that's why Counter-Strike isn't (sarcasim) the BIGGEST GAME ever?

Yet Counter-Strike continues to grown every day, and now with Counter-Strike: Source, oh nos, lame.

Funny that, huh? :rolleyes:

Subject: a few questions - props if you can answer 'em
Posted by GetSm0keD on Sat, 11 Dec 2004 11:56:43 GMT
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Subject: a few questions - props if you can answer 'em
Posted by mac on Sat, 11 Dec 2004 13:53:38 GMT

If a Server runs in full protected mode, only users with RenGuard are allowed. On a half renguard server, renguard protected users can !forcerg users to force suspected cheats to use renguard.

There are people cheating, we're seeing dozens of people getting caught by RenGuard every day.

Releasing source code for RenGuard is quite a security risk, thus we are not doing it. It's supposed to be secure, and not wide open for hackers.

RenGuard was produced by Blackhand Studios, the same company that did Core Patch 1, BRenBot, runs these official renegade forums, created the custom scripts.dll. That should be enough credibility..

Subject: a few questions - props if you can answer 'em
Posted by bahn on Sat, 11 Dec 2004 15:14:46 GMT

WeirdoThe reason it is no open source is simple. If it was open source. People with a bit of programming skills, would just edit the program in such a way that it wouldn't scan your files for hacks, but simply connect to the network.

Now why don't you Download it? I've heared about many people who don't want to download it. But still download a lot of other programs from the internet. If you use a file-sharing program you are in a way bigger risk of virusses and other bad software. I really think it's strange people complain about this program possibly containing virusses while 75% of there software isn't bought.

I realize it would make it easier to build "hacks" to avoid it, 99% of the time the only time hack's are used is 13 year olds (who have no programming experience) that just want to PWN. That's just my opinion though.

As for the software thing. I don't download third party software. The only open port's on my network have a 1.5mbit encrypted key challenge.

Thank's for the replies.

Subject: a few questions - props if you can answer 'em
Posted by csskiller on Sat, 11 Dec 2004 19:10:59 GMT

Why must people keep on questioning renguard? :rolleyes: I have just one thing to say:

Renguard stops ALL cheats and the people who made it are very trustable

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Nuff said

Subject: a few questions - props if you can answer 'em
Posted by Crimson on Mon, 13 Dec 2004 20:46:25 GMT
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One would think that if RenGuard contained any trojans or malicious code, one of the well over 11,500 unique users of RenGuard would have been reporting the problem. But they haven't, because the program is 100% legit and does exactly what we say it does, and only what we say it does.

It also stops just about 99% of cheating in Renegade. It stops bigheads, objects.ddb changes, and other modifications of size, speed, ammo. Cheating in Renegade is far more extensive than many other games and quite fatal to a game that a blatant cheater would join.

Basically, a server owner has EVERY right to say who can play in his/her server and who can't... and if the server owner decides that only people running RenGuard are allowed in their server, or they decide you specifically must use it to play, then you'll have to get it or play somewhere else.

BahnAs for the software thing. I don't download third party software. The only open port's on my network have a 1.5mbit encrypted key challenge.

Bullshit. You don't download third-party software... so you only use Internet Explorer and Office? Or are you on Linux which is pretty much ALL third party software... And what the hell is a 1.5 mbit encrypted key challenge?! Sounds to me like you're making yourself look smart, but I see clearly through it. You don't have a clue.

Subject: a few questions - props if you can answer 'em
Posted by Weirdo on Mon, 13 Dec 2004 21:05:25 GMT
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1.5 mbit encoding?

You are aware that there are rules about how big an encryption key must be. I'm afraid 1.5 mbit might be considered an illegal weapon.

Subject: a few questions - props if you can answer 'em
Posted by Xylaquin on Mon, 13 Dec 2004 21:47:59 GMT
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how do you edit strings.tdb ?

Subject: a few questions - props if you can answer 'em
Posted by flyingfox on Mon, 13 Dec 2004 23:44:03 GMT
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With notepad for one, but it's huge