Subject: When???
Posted by Spyder on Thu, 24 Jan 2008 21:04:53 GMT
View Forum Message <> Reply to Message

When will all RenGuard Bypassers be banned???

Subject: Re: When???
Posted by =HT=T-Bird on Thu, 24 Jan 2008 21:35:54 GMT
View Forum Message <> Reply to Message

Could you please give more details on what you mean by "RenGuard Bypassers" as there hasn't been an out-and-out bypass since the days *cheat name removed*had one...

Subject: Re: When???
Posted by Spyder on Sat, 26 Jan 2008 08:29:44 GMT
View Forum Message <> Reply to Message

cheat name removed

I have some ideas which might make it possible to recognize a hacker.

I was thinkin of developping a server module which allows the admins to check the suspect's renegade folder for any possible modifications. The module will get the modification names and list them to the server. All w3d files will be given in green, all skins in blue and all other stuff in red. I don't know if this is possible to make, but if it does it might work.

Subject: Re: When???
Posted by =HT=T-Bird on Sat, 26 Jan 2008 12:42:30 GMT
View Forum Message <> Reply to Message

ar-gee-h isn't a bypass any longer; RenGuard just ignores it.

Subject: Re: When???
Posted by MilkyLep on Sun, 10 Feb 2008 04:32:53 GMT
View Forum Message <> Reply to Message

=HT=T-Bird wrote on Sat, 26 January 2008 07:42ar-gee-h isn't a bypass any longer; RenGuard just ignores it.

So RenGuard allows cheats?

Subject: Re: When???
Posted by Ethenal on Sun, 10 Feb 2008 04:49:10 GMT
View Forum Message <> Reply to Message

MilkyLep wrote on Sat, 09 February 2008 22:32=HT=T-Bird wrote on Sat, 26 January 2008 07:42ar-gee-h isn't a bypass any longer; RenGuard just ignores it.

So RenGuard allows cheats?

No, RenGuard just hasn't been updated to detect *cheat name removed*'s other methods of hooking into the game code.

Subject: Re: When???
Posted by Spyder on Sun, 10 Feb 2008 14:06:00 GMT
View Forum Message <> Reply to Message

A new idea:
Don't allow the game to load an objects file from the client when joining a server. Just let it load the objects file from the server only, this way they cannot modify anything.

Subject: Re: When???
Posted by Goztow on Sun, 10 Feb 2008 14:47:32 GMT
View Forum Message <> Reply to Message

TCUSniper wrote on Sun, 10 February 2008 15:06A new idea:
Don't allow the game to load an objects file from the client when joining a server. Just let it load the objects file from the server only, this way they cannot modify anything.
This is already possible and causes huge lag. The server then calculates the damage instead of the client.