
Subject: history lesson

Posted by [Jamie or NuneGa](#) on Mon, 18 Jun 2007 20:59:50 GMT

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whats the history of renguard?

Subject: Re: history lesson

Posted by [Crimson](#) on Mon, 18 Jun 2007 21:01:55 GMT

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People cheated, so it got made.

Subject: Re: history lesson

Posted by [IronWarrior](#) on Mon, 18 Jun 2007 21:05:35 GMT

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Crimson wrote on Mon, 18 June 2007 16:01People cheated, so it got made.

lol.

Subject: Re: history lesson

Posted by [Zion](#) on Mon, 18 Jun 2007 21:06:06 GMT

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Straight to the point 'eh Crimson?

Subject: Re: history lesson

Posted by [Renerage](#) on Mon, 18 Jun 2007 21:06:18 GMT

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Kinda reminds me of Gunz.

(ijji.com)

Probably the most hacked game thats free around.

Subject: Re: history lesson

Posted by [jnz](#) on Mon, 18 Jun 2007 21:08:15 GMT

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Crimson wrote on Mon, 18 June 2007 22:01People cheated, so it got made. Now people still cheat, legit players get harrassed by it.

Fixed.

Subject: Re: history lesson

Posted by [Renegade](#) on Mon, 18 Jun 2007 21:10:54 GMT

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RoShamBo wrote on Mon, 18 June 2007 17:08Crimson wrote on Mon, 18 June 2007 22:01People cheated, so it got made. Now people still cheat, legit players get harrassed by it.

Fixed.

\

Thats probably the best thing you've said in awhile.

The fact that nubguard introduced "ForceRg" Means normal legit players, are forced to download a program they obviously dont need, and yet, because the players who arent as good, can't take it, and call everyone cheaters- Is just plain stupid.

Subject: Re: history lesson

Posted by [Zion](#) on Mon, 18 Jun 2007 21:19:37 GMT

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RenGuard has destroyed so many Renegade installations it's unbelievable. Seriously, i just go to servers i'm known well on and the admins trust me enough to know i don't cheat. So if i do get forcerg'd i can just ask them to take it off.

Subject: Re: history lesson

Posted by [Carrierll](#) on Mon, 18 Jun 2007 22:06:24 GMT

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Fine. Give us something better.

OT - Crimson pretty much said it.

Subject: Re: history lesson

Posted by [futura83](#) on Mon, 18 Jun 2007 22:18:52 GMT

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With RG, if people want to cheat, they will find a way.

All a server really needs is BIATCH, good mods, and RR...

Subject: Re: history lesson
Posted by [jnz](#) on Mon, 18 Jun 2007 22:19:46 GMT
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CarrierII wrote on Mon, 18 June 2007 23:06Fine. Give us something better.

Here you go: http://www.blackintel.org/files/blackintel.biatch_1.1_rc1.zip

Subject: Re: history lesson
Posted by [futura83](#) on Mon, 18 Jun 2007 22:24:01 GMT
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RoShamBo wrote on Mon, 18 June 2007 23:19CarrierII wrote on Mon, 18 June 2007 23:06Fine. Give us something better.

Here you go: http://www.blackintel.org/files/blackintel.biatch_1.1_rc1.zip

Owned!

Subject: Re: history lesson
Posted by [Blazer](#) on Mon, 18 Jun 2007 22:24:07 GMT
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I'd like to see how RG can "destroy" a Renegade installation, since it only touches files which can easily be reverted back to normal. As for all of the people who "can't run RG", the latest version runs on all OS's yet they still act like its a huge deal to run it and make up thing like lag etc, when in most cases they just want to keep using their cheats so that they can get their rocks off.

Subject: Re: history lesson
Posted by [Blazer](#) on Mon, 18 Jun 2007 22:25:00 GMT
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RoShamBo wrote on Mon, 18 June 2007 15:19CarrierII wrote on Mon, 18 June 2007 23:06Fine. Give us something better.

Here you go: http://www.blackintel.org/files/blackintel.biatch_1.1_rc1.zip

Doesn't detect bigheads. Doesn't detect stealth hacks. Doesn't detect radar hacks. Next?

Subject: Re: history lesson

Posted by [futura83](#) on Mon, 18 Jun 2007 22:27:29 GMT

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Blazer wrote on Mon, 18 June 2007 23:25RoShamBo wrote on Mon, 18 June 2007 15:19CarrierII wrote on Mon, 18 June 2007 23:06Fine. Give us something better.

Here you go: http://www.blackintel.org/files/blackintel.biatch_1.1_rc1.zip

Doesn't detect bigheads. Doesn't detect stealth hacks. Doesn't detect radar hacks. Next?

Can't be bypassed, is serverside, so people don't have to DL it.

Next!

p.s. still, no program can beat a good moderating team

Subject: Re: history lesson

Posted by [jnz](#) on Mon, 18 Jun 2007 22:34:30 GMT

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also, <http://www.renegadeforums.com/index.php?t=msg&th=24792&start=0&rid=2> 1311

Subject: Re: history lesson

Posted by [SlikRik](#) on Mon, 18 Jun 2007 22:45:50 GMT

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Ancient_and_forever wrote on Mon, 18 June 2007 18:27p.s. still, no program can beat a good moderating team

QFT

I don't have anything against RenGuard, I just find it completely useless.

The only bone I have to pick is when I got ForceRG'd out of MP-Maps Crazy CTF a few years back, by some stupid fartknocker who didn't like that I was killing him and generally being better

than him. I loved MP Crazy CTF...

Subject: Re: history lesson

Posted by [cmatt42](#) on Mon, 18 Jun 2007 23:37:49 GMT

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Ancient_and_forever wrote on Mon, 18 June 2007 17:18With RG, if people want to cheat, they will find a way.

All a server really needs is BIATCH, good mods, and RR...
RR is garbage.

Subject: Re: history lesson

Posted by [Blazer](#) on Tue, 19 Jun 2007 03:19:07 GMT

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troll, troll, troll your boat...

Subject: Re: history lesson

Posted by [Dave Anderson](#) on Tue, 19 Jun 2007 04:00:45 GMT

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...gently down the stream!

Subject: Re: history lesson

Posted by [BlueThen](#) on Tue, 19 Jun 2007 04:03:49 GMT

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SlikRik19 wrote on Mon, 18 June 2007 17:45Ancient_and_forever wrote on Mon, 18 June 2007 18:27p.s. still, no program can beat a good moderating team
QFT

Sometimes people would use bypasses that can't get them kicked, that's what programs are for like a modified server.dat.

Subject: Re: history lesson

Posted by [Goztow](#) on Tue, 19 Jun 2007 06:36:30 GMT

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/me goes to download the public bypass for Renguard... oh wait, there is none. As long as the RG team can keep on patching new bypasses within a matter of days, the bypassers will get sick of it eventually as well or hey, they might even decide to change sides if they see a real dedication. Ofcourse that won't happen if they note how the writers of this program only get shit as return of the "community". Community between "" as we can see it's always the same people complaining.

I just reinstalled Renguard as I formated and did it without any problem whatsoever: my Renegade was patched with Renguard and CP2 in 15 minutes (time to download CP2), everything automatically. Many people having trouble and coming to this forum seem to not know how to use their new OS (Vista). There's only a few players actually technically unable to run it (considering the number of people using it). Yes: they should be helped, I suppose the RG team is working at it.

About forcerg: for the 1000th time, go complain to the server owners who install the bot and
1. OR are too lazy to configure their bot
2. OR like the forcerg-command

Subject: Re: history lesson
Posted by [Tunaman](#) on Tue, 19 Jun 2007 06:51:18 GMT
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The only problem I have with RG is when it crashes..

Subject: Re: history lesson
Posted by [JPNOD](#) on Tue, 19 Jun 2007 07:19:31 GMT
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[quote title=Ancient_and_forever wrote on Mon, 18 June 2007 18:27][quote title=Blazer wrote on Mon, 18 June 2007 23:25]RoShamBo wrote on Mon, 18 June 2007 15:19CarrierII wrote on Mon, 18 June 2007 23:06Fine. Give us something better.

p.s. still, no program can beat a good moderating team

Good luck with that in a 50 player serv...

Subject: Re: history lesson
Posted by [futura83](#) on Tue, 19 Jun 2007 08:23:55 GMT
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Blazer wrote on Tue, 19 June 2007 04:19: troll, troll, troll your boat...

Your wit strikes again

Subject: Re: history lesson
Posted by [Ghostshaw](#) on Tue, 19 Jun 2007 08:32:49 GMT
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Small correction blaz, it does detect bigheads. Just no aimbots, stealthacks, RoF hacks and so on....

-Ghost-

Subject: Re: history lesson
Posted by [Carrierll](#) on Tue, 19 Jun 2007 08:34:36 GMT
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Blazer just said everything I would have said.

Subject: Re: history lesson
Posted by [futura83](#) on Tue, 19 Jun 2007 08:35:47 GMT
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Quote:Ofcourse that won't happen if they note how the writers of this program only get shit as return of the "community"

We all know how long it took them to get the last patch out...and it called for brenbot to be updatedd...

Subject: Re: history lesson
Posted by [Carrierll](#) on Tue, 19 Jun 2007 08:37:06 GMT
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Anyone can stand there and say
Quote:
Renguard is useless and we need something better

But only a few people can actually make it. So, until you have a BETTER FUCKING ANTICHEAT SOLUTION, SHUT THE FUCK UP.

Subject: Re: history lesson
Posted by [futura83](#) on Tue, 19 Jun 2007 08:38:25 GMT
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CarrierII wrote on Tue, 19 June 2007 09:37 Anyone can stand there and say
Quote:
Renguard is useless and we need something better

But only a few people can actually make it. So, until you have a BETTER FUCKING ANTICHEAT SOLUTION, SHUT THE FUCK UP.

Yes cos you really expect everyone to not complain about it

Subject: Re: history lesson
Posted by [Ghostshaw](#) on Tue, 19 Jun 2007 08:51:42 GMT
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No he expects you to some respect towards the RG coders, because you should bloody well understand how hard an anti-cheat is too make.

-Ghost-

Subject: Re: history lesson
Posted by [Crimson](#) on Tue, 19 Jun 2007 08:55:02 GMT
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First off, this obviously has to be moved to the Hot Issues forum...

OK, so I dug out the presentation that I put together for EA about BHS and I can give you a little more detail on the history now.

Renegade was virtually cheat-free from its release on February 26, 2002 until late summer of 2003. Then, it became impossible to deny as grief players came into games and were impossibly good at killing people.

I don't remember exactly how it all happened or who started it (I think it was mac), but a group of people who was comprised of community leaders, talented coders, and even an ex-Westwood employee got together and decided to form a team to create an anti-cheat solution. Some of the original members of this unnamed group, if memory serves, were Blazer and I, mac, Olaf van der Spek, Greg Underwood (ex-Westwood employee) and Dante.

So, at that time, I prepared a statement for the community about the status of cheats and what we were going to do about them. In addition to starting work on RenGuard, we also decided to start a private "Server Owners" forum here at RenegadeForums.com, and invited all server owners to gather there and share proof, nicknames, and IPs of cheaters with each other. It was highly effective... a cheater could go into one server and within 24 hours, he was banned from all of the most popular servers in the community.

Amid internal squabbles, loss of coders, and other delays, we managed to get a public beta test started near middle/late March 2004. We had a pretty good turnout with about 120 users participating. We released RenGuard 1.0 in Mid-April, 2004. Of course, even with all that testing, there were still come bugs to clean up, and we had a few patches until May 14, 2004, when version 1.03 went live and it was effective with only server-side updates to counter new cheats for quite a while.

We also used RenGuard as a primary delivery mechanism for Core Patch 1 (on November 30, 2004) and Core Patch 2 (on February 23, 2006). We are now working on Core Patch 3 which is nowhere near done or feature-locked.

Subject: Re: history lesson
Posted by [futura83](#) on Tue, 19 Jun 2007 08:55:26 GMT
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I don't even know most of them!

This isn't about the coders, it's about the product...BTW, carrier, next time you see people moaning about EA fucking up games, i suppose you'll be telling them to STFU unless they prove they can make better - correct?

Subject: Re: history lesson
Posted by [Crimson](#) on Tue, 19 Jun 2007 08:56:48 GMT
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I also forgot to add, we publicly started using the name BlackHand Studios on February 9, 2004.

Subject: Re: history lesson
Posted by [futura83](#) on Tue, 19 Jun 2007 09:00:21 GMT

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oh...i forgot to mention:

Where did i say RG is 100% useless and should be scrapped?

RG is good by the way it stops alot of cheats, but like has been said, on alot of servers, good players are harrassed if they aren't running RG, and some n00b players will forcerg them because of it.

Subject: Re: history lesson
Posted by [Jecht](#) on Tue, 19 Jun 2007 09:04:34 GMT
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Whenever I want to avoid a forcerg, I run Renguard...

Subject: Re: history lesson
Posted by [Tunaman](#) on Tue, 19 Jun 2007 09:05:38 GMT
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And you have a better way of making suspicious people use Renguard? Maybe you should tell them so they can implement it!
Edit: @Ancient_and_forever -_-

Subject: Re: history lesson
Posted by [futura83](#) on Tue, 19 Jun 2007 09:06:08 GMT
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Jecht wrote on Tue, 19 June 2007 10:04Whenever I want to avoid a forcerg, I run Renguard...

But why should people have to download RG just to avoid n00bs thinking that they cheat?

Subject: Re: history lesson
Posted by [Crimson](#) on Tue, 19 Jun 2007 09:06:21 GMT
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I changed n00bstories (a long time ago) to require 5 people to forcerg instead of the default of 3. I also removed the annoyance reminder except when you first join. It works pretty well for us.

Subject: Re: history lesson

Posted by [futura83](#) on Tue, 19 Jun 2007 09:12:54 GMT

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Crimson wrote on Tue, 19 June 2007 10:06I changed n00bstories (a long time ago) to require 5 people to forcerg instead of the default of 3. I also removed the annoyance reminder except when you first join. It works pretty well for us.

It's a shame other servers havnt followed.

I know some servers that only allow you to use 'basic' commands if you aren't running RG...

Subject: Re: history lesson

Posted by [Goztow](#) on Tue, 19 Jun 2007 09:51:41 GMT

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Ancient_and_forever wrote on Tue, 19 June 2007 11:12Crimson wrote on Tue, 19 June 2007 10:06I changed n00bstories (a long time ago) to require 5 people to forcerg instead of the default of 3. I also removed the annoyance reminder except when you first join. It works pretty well for us.

It's a shame other servers havnt followed.

I know some servers that only allow you to use 'basic' commands if you aren't running RG... Don't you feel stupid for playing on those other servers? I know at least TheKOSs2-server has followed this a long time ago, as I configured it this way...

Subject: Re: history lesson

Posted by [futura83](#) on Tue, 19 Jun 2007 09:54:13 GMT

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Goztow wrote on Tue, 19 June 2007 10:51Ancient_and_forever wrote on Tue, 19 June 2007 11:12Crimson wrote on Tue, 19 June 2007 10:06I changed n00bstories (a long time ago) to require 5 people to forcerg instead of the default of 3. I also removed the annoyance reminder except when you first join. It works pretty well for us.

It's a shame other servers havnt followed.

I know some servers that only allow you to use 'basic' commands if you aren't running RG... Don't you feel stupid for playing on those other servers? I know at least TheKOSs2-server has followed this a long time ago, as I configured it this way...

No, i don't feel stupid for playing on them.

Why? Because the one i particular i go on is MP-Gaming which is one of the best DM servers...

Subject: Re: history lesson

Posted by [Crimson](#) on Tue, 19 Jun 2007 10:16:55 GMT

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Yeah, I also only disable the "!showmods" command for non-RG users since it's commonly what a cheater will do before "unloading" on the players in-game. We have really good moderator coverage anyway, so it's not very common that players in-game will actually catch a cheater before a mod does.

Subject: Re: history lesson

Posted by [Spoony](#) on Tue, 19 Jun 2007 11:21:04 GMT

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people who say BIATCH is all you need are wrong
people who say renguard is all you need are wrong
people who say good moderators are all you need are wrong

none of the above are infallible, all of the above can do stuff others can't, so the solution is obvious: use all three.

or if you can genuinely make something better, quit telling everyone you can, step up and fucking DO IT.

Subject: Re: history lesson

Posted by [StealthEye](#) on Tue, 19 Jun 2007 13:32:21 GMT

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Spoony. wrote on Tue, 19 June 2007 13:21
people who say BIATCH is all you need are wrong
people who say renguard is all you need are wrong
people who say good moderators are all you need are wrong

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or if you can genuinely make something better, quit telling everyone you can, step up and fucking DO IT.

QFT

!forcerg abuse is a server issue, you can't blame it on renguard.

Quote:But why should people have to download RG just to avoid n00bs thinking that they cheat?If they don't, how would renguard be effective at all?

Quote:This isn't about the coders, it's about the product...BTW, carrier, next time you see people moaning about EA fucking up games, i suppose you'll be telling them to STFU unless they prove they can make better - correct?That's correct. You can only say EA sucks if you compare it to other companies. However you can never actually demand EA to do it differently, nor can you say RG should change something. If you don't like it, don't use it. If you don't like EA, don't buy their games.

You don't go to EA's helpdesk shouting "hey, I haven't bought your games, but I think you suck and you should do ...". What difference is there that you can't do that to EA, but that you can do that to the RG team?

Subject: Re: history lesson

Posted by [EvilWhiteDragon](#) on Tue, 19 Jun 2007 19:53:57 GMT

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StealthEye wrote on Tue, 19 June 2007 15:32Spoony. wrote on Tue, 19 June 2007 13:21people who say BIATCH is all you need are wrong
people who say renguard is all you need are wrong
people who say good moderators are all you need are wrong

none of the above are infallible, all of the above can do stuff others can't, so the solution is obvious: use all three.

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Quote:But why should people have to download RG just to avoid n00bs thinking that they cheat?If they don't, how would renguard be effective at all?

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You don't go to EA's helpdesk shouting "hey, I haven't bought your games, but I think you suck and you should do ...". What difference is there that you can't do that to EA, but that you can do that to the RG team?

One slight difference, with EA you could theworetically demand a good product, as you paid for it. With RG you should be happy that it excists, as it is all made my normal ppl in their spare time,

and they dont even get a single penny off it.
Hell, crimson even has to pay a lot to keep the RG master server up.

Subject: Re: history lesson
Posted by [puddle_splasher](#) on Tue, 19 Jun 2007 20:21:33 GMT
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Spoony. wrote on Tue, 19 June 2007 06:21 if you can genuinely make something better, quit telling everyone you can, step up and fucking DO IT.

Well spoken words

Subject: Re: history lesson
Posted by [AoBfrost](#) on Tue, 19 Jun 2007 21:59:16 GMT
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Blazer wrote on Mon, 18 June 2007 18:24I'd like to see how RG can "destroy" a Renegade installation, since it only touches files which can easily be reverted back to normal.

Rengaurd ate my game.exe back then and deleted it when i uninstalled rengaurd.....I just reinstalled, applied patch, new scripts.dll and my old saved data folder and did it in 15min...back to normal.

Subject: Re: history lesson
Posted by [Jecht](#) on Wed, 20 Jun 2007 02:08:57 GMT
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Ancient_and_forever wrote on Tue, 19 June 2007 04:06Jecht wrote on Tue, 19 June 2007 10:04Whenever I want to avoid a forcerg, I run Renguard...

But why should people have to download RG just to avoid n00bs thinking that they cheat?

To protect games against those that do cheat.

Subject: Re: history lesson
Posted by [Canadacdn](#) on Wed, 20 Jun 2007 04:11:52 GMT
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Why has it become popular to rip on Renguard so much this past month? Is everyone trying to be like the cool rebellious kid in the schoolyard?

Renguard is a good anti-cheat solution that probably stops 90% of cheaters , random idiots who would download a cheat and use it for fun. It stops most idiot hackers and they simply give up, or just get perma-banned.

The remaining cheaters (which you see less and less of nowadays because of fine programs like Renguard and BIATCH) are simply cheating because they are huge faggots intent on ruining a game that people have enjoyed for years, and that have nothing better to do in their pathetic lives than laugh and get a hard on as he blows up a harvester with his damage mod.

/rant

Subject: Re: history lesson

Posted by [Goztow](#) on Wed, 20 Jun 2007 06:35:44 GMT

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You forget the players that aren't good enough to actually play on a competitive level and therefore use "hidden cheats" as I call them: cheats which allow 'small', hard to detect improvements of "skill". It's quite obvious these are harder to detect and really are to be pitied as they can't even keep up with the public level of skill/gameplay.

Subject: Re: history lesson

Posted by [Blazer](#) on Wed, 20 Jun 2007 07:21:32 GMT

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I have a lot more "respect" (maybe understanding is a better word) for those types of cheaters, because at least they are trying to win. The cheaters I truly despise are the ones that only cheat to ruin the game for other people...you know the type - they practically shoot a wad in their underoos everytime they one-shot kill a vehicle and someone says "kick <player> they are cheating!".

Subject: Re: history lesson

Posted by [Goztow](#) on Wed, 20 Jun 2007 07:32:39 GMT

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Blazer wrote on Wed, 20 June 2007 09:21 I have a lot more "respect" (maybe understanding is a better word) for those types of cheaters, because at least they are trying to win. The cheaters I truly despise are the ones that only cheat to ruin the game for other people...you know the type - they practically shoot a wad in their underoos everytime they one-shot kill a vehicle and someone says "kick <player> they are cheating!".

I beg to differ. At least they're easy to spot and delt with by moderators in no time.

Subject: Re: history lesson

Posted by [Spoony](#) on Wed, 20 Jun 2007 08:06:24 GMT

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Blazer wrote on Wed, 20 June 2007 02:21 I have a lot more "respect" (maybe understanding is a better word) for those types of cheaters, because at least they are trying to win. The cheaters I truly despise are the ones that only cheat to ruin the game for other people...you know the type - they practically shoot a wad in their underoos everytime they one-shot kill a vehicle and someone says "kick <player> they are cheating!".

the ones who try to subversively cheat to win are, in my humble opinion, the most pitiful individuals this game has to offer...

if you're so desperate for people to think you're better at the game than you actually are that you'll download a cheat to achieve it, there's something very definitely missing from your life

Subject: Re: history lesson

Posted by [Ghostshaw](#) on Wed, 20 Jun 2007 08:46:44 GMT

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Agrees with spoony

-Ghost-

Subject: Re: history lesson

Posted by [EvilWhiteDragon](#) on Wed, 20 Jun 2007 09:17:40 GMT

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Is it ok too if you don't differentiate between those really and just want to ban both ASAP

Subject: Re: history lesson

Posted by [Carrierll](#) on Wed, 20 Jun 2007 09:34:28 GMT

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EvilWhiteDragon wrote on Wed, 20 June 2007 11:17 Is it ok too if you don't differentiate between those really and just want to ban both ASAP

I spy a practical moderator.

Subject: Re: history lesson

Posted by [Spoonny](#) on Wed, 20 Jun 2007 10:34:11 GMT

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EvilWhiteDragon wrote on Wed, 20 June 2007 04:17 Is it ok too if you don't differentiate between those really and just want to ban both ASAP
you'll have an easier time with the obvious ones, surely?

Subject: Re: history lesson

Posted by [puddle_splasher](#) on Wed, 20 Jun 2007 10:39:04 GMT

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Ancient_and_forever wrote on Tue, 19 June 2007 04:00 on alot of servers, good players are harrassed if they aren't running RG, and some n00b players will forcerg them because of it.

It really does depend on the server.

I play only on N00bstories and UN. Occasionally RG has not loaded properly. I can count on the one hand the amount of times that I have been !forcergd

Perhaps I am not as skillful as others and not deemed a threat

Subject: Re: history lesson

Posted by [Romaner](#) on Wed, 20 Jun 2007 16:55:05 GMT

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the only problem i really have with rg is the fact that i have to start the game 3-4 times to get it to work and not kick me in the first 5 secs into the game... thats why from now on i dont buy anything for the first 20 seconds i am in the game since chances are i will be siconnected. but after im in the server form more than a min im fine till i quit.... thats really why i cant play on n00bstories anymore since i have to connect to it atleast 3 times before rg stops kicking me... and by that time its full and i have to wait.

but other then that i think rg is great, i really do. if this issue gets fixed i have really nothing against it.

Subject: Re: history lesson

Posted by [puddle_splasher](#) on Wed, 20 Jun 2007 18:46:22 GMT

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Romaner wrote on Wed, 20 June 2007 11:55 and by that time its full and i have to wait.

If you know who generally Mods the server then give them a PM. If you are known to them they will almost certainly reserve a slot for you.

Subject: Re: history lesson

Posted by [Doitle](#) on Wed, 20 Jun 2007 20:16:22 GMT

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I've never been ForceRG'd. I mostly play a support role though so I guess there aren't going to be a lot of people paying attention to me. I also snipe sometimes but not enough that I would piss someone off by repeatedly sniping them and cause them to !forceRG me.

Subject: Re: history lesson

Posted by [Renerage](#) on Wed, 20 Jun 2007 21:20:37 GMT

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With regards to my sniping, I'm ALWAYS !forcerg'ed but lucky me, knows alot of mods, and they dont ban me.

I take tests here and there, and if I was cheating, RenGuard and Biatch would catch it.

Maybe it's because most of my kills are 1000 Units, since I tend to aim for them more.

Nothing hurts more to a team then to kill early Mobi/Mendoza or any other 1000 Char, especially a Havoc, who you see standing in the middle of the base, typing something, and you head shot him.

Next thing you hear-

Omg! Cheek Haxs Still!!!!

Subject: Re: history lesson

Posted by [futura83](#) on Wed, 20 Jun 2007 21:22:51 GMT

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Renerage wrote on Wed, 20 June 2007 22:20With regards to my sniping, I'm ALWAYS !forcerg'ed but lucky me, knows alot of mods, and they dont ban me.

I take tests here and there, and if I was cheating, RenGuard and Biatch would catch it.

Maybe it's because most of my kills are 1000 Units, since I tend to aim for them more.

Nothing hurts more to a team then to kill early Mobi/Mendoza or any other 1000 Char, especially a Havoc, who you see standing in the middle of the base, typing something, and you head shot him.

Next thing you hear-

Omg! Cheek Haxs Still!!!!

Agh!

I hate it when that happens to me.

Standing in the middle of a base with defences...you get sniped...with an expensive char early on its very annoying lol

Subject: Re: history lesson

Posted by [trooprm02](#) on Wed, 20 Jun 2007 22:34:44 GMT

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1)if you say you can get it "cuz of ur comp", you must be running on 8mb ram, so fuck off anyway.

2)it has SAVED renegade from dying a LONG time ago, the thing if most of the people who complain come from the same generation as the cheaters (not saying everyone is but...), so you have no idea aboutthe whole story

3)crimson should have elaborated more but in a nut shell, the REAL history:

- a)people said (including westwood themselves) that cheats for renegade are impossible and dont exist
- b)cyberprick made FR passing it off as a n00bstories product
- c)ALOT of people were using it, no server side cheats detection, no renguard, and limited administration from IRC or even ingame because of the limitaions of the new bots at the time (blazeregulater.net etc)
- d)the game game this close to dying because basically a server would be cheat free for 30 secs, someone with FR would join, ruin the game, people would leave etc, and you couldnt do anything about it
- e)ALOT of people left during that time, the idea of renguard came about (not exactly sure by who) then crimson put together a team to code it, it took a while (9 months i think), but when it came out, everyone who had it ofcourse didnt cheat, 95% of cheaters were done, they saved us from lossing everybody

so basically, no one would be here if it wasnt for renguard, haters dont dserve to be here, go fuck over a different game please.

Subject: Re: history lesson

Posted by [Crimson](#) on Wed, 20 Jun 2007 23:06:57 GMT

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troopr02 wrote on Wed, 20 June 2007 15:343)crimson should have elaborated more but in a nut shell, the REAL history:

a)people said (including westwood themselves) that cheats for renegade are impossible and dont exist

We had over a year without them.

Quote:b)cyberprick made FR passing it off as a n00bstories product

It was someone else, and they said I made it, not n00bstories, but close enough.

Quote:c)ALOT of people were using it, no server side cheats detection, no renguard, and limited administration from IRC or even ingame because of the limitaions of the new bots at the time (blazeregulater.net etc)

We did have the Server Owners' forum which was pretty effective.

Quote:d)the game game this close to dying because basically a server would be cheat free for 30 secs, someone with FR would join, ruin the game, people would leave etc, and you couldnt do anything about it

It was pretty bad but we managed ok.

Quote:e)ALOT of people left during that time, the idea of renguard came about (not exactly sure by who) then crimson put together a team to code it, it took a while (9 months i think), but when it came out, everyone who had it ofcourse didnt cheat, 95% of cheaters were done, they saved us from lossing everybody

I didn't put together the team... I was invited to join it. I was the speaker/PR person because I ran these forums.

Quote:so basically, no one would be here if it wasnt for renguard, haters dont dserve to be here, go fuck over a different game please.

I know we have helped a lot, and I do believe that we did manage to keep a significant amount of players here, but there is a LOT to be said about the dedication and cooperation between the server owners of the community, along with other talented coders who make it possible to still enjoy this game after more than 5 years.

Subject: Re: history lesson

Posted by [Jamie or NuneGa](#) on Wed, 20 Jun 2007 23:33:52 GMT

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frankly renguard is a lot better than fuck all.

Subject: Re: history lesson

Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 10:48:26 GMT

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how did people figure out putting an objects file.ddb in data folder gives u hacks? did they just test it one day and started a whole new bred?

also rg should be built into ren so everyone has to use it without crashing ;P

Subject: Re: history lesson

Posted by [MexPirate](#) on Thu, 21 Jun 2007 11:52:01 GMT

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NuNeGa wrote on Wed, 20 June 2007 18:33frankly renguard is a lot better than fuck all.

I liked this post so thought I would quote it

Someone make something better then you can whinge about it all you want, till then shut the fuck up please.

Subject: Re: history lesson

Posted by [light](#) on Thu, 21 Jun 2007 12:00:31 GMT

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MexPirate wrote on Thu, 21 June 2007 23:52 Someone make something better then you can whinge about it all you want, till then shut the fuck up please.

Anything you run client side is fundamentally flawed, it's the same reason DRM doesn't work, you place control in the domain of the users and hope they don't break what you create.

There's no way to make a 100% Client Side Anti-Cheat, and that's fine, just don't make out that it's 100% and I don't complain.

Subject: Re: history lesson

Posted by [Spoony](#) on Thu, 21 Jun 2007 14:18:25 GMT

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Spoony wrote on Tue, 19 June 2007 06:21 people who say BIATCH is all you need are wrong

people who say renguard is all you need are wrong

people who say good moderators are all you need are wrong

none of the above are infallible, all of the above can do stuff others can't, so the solution is obvious: use all three.

or if you can genuinely make something better, quit telling everyone you can, step up and fucking DO IT.

Subject: Re: history lesson

Posted by [Jonty](#) on Thu, 21 Jun 2007 14:32:08 GMT

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Wow, practically nobody knows that RR blocks bighead cheats, terminal hacks, damagehacks and netcode exploits. Together with BIATCH, I see no need for anything else.

(I only just noticed this topic, but the first thing I saw when reading was people pro-RG ignoring posts where they got owned)

Subject: Re: history lesson

Posted by [futura83](#) on Thu, 21 Jun 2007 15:21:44 GMT

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RR also gives some nice things to servers and clients too.

Subject: Re: history lesson
Posted by [Canadacdn_](#) on Thu, 21 Jun 2007 15:25:38 GMT
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Renguard is stupid LOL

Subject: Re: history lesson
Posted by [StealthEye](#) on Thu, 21 Jun 2007 17:28:39 GMT
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Jonty wrote on Thu, 21 June 2007 16:32Wow, practically nobody knows that RR blocks bighead cheats, terminal hacks, damagehacks and netcode exploits. Together with BIATCH, I see no need for anything else. BIATCH does all that too, still there is need for more protection. BIATCH doesn't block anything, and RR doesn't block the rest either.

Jonty wrote on Thu, 21 June 2007 16:32(I only just noticed this topic, but the first thing I saw when reading was people pro-RG ignoring posts where they got owned)If you're ignoring the pro-RG people's posts, yes. Otherwise you would see it was the other way around. Selective reading ftw.

Subject: Re: history lesson
Posted by [Spoony](#) on Thu, 21 Jun 2007 17:33:34 GMT
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Jonty wrote on Thu, 21 June 2007 09:32Wow, practically nobody knows that RR blocks bighead cheats, terminal hacks, damagehacks and netcode exploits. Together with BIATCH, I see no need for anything else.

(I only just noticed this topic, but the first thing I saw when reading was people pro-RG ignoring posts where they got owned)
radar hack? speaking from a clangame perspective, it's arguably the most problematic cheat.

Subject: Re: history lesson
Posted by [Crimson](#) on Thu, 21 Jun 2007 22:24:47 GMT
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StealthEye wrote on Thu, 21 June 2007 10:28BIATCH doesn't block anything.

LOL - I think you meant "everything".

Subject: Re: history lesson
Posted by [Goztow](#) on Fri, 22 Jun 2007 10:23:15 GMT
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Spoony wrote on Thu, 21 June 2007 19:33Jonty wrote on Thu, 21 June 2007 09:32Wow, practically nobody knows that RR blocks bighead cheats, terminal hacks, damagehacks and netcode exploits. Together with BIATCH, I see no need for anything else.

(I only just noticed this topic, but the first thing I saw when reading was people pro-RG ignoring posts where they got owned)
radar hack? speaking from a clangame perspective, it's arguably the most problematic cheat. Aimbot? Stealth reveal? Stealth sounds? There's a couple more if you want to .

Subject: Re: history lesson
Posted by [StealthEye](#) on Fri, 22 Jun 2007 11:12:10 GMT
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Crimson wrote on Fri, 22 June 2007 00:24StealthEye wrote on Thu, 21 June 2007 10:28BIATCH doesn't block anything.

LOL - I think you meant "everything". Whooops, lol! I obviously meant that.

Subject: Re: history lesson
Posted by [Jonty](#) on Fri, 22 Jun 2007 14:41:02 GMT
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Nobody seems to have picked up on the fact that I've never been in a clangame. Neither have I ever seen stealth skins/sounds, as far as I remember.

And I haven't played on a RenGuard-protected server in months (even half-RG).

Subject: Re: history lesson
Posted by [Tunaman](#) on Fri, 22 Jun 2007 20:22:05 GMT
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Yeah, of course because you have never played in a clangame or cared about them, and because you haven't heard of stealth sounds, then obviously radar hack and stealth sounds are insignificant cheats!

Subject: Re: history lesson
Posted by [Jonty](#) on Fri, 22 Jun 2007 20:58:57 GMT
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Yup, you got it.

Subject: Re: history lesson
Posted by [Renegade](#) on Mon, 25 Jun 2007 17:33:02 GMT
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They arent problematic.
For Jonty.

Subject: Re: history lesson
Posted by [EvilWhiteDragon](#) on Tue, 26 Jun 2007 00:00:32 GMT
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Jonty wrote on Thu, 21 June 2007 16:32Wow, practically nobody knows that RR blocks bighead cheats, terminal hacks, damagehacks and netcode exploits. Together with BIATCH, I see no need for anything else.

(I only just noticed this topic, but the first thing I saw when reading was people pro-RG ignoring posts where they got owned)

The difference between RR and BIATCH is that BIATCH is more aimed at blocking anything involved security flaws, and RR more in the mod package. This cause RR to be a nice mod package, but AFAIK, it doesnt block the same amount of netcode hacks or blocks the damage as exact as it could.
