
Subject: Cheats

Posted by [_SSnipe_](#) on Wed, 05 Oct 2011 00:44:25 GMT

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Which cheats does TT servers block rgh? objects.ddb? triggerbot? etc?

Subject: Re: Cheats

Posted by [StealthEye](#) on Wed, 05 Oct 2011 01:05:30 GMT

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Anything that changes data or dll files, and everything we know that hooks into Renegade (that includes rgh).

Subject: Re: Cheats

Posted by [Jerad2142](#) on Wed, 05 Oct 2011 04:21:44 GMT

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To my knowlege objects.dll has always been blocked if it doesn't match, it was mods to armor.ini and w3d files you had to watch out for.

Subject: Re: Cheats

Posted by [EvilWhiteDragon](#) on Wed, 05 Oct 2011 08:09:46 GMT

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There were ways around the objects check. Now that's impossible as well.

Subject: Re: Cheats

Posted by [Caveman](#) on Wed, 05 Oct 2011 08:43:48 GMT

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Im not sure the SERVER blocks *cheat name removed*however the client does. So IIRC if you install TT but play on a pre TT server you still can't use RG.H

Subject: Re: Cheats

Posted by [_SSnipe_](#) on Wed, 05 Oct 2011 17:16:17 GMT

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Cavemen, So if the client has TT, it wont work, which means on TT serves and none TT servers?

but I mainly also want to know what about a TT server while client does not have it and uses that

cheat

Subject: Re: Cheats

Posted by [StealthEye](#) on Wed, 05 Oct 2011 19:30:41 GMT

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If the server runs TT and the client does not, the protection is much like the protection BIATCH offered.

Subject: Re: Cheats

Posted by [Sean](#) on Wed, 05 Oct 2011 20:35:57 GMT

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StealthEye wrote on Wed, 05 October 2011 12:30 If the server runs TT and the client does not, the protection is much like the protection BIATCH offered.

In that case, you should really take a closer look at Hex's bot OnOeS, it had spectate detection which really helped moderators catch cheaters.

Subject: Re: Cheats

Posted by [iRANian](#) on Wed, 05 Oct 2011 21:02:07 GMT

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i got azazelbot protection if anyone wants it.

Subject: Re: Cheats

Posted by [Caveman](#) on Wed, 05 Oct 2011 21:59:04 GMT

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(SSnipe) -BLU3Y3Z- wrote on Wed, 05 October 2011 18:16 Cavemen, So if the client has TT, it wont work, which means on TT serves and none TT servers?

but I mainly also want to know what about a TT server while client does not have it and uses that cheat

Yes snipe, that's how I believe it works.

If you run 3.44 and join a TT server it CAN block things like big head, wall hacks, dmg hacks and things like this but that can be turned off by the server owner
