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Subject: Radar hack  
Posted by [Bulldawg](#) on Wed, 09 Jul 2008 00:11:37 GMT  
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Will it finally be able to be detected and blocked?

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Subject: Re: Radar hack  
Posted by [Veyrdite](#) on Wed, 09 Jul 2008 02:01:02 GMT  
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The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

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Subject: Re: Radar hack  
Posted by [Lone0001](#) on Wed, 09 Jul 2008 02:07:56 GMT  
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Well since there is a client side to this patch 'I can' definitely see this being blocked.

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Subject: Re: Radar hack  
Posted by [Bulldawg](#) on Wed, 09 Jul 2008 02:51:08 GMT  
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Dthdealer wrote on Tue, 08 July 2008 22:01The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

So you are saying that it is impossible for the new patch coming out to block radar hack because it is client-side?

If thats true then they would be unable to block \*cheat name removed\*since it is client side.

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Subject: Re: Radar hack  
Posted by [BlueThen](#) on Wed, 09 Jul 2008 03:36:12 GMT  
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Bulldawg wrote on Tue, 08 July 2008 21:51Dthdealer wrote on Tue, 08 July 2008 22:01The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

So you are saying that it is impossible for the new patch coming out to block radar hack because it is client-side?

If thats true then they would be unable to block \*cheat name removed\*since it is client side.

yeah, but there's ways to detect it, unlike radar.

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Subject: Re: Radar hack  
Posted by [Veyrdite](#) on Wed, 09 Jul 2008 05:38:58 GMT  
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I'm not saying it's not possible, but I am saying is that seeing as it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.

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Subject: Re: Radar hack  
Posted by [Goztow](#) on Wed, 09 Jul 2008 07:24:24 GMT  
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There must surely be a way to check this. The hard part is to avoid it getting bypassed.

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Subject: Re: Radar hack  
Posted by [sadukar09](#) on Wed, 09 Jul 2008 11:26:36 GMT  
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Dthdealer wrote on Wed, 09 July 2008 00:38I'm not saying it's not possible, but I am saying is that seeing as it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.

Yes it is, just hope the idiot takes a screenshot of himself cheating in action. (Check noobstories.com, there's a couple dumbasses who did that.)

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Subject: Re: Radar hack  
Posted by [Ghostshaw](#) on Wed, 09 Jul 2008 11:28:46 GMT  
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Blocking radar hack is quite tricky, I guess we somehow need to keep comparing the mode to the one of the server or something.

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Subject: Re: Radar hack  
Posted by [Bulldawg](#) on Wed, 09 Jul 2008 13:37:06 GMT  
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I know blocking radar is exactly a high priority when people use \*cheat name removed\* and rate of fire, but I was just curious since this will be stopping cheaters.

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Subject: Re: Radar hack  
Posted by [Spoony](#) on Wed, 09 Jul 2008 18:47:12 GMT  
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in clan games, radar hack is quite possibly the most insidious and problematic cheat.

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Subject: Re: Radar hack  
Posted by [StealthEye](#) on Wed, 09 Jul 2008 19:23:15 GMT  
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It can be blocked and it probably will be, but even if we block it, sooner or later it will be recreated. It can not be made impossible unfortunately.

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Subject: Re: Radar hack  
Posted by [havoc9826](#) on Wed, 09 Jul 2008 21:03:19 GMT  
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sadukar09 wrote on Wed, 09 July 2008 04:26Dthdealer wrote on Wed, 09 July 2008 00:38I'm not saying it's not possible, but I am saying it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.  
Yes it is, just hope the idiot takes a screenshot of himself cheating in action. (Check noobstories.com, there's a couple dumbasses who did that.)

It is quite fun when they do that (check gdi.png).

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Subject: Re: Radar hack  
Posted by [Bulldawg](#) on Thu, 10 Jul 2008 01:48:10 GMT  
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havoc9826 wrote on Wed, 09 July 2008 17:03sadukar09 wrote on Wed, 09 July 2008 04:26Dthdealer wrote on Wed, 09 July 2008 00:38I'm not saying it's not possible, but I am saying is that seeing as it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.  
Yes it is, just hope the idiot takes a screenshot of himself cheating in action. (Check noobstories.com, there's a couple dumbasses who did that.)

It is quite fun when they do that (check gdi.png).

With retards like that who needs an anti-cheat program.

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Subject: Re: Radar hack  
Posted by [Veyrdite](#) on Thu, 10 Jul 2008 09:58:46 GMT  
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I laughed my head off at this PM

Its extremely rare for a screenshot to do that, and they are saved to your renegade/data folder when you take them!

#### File Attachments

1) [rf\\_badSS.png](#), downloaded 723 times

OmegaNXC: oh god.....i'm still alive at nod pp

cacique34 has left the game.

DaKiLLrX: How about a med rush to the agt?

unle4sh has joined the game, fighting for Team GDI

scrowcrow (to havoc9826): we need to take a better shot, that picture came out blurry when i pasted it to paint



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Subject: Re: Radar hack  
Posted by [Hitman](#) on Thu, 10 Jul 2008 13:18:44 GMT  
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radar hack cant be stopped?

i think this is gonna flop just like renguard

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Subject: Re: Radar hack  
Posted by [cmatt42](#) on Thu, 10 Jul 2008 14:40:49 GMT  
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Hitman wrote on Thu, 10 July 2008 09:18radar hack cant be stopped?

No... you're not reading. TT will do their best to assure known methods are being rendered useless. If someone with the skill and the time to do so can figure out new methods, they could get around it, but then it could be fixed again. This is just like any other software in the history of time.

Besides, the anti-cheat is only one of the many components of "1.038". If the cheaters don't patch, they don't play with the rest of us, nor do they get all the nifty features.

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Subject: Re: Radar hack  
Posted by [Lone0001](#) on Thu, 10 Jul 2008 18:43:40 GMT  
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Hopefully it will get forced on everyone(imo would be good) if the patch works alright.

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Subject: Re: Radar hack  
Posted by [Hitman](#) on Sun, 13 Jul 2008 22:42:27 GMT  
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it better be a official patch then, so everyone has the same shit running and hopefully no cheats, would be awesome

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Subject: Re: Radar hack  
Posted by [Jamie or NuneGa](#) on Mon, 14 Jul 2008 01:26:43 GMT  
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Hitman you don't play public so what do you care about official, spoony is blatantly gonna force this upon .cc players.

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Subject: Re: Radar hack  
Posted by [Craziac](#) on Mon, 14 Jul 2008 02:38:52 GMT  
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Can't you just detect what the server's mode is every few seconds, then have a ::Think action to remove all non-friendly units? oO

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Subject: Re: Radar hack  
Posted by [saberhawk](#) on Mon, 14 Jul 2008 05:18:53 GMT  
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Stewie wrote on Sun, 13 July 2008 21:38Can't you just detect what the server's mode is every few seconds, then have a ::Think action to remove all non-friendly units? oO

Negative, doesn't work that way.

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Subject: Re: Radar hack  
Posted by [Hitman](#) on Mon, 14 Jul 2008 14:28:10 GMT  
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NuneGa wrote on Sun, 13 July 2008 20:26Hitman you don't play public so what do you care about official, spoony is blatantly gonna force this upon .cc players.  
i do play public... usually jelly nowadays but i used to gek it up in xphaze but it died awhile ago

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