
Subject: RenGuard Update!

Posted by [Crimson](#) on Wed, 22 Feb 2006 17:01:45 GMT

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Check out <http://www.renegadeforums.com/index.php?t=msg&th=18788&start=0&rid=8> for details!

Subject: Re: RenGuard Update!

Posted by [Poke\(\(void*\)cP.lookXa](#) on Thu, 23 Feb 2006 10:31:36 GMT

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Quote:The fix is minor -- it's just stopping an exploit that came out a few weeks ago. I would like to congratulate the cheat community on taking nearly 2 years to figure out something that we couldn't fix on the master servers.

Could you please correct that ?

That is a public bypass, i know at least 3 bypasses that works on renguard, so dont screw around that my community sucks, cause we can bypass renguard.

As you noticed, coders are coming up for Renegade.

0x90 has created an injected trainer, something i never succeed in.

The guy that makes renguard so "good":

V00d00. Without him renguard would be a hopeless useless shit.

ANd v00d00 has posted something at UC on 05-30-2005.

Quote:For those waiting on the cheat, so am I Since this will be released:

RenGuard v1.04

-
- Improved network security
 - Improved API hook prevention
 - Improved memory hack prevention
 - Renguard.dll has been eliminated (code has been merged with Renguard's EXE)
 - Verification of contents of the script/bhs DLL's on disk and in memory
 - Preventing (any method, including ones not covered in the updates) RenGuard from scanning files will result in a ban

Yes, the renguard 1.04 that is released on January 2005!!!

No it didnt, we are waiting for the new update that is delayed for arround 1 year.

Sucks ah ? You are telling everybody that the cheat community is hopeless but you cant even bring an update on time.

Subject: Re: RenGuard Update!
Posted by [Goztow](#) on Thu, 23 Feb 2006 10:43:59 GMT
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Aha! Another person who I can ask what is his actual reason to cheat on Renegade!

1. It's easy to do so not really an exceptional thing to do. With Renguard it became more difficult but then again, Renguard wouldn't have been needed if cheats hadn't existed so that point is void;
2. It helps out noone, it just ruins the fun for everyone. I think it doesn't even help you because it just makes the server run empty.
3. It shows you got no skill, why would you need it otherwise? It also makes sure you don't gain any skill as you have an unfair advantage.
4. It can make you feel like a smart dude if you're like 12 but passed that age, you should have enough maturity to not think of it this way anymore.

So yes, tell me please WHY oh WHY are you so proud to be part of the "cheat community for Renegade"?

Related to this topic: everyone knows that attacking/breaking is much easier than defending/fixing.

Subject: Re: RenGuard Update!
Posted by [Crimson](#) on Thu, 23 Feb 2006 11:20:48 GMT
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He's also a clueless loser who doesn't know that v00d00 abandoned us long ago and we have created these features in RenGuard 1.04 without his help.

Subject: Re: RenGuard Update!
Posted by [rc22fires](#) on Thu, 23 Feb 2006 15:12:48 GMT
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When will this feud end

NEVER!

Tbh this is better than Boston Red Sox vs New York Yankees

Subject: Re: RenGuard Update!
Posted by [luv2pb](#) on Thu, 23 Feb 2006 18:30:36 GMT
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ahhh the flawed logic of someone who can't even grasp the simple concepts of the English language.

Subject: Re: RenGuard Update!
Posted by [sterps](#) on Fri, 24 Feb 2006 05:24:26 GMT
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suck, everyone in the cheat community sucks and are hopeless. Making cheats for a game is a great way to ruin it, this being said, you are trying to destroy Renegades online component, which is a good enough reason to say you and your lardie dardie dar community suck!!1 Period.

Subject: Re: RenGuard Update!
Posted by [EA-DamageEverything](#) on Wed, 01 Mar 2006 01:14:35 GMT
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luv2pb wrote on Thu, 23 February 2006 19:30ahhh someone who can't even grasp the simple concepts of the English language. Ever thought about the fact that many people have to learn English because it's NOT their mother language? You expect a perfect English from all, because you are too lazy to learn another language I guess. So other people can't write things like "..blah, never read such crappy English before..." about you.

I for myself have understood the post above and I'm not from the UK or North America. I won't get excited if there is a lack of form in some posts as long as it's not too much.

Subject: Re: RenGuard Update!
Posted by [Kamuix](#) on Wed, 01 Mar 2006 02:59:39 GMT
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Renguard should come with a built in No-CD Patch.

Subject: Re: RenGuard Update!
Posted by [=HT=T-Bird](#) on Wed, 01 Mar 2006 03:19:20 GMT
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Kamuix wrote on Tue, 28 February 2006 20:59Renguard should come with a built in No-CD Patch.
CP2 already does...

Subject: Re: RenGuard Update!
Posted by [Ma1kel](#) on Wed, 01 Mar 2006 12:38:27 GMT

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That anyone is actually wasting time making cheating, or trying to bypass RenGuard...I mean playing Renegade good is simple as hell.

Subject: Re: RenGuard Update!
Posted by [fwdblackhawk](#) on Wed, 01 Mar 2006 21:10:25 GMT
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lol u might think that people who cheat have no life but think of it this way if they cheated then renguard wouldnt b as advanced as they are now think of it really they wouldnt really have to add ways to prevent cheating it would still b like it was when it came out. im not saying renguard sucks or anything and im not saying cheating is good but like i said really think about it people who cheat make it easier for people to make better and harder ways to cheat ect ect but thats just my opinon

Subject: Re: RenGuard Update!
Posted by [TD](#) on Wed, 01 Mar 2006 21:23:24 GMT
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fwdblackhawk wrote on Wed, 01 March 2006 22:10lol u might think that people who cheat have no life but think of it this way if they cheated then renguard wouldnt b as advanced as they are now think of it really they wouldnt really have to add ways to prevent cheating it would still b like it was when it came out. im not saying renguard sucks or anything and im not saying cheating is good but like i said really think about it people who cheat make it easier for people to make better and harder ways to cheat ect ect but thats just my opinon
Wouldn't it be nice to have no chetz at all?

Subject: Re: RenGuard Update!
Posted by [Goztow](#) on Wed, 01 Mar 2006 21:28:25 GMT
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The point is, your little reasoning would be true if hundreds of players who have nothing to do with this would not be hurt by this. I wouldn't care less if cheaters just went in a server specially made for testing their cheats against renguard and then post the report. But now hundreds of people who juts want to game get hurt by it.

Subject: Re: RenGuard Update!
Posted by [Shadow2256](#) on Mon, 03 Apr 2006 22:48:50 GMT
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Quote:For those waiting on the cheat, so am I Since this will be released:

- Preventing (any method, including ones not covered in the updates) RenGuard from scanning files will result in a ban

Yea? So what if there was such a bypass out that didn't even worry about stopping Renguard? It didn't even touch Renguard. Say that all it did was make the files Renguard was looking for, invisible. But, it was very visible to Renegade. Say it also was invisible to the patrol bot which meant no more zero bug. Renguard, no matter how hard it scanned would never find such a file.

You say that such a bypass is impossible? No. I own it, me and a select few. Why then do I not use it when I play Renegade in the little that I actually do? Or, for that matter, release it for everyone to use? It has the true potential to wipe this Community from the face of this planet. I don't want that. Neither do the other owners at UC (there are only 4 of us containing it). Trust me, this bypass is virtually unpatchable. I don't use it. I mod Renegade. I get on to host games with super jumping and special characters and weapons. I use this bypass only for hosting games. It allows me the ability to run anything in renegade, without everyone getting zero bug, and without renguard killing me for a host-mod. If you really think I am potentially that dangerous, remove me. I support renguard. Without it, Renegade would be overrun. I never wish to destroy Renguard either.

I am here to help whoever is willing to put an effort into something they believe in. I am no harm to this community. I used to be, but those days are long past over. Making mods has 100x times the potential of playing god then cheating ever has for this game. Sometimes we must accept there is always someone out there looking to destroy you. Cheaters on anti-cheaters, and anti-cheaters on cheaters. It's a balance. The game gets ruined if one removes the other, even when there are more of one than the other.

Please understand what I have said to you all. The moderators of the UC section of Renegade are the only owners of this bypass. We do not want to release it, because no one wants to see such an old community die. Just remember, we have the ability, but we choose not to end it. We never will. I personally won't ever use this as blackmail, because I am on no one's "side."

Subject: Re: RenGuard Update!
Posted by [=HT=T-Bird](#) on Tue, 04 Apr 2006 00:22:16 GMT
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Exactly! I agree with your point about a balance between cheaters and anti-cheaters (kinda like matter and anti-matter).

Subject: Re: RenGuard Update!
Posted by [Goztow](#) on Tue, 04 Apr 2006 07:22:04 GMT
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So you say that Punk, one of the moderators of UC, isn't a threat to the renegade community? What about UDP flooding that he promotes on his website? Something totally illegal, if I

remember correctly?

What if noone had found a way to more or less stop the nickname exploit?

What is a game for you, means a lot of work and money for other people. You say it is harmless as there is a balance. Let's see:

-> game, fun

-> money, work and time

That's no balance to me.

I understand what you say and in a way i'm thankful for explaining this and doing this. However, if it had never been made it would be better.

I don't see how the cheating community dissapearing from renegade would break a balance or have any bad influence. Please do explain me that. Explain me how no cheaters or bug exploiters at all on Renegade would be a bad thing. I'm very curious .

Edit: this is all written in a non-ironic way btw)

Update: you say you won't release it above, yet you say elsewhere "I think we should wait and see how the new Renguard will run and how the community here will handle and confront it. If they can't do it, I say we let it go." So what is it then, eh? Release it or not? I think you haven't decided yet and I also think that you're stupid if you think you have the necessary intelligence to make this decision and preview all possible consequences. Think out of the box. Go to Crimson, explain her what it does, she'll give you points why not to release, you'll give points why to release and you'll come to something together. If it's as unpatchable as you say it is, it wouldn't matter if you explained anyway.

Subject: Re: RenGuard Update!
Posted by [Nightma12](#) on Tue, 04 Apr 2006 09:45:48 GMT
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Quote:You say that such a bypass is impossible? No. I own it, me and a select few
memory value hacking?

Subject: Re: RenGuard Update!
Posted by [Goztow](#) on Tue, 04 Apr 2006 09:57:30 GMT
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Nightma12 wrote on Tue, 04 April 2006 05:45Quote:You say that such a bypass is impossible?
No. I own it, me and a select few

memory value hacking?

Has been done for some cheats but I doubt they can do it with the whole game. Too complex.

Subject: Re: RenGuard Update!

Posted by [Crimson](#) on Tue, 04 Apr 2006 10:10:20 GMT

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I'm not trying to "dare you" or anything, but even a RenGuard bypass wouldn't destroy this community. We have ALWAYS found a way to work around ANY problem thrown at us, even if we collaborate and share cheater IPs and whatnot.

Subject: Re: RenGuard Update!

Posted by [Shadow2256](#) on Tue, 04 Apr 2006 12:00:14 GMT

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I'll explain this to you a little later when I get more time Goztow. Yes I know what I said elsewhere. I knew you would see that when I posted it before I posted here. I made a decision not to release mine. If the others choose to release theirs, that is completely up to them.

Nightma, there is no where near memory hacking here. This requires no hacking of any sort. Crimson, I swear to you this thing is very powerful. Blocking it would almost be illegal, because you would have to edit it. And that would have some copyright issues with bypass owner. The last piece of info I give you about it is that it is a bypass not even made for renegade or renguard. It was never meant to use for cheating at all.

I understand you don't think the cheating community plays a role here, but like I said I will have to explain it when I get some more time. They do believe it or not.

Subject: Re: RenGuard Update!

Posted by [Goztow](#) on Tue, 04 Apr 2006 12:42:30 GMT

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Though you did mention that you need warez for it to work, which is illegal on itself.

I'd guess it's a program actually used for security reasons that suddenly becomes useful to protect some sort of content from any outside programs. I also guess it's quite an expensive program if you would need to buy it and that you're trying to find a way around that.

You also are aware that sites spreading warez don't stay up for a long time .

Thanks for your answer, i'm eager to read the rest. I got more decent answers from you than I ever got from punk in all his posts on here.

Subject: Re: RenGuard Update!

Posted by [Shadow2256](#) on Tue, 04 Apr 2006 21:25:43 GMT

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Well, I am not like punk. Remember, I don't use my abilities for destructive purposes (Any longer). There is one major difference in situations here also. Punk and any other cheaters would always come here to complain and post enraged topics. I am not here for that. I shouldn't even be considered a cheater anymore even though some of you may disagree with me. Now on to answering your questions Goztow. Oh and BTW, thanks for treating me with respect.

Although you may not understand how in the world there could be a balance of anti-cheaters and cheaters, there is truth to it. Think about it, if there were never any cheaters what-so-ever (which is highly unlikely), where would people get their inspiration? Believe it or not, there are a TON of modders and mappers out there who started out as cheaters. We all began as something, whether we liked who we were or not. Every day Modders, mappers, scripters, and cheaters find something new about Renegade. Each group contributes its part to discovering more of how Renegade works.

You may say, "Well how are cheaters contributing? They only wish to destroy our work.", I have to disagree with that statement in a sense because it is partially false. When a cheater decides he is going to find out a new way to hack Renegade, he has to research the way it runs. He needs to understand what makes it tick. It is the exact same thing with scripters, modders and mappers. Each of those four groups contribute and improve Renegade. Cheaters are partially what made this game what it is today. Every time they cheat, the scripters (i.e. jonwil) make new scripts which improve the way Renegade works, while countering a cheaters technique. Not only that, but it is a heck of a lot easier to learn how to begin cheating and making cheats, than to start off making mods and maps and scripts.

The balance is truthfully between the four groups (Scripters, Modders, Mappers, and Cheaters). Destroy one, and it causes the downfall of another. You can't tell me jonwil hasn't gained experience from having to update scripts to stop cheating. And while doing that, he learns new ways to improve gameplay performance.

Not all cheaters are noobs either. Remember I used to be a moderator of the UC C&C Renegade section. I have seen my fill of leechers and noobs pass through. The people who actually know what they are doing, rarely cheat at all. That's a fact. I find playing fair, funner than playing with cheats because you don't have to watch your back, and because it gets boring being god of renegade lol.

If you need any more explaining, feel free to ask me. I really feel I didn't answer your questions very well. So, just re-word or tell me to re-explain.

Thanks

Subject: Re: RenGuard Update!

Posted by [Goztow](#) on Tue, 04 Apr 2006 22:26:06 GMT

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I am rather talking of the random n00b that can now easily download a cheat and cheat with it. I see no plus value at all of a final renegade who doesn't even know what the cheat does, and certainly not how it was made, joining in my server.

I picked on this one time before: if you would have the cheaters going against the anti-cheaters in a server, it wouldn't be a problem.

I do believe that you will see this as a necessary side effect though. Cheat designers won't work if they don't get the ow so much wanted "rep" for it. To get the "rep", they need to make things public. I consider harming other's rep also a way to get "rep" for your eyes, in this reasoning btw (like FR did for Crimson, ACK, ...). However, for us the side effect is the biggest problem. And there you have Renguard popping up.

The purpose of Renguard is to stop this side effect. If the side effect is taken off, the reasons for cheat makers to make cheats (rep) is taken away, hence there's only one way for the cheat makers to keep it up: by attacking/bypassing Renguard. In a way you guys were very lucky that RG ain't a necessary download but only 'half RG' because it made a double path go open:

1. bypassing RG;
2. bypassing mods.

That's the analysis part. Now I can see what you mean with the good part the cheat makers brought indirectly into the community. It would have been nice though if this would be possible without above mentioned side effect.

Basically what you are saying is that people get much easier motivated from killing something, than from building something up (which is also much easier). Unfortunately, I do believe you are right in that (especially but absolutely not only in the case of teenagers) unfortunately. The human race/average intellect ain't something to be proud of at times.

Subject: Re: RenGuard Update!
Posted by [Crimson](#) on Wed, 05 Apr 2006 18:36:56 GMT
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I'm pretty sure I know what you're talking about. It was something that made the news several weeks ago and people were already talking about how it's a way to bypass PunkBuster, which is far beyond RenGuard.

I don't believe that cheating and cheaters are the only way to cause advances in the game. In fact, the deepest developments I've seen are for the modding community -- adding scripts and hacking around to make Renegade do everything it possibly can. And that would have happened WITHOUT cheaters.

Overall, I don't see why, if I am paying \$150 per month for my Renegade server, why you feel that you have the right or the obligation to connect and use my bandwidth and not play fairly with the other gamers. I pay my money so that those who grace my server with their presence can have a good time and when you are using my bandwidth that I pay for to ruin the fun for others, I take it

personally for myself and the people you anger or upset.

Subject: Re: RenGuard Update!

Posted by [Shadow2256](#) on Wed, 05 Apr 2006 19:23:14 GMT

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There will always be a positive and negative side to everything. We all know cheaters may come and ruin other peoples' fun, but, you still see those people coming back don't you? They know it's not your fault, and that you are trying your hardest to make their gaming experience better for them. It is only when your server goes down in flames in an instant that you have met with a true experienced cheater. Every other one you have seen is only a wannabe. You know good and well wannabe's are not hard to block.

On top of all of this, a cheater knows how to block a cheater. So, in other words, if you have a former cheater helping to run your server. He will be able to spot cheats a mile away, and mostly know exactly what kind it is. It can be really healthy for server owners to have at least one cheater on the moderation or administration team who they can trust 100%. Here's why: The assigned cheater will go out and act like a cheater, try all different kinds of cheats and hacks, and gain that knowledge. Then, this knowledge can be used to improve server security.

You may continue going on and hating cheaters. But, I will tell you this. The cheaters don't hate you. They respect you. Without you guys, where would the game be today? Only true noob cheaters hate Renguard because it blocks their cheats.

Just remember that the best way to counter a cheater is another cheater.

Subject: Re: RenGuard Update!

Posted by [Goztow](#) on Wed, 05 Apr 2006 20:38:58 GMT

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Then again, if there were no cheaters, all this wouldn't be necessary and there would be a considerable gain in time and money. So my question remains as to why having no cheaters wouldn't be a good thing.

Subject: Re: RenGuard Update!

Posted by [Shadow2256](#) on Wed, 05 Apr 2006 21:43:57 GMT

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That's just it. There will always be cheaters. No matter the game. So, that subject would be the non issue .

Subject: Re: RenGuard Update!

Posted by [Goztow](#) on Thu, 06 Apr 2006 06:23:55 GMT

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So the reasons why cheaters exist is because there will always be cheaters...

Subject: Re: RenGuard Update!

Posted by [Shadow2256](#) on Thu, 06 Apr 2006 11:20:55 GMT

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No the reason cheaters exist is because everyone wants to get revenge or have an advantage over everyone else. Those willing to take the chance of possibly losing their "account freedom" are those who cheat. Cheaters exist because everyone wants to play god. So, those willing, will go out and find ways to get into the game and alter it. This therefore, giving them that advantage.

With all that said, I am just saying that since there will always be cheaters, you can't prove a point by talking about a world without them. You'd be living in a fantasy .

Subject: Re: RenGuard Update!

Posted by [Goztow](#) on Thu, 06 Apr 2006 12:04:47 GMT

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I also want an advantage over others, that's why i play a lot and learn the game.

Thanks for the replies, I think I can leave it at this. Fact is due to our other viewpoint, we are replying to other questions, so I feel. Which leads to the fact we can never get satisfying answers . But it was a nice try.

Subject: Re: RenGuard Update!

Posted by [Shadow2256](#) on Thu, 06 Apr 2006 12:11:33 GMT

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If most people actually understood each other, there wouldn't be things such as wars and segregation and hate and regret and so on. So I can see what you mean.

Subject: Re: RenGuard Update!

Posted by [Crimson](#) on Thu, 06 Apr 2006 23:50:55 GMT

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Trust me, my bases are covered. That's why I laugh at the people who are disillusioned and think they can find any and all cheaters.

Subject: Re: RenGuard Update!
Posted by [Blazer](#) on Thu, 06 Apr 2006 23:56:24 GMT
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It's sad that some people would resort to a ring-0 rootkit-like kernel mod just to cheat at Renegade. Yes, it's true that there is no way to stop a ring-0 kernel hook (except with a lower one), but the one thing we will always have going for us is that cheaters always reveal themselves by...cheating.

So while its possible to bypass Renguard (such as it is possible to bypass ANY thing that runs on a computer), one thing that you cannot bypass is the ban that will result from you being discovered as cheating.

Since you have no access to the remote servers, no knowledge of assembly or kernel programming can help you change your IP or serial hash. Yes, some folks can unplug their cable modem for an hour and get a new IP. Some folks can redial into AOL and get new dialup IPs almost indefinitely...so what...banning the entire AOL IP range fixes that. Sure it would keep a few innocent people from connecting to your server, but it's better than letting some cheater ruin your games and defy the rules and rub it in your face with "you can't stop me".

RenGuard will stop most people who try to cheat. The very few people with enough skills to bypass it will be stopped by bans and proactive server owners.

All the hacks and cheats in the world won't get you past a few layers of IP and serial banning. Or if worst comes to worst, server owners can password their servers and only give the passwords out to players that they know and trust. How will you hack past that?

Seriously, why go through so much effort, just play the damn game and enjoy it like everyone else, instead of getting your rocks off from pissing people off (which, by the way is the #1 reason that cheaters cheat - not for an advantage, but because they like to see people get mad, especially at something that the cheater controls and they can do nothing about. Its a power trip.)

Ponder that for awhile.

Subject: Re: RenGuard Update!
Posted by [Shadow2256](#) on Fri, 07 Apr 2006 00:16:45 GMT
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I have already said cheaters cheat because they want to play god. Wether they care if it gives them the advantage or not. Remember here blazer, I am on no one's "side."

You say why would cheaters go to so much effort to cheat? Well it is the same way with Server Owners. They go that distance t stop that cheater. Passworded servers would be a big no-no, and we all know that. Renegade is already low in players, we don't need to make it harder for noobies to join in. A passworded server won't stop an experienced cheater either. Some people have such connections which vary IP's all the time and it just isn't possible to ban by the entire IP range. Some people are smarter than you take them for blazer. Banning by serial ain't gonna work either.

Remember now that XWIS owns it, any and all serials work.

A few select people back at UC (Including me considering I don't cheat any longer), have the potential to wipe out what's left of the Renegade World. Don't underestimate them. We don't want to though because we enjoy Renegade.

Subject: Re: RenGuard Update!
Posted by [Renx](#) on Fri, 07 Apr 2006 00:51:01 GMT
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Serial validation was turned on this week. Only legitimate serials will work.

Subject: Re: RenGuard Update!
Posted by [Blazer](#) on Fri, 07 Apr 2006 12:47:24 GMT
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It's a cat and mouse game but the cheaters will always lose, and good will always prevail, just like some people will say that everyone is at their mercy, and can get past even a passworded server lol.

Nobody ever claimed that RG was unstoppable. *Anything* that is running on a PC can be bypassed if you have the time, the skill, and willing to put up with the issues involved in doing it. What you cannot bypass is server owners banning you. Yeah you can say "oh I know someone who can change their IP to any IP on the internet", or some such nonsense, but I guarantee you that if I wanted to ban you, you would stay banned. Yeah you could go to a friends house, install renegade, and connect from his IP, join the game and say "hahaha I'm back again I bypassed your ban!", but guess what, it only takes half a second to ban that new IP. So it takes the cheaters immense amount of effort to even try to bypass a ban, and then the server owner just slams them down in half a second, lol.

Seriously, I don't see why anyone would even want to cheat at Renegade. Its not a huge popular game like CS where you might get some sort of "fame" on a website or podcast or something for your antics. There are very few Renegade players in comparison to "newer games", but Renegade has an almost cult-like following. We like playing it, we are addicted because it's always fun unlike new games that are fun for maybe a week. Cheating at Renegade is like cheating at Solitaire, why would you even bother to ruin such a simple fun game. Oh yeah, I forgot, to piss people off. You know if your only joy in life is to giggle like a schoolgirl as you taunt other people and get a high off of causing others harm, perhaps you should take a look at yourself and figure out what is missing in your life, such that you would rather hurt someone than be friends with them.

So bring on your rootkits and your doomsday...if you want to spend 90% of your waking hours hunched over your computer, debugging kernel mode drivers just to "pwn RG", then go ahead. The rest of us will be busy actually *having fun*, and *playing the damn game*, and *getting along with people*, instead of trying to be an internet terrorist. One day in the hopefully near future, you

will grow up and realize how foolish you are. Don't think so? Fast forward to the future then. Do you really think you are going to be 40 years old, with a wife and kids, a decent job, etc. and your wife calls you to dinner and you are like "hold on honey I have to pwn some n00bs! A new version of RG came out and I'm gonna destroy the community again!". Seriously...grow up.

Subject: Re: RenGuard Update!
Posted by [FMhalo](#) on Fri, 07 Apr 2006 14:58:11 GMT
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I don't think its a good idea to be provoking him in releasing a bypass that cannot be fixed
All it's going to achieve is killing public servers.

Subject: Re: RenGuard Update!
Posted by [imperfect3D](#) on Fri, 07 Apr 2006 15:21:02 GMT
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Well said Blazer.

Any idea when we'll have a version working for Win2k again?

Subject: Re: RenGuard Update!
Posted by [Blazer](#) on Fri, 07 Apr 2006 16:48:35 GMT
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FMhalo wrote on Fri, 07 April 2006 10:58 I don't think its a good idea to be provoking him in releasing a bypass that cannot be fixed

All it's going to achieve is killing public servers.

I don't bow down to terrorists. I refuse to let someone come to our forum, specifically the support forum for our product, and brag that they have us "by the balls" so to speak.

How well do you think it would go over if you went to the microsoft support site and bragged that you had a new windows exploit that would destroy everyones PC, and threatened to release it? Please.

I would rather they release their doomsday device, then we can either counter it, or ban all of the tards who use it (Just as anything can be hacked anything can also be detected or countered). Better than having some script kiddie nubs acting like we owe them a favor. Besides, I never said I was talking to him directly...after all, he isn't on anyones side right?

Subject: Re: RenGuard Update!
Posted by [Blazer](#) on Fri, 07 Apr 2006 16:52:38 GMT
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imperfect3D wrote on Fri, 07 April 2006 11:21
Any idea when we'll have a version working for Win2k again?

RenGuard 1.04 will support both Win2k and WinXP/2003 64.

Subject: Re: RenGuard Update!
Posted by [Shadow2256](#) on Fri, 07 Apr 2006 21:06:00 GMT
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Good god man. Do you have selective hearing? Since when did I say I was coming here to threaten you all if you don't bow down to me? Did you not understand the words "I am on no one's side"? I am not here to put you guys down or to put cheaters down. We all have our rights and wrongs. You don't own the game and neither do cheaters (In a sense of the entire game not separate clients). It was not just you who made this community is what it is today. All I am telling you is that without those cheaters you so dread, this community would probably not be as advanced today. Cheaters cause jonwil and other scripters like WhiteDragon to make scripts stopping those cheats, which in turn they add in some much needed improvements for other areas of renegade. Some of the greatest modders have cheated at one point or another.

You may not like me, you may not understand me blazer. But, you must get it through your head, that I am not an enemy. Don't tell me I am a terrorist. I only tell you of this bypass to forwarn you of what the other holders of the bypass may do (EXCLUDING ME!). I am here just to tell you that even cheaters serve a purpose. Yes, they have had a part in making Renegade what it is today.

Subject: Re: RenGuard Update!
Posted by [rc22fires](#) on Sat, 08 Apr 2006 04:51:26 GMT
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Amen Shadow, amen.
