Subject: What's being done to stop cheats
Posted by Crimson on Sun, 24 Aug 2003 01:07:21 GMT
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Ever heard of PunkBuster? Well, now that some pathetic children have decided to publicize cheats, we're all going to have to install an application on our servers to prove we aren't cheating assholes.

It's on the fast track to completion. Every server that wants to be anti-cheat will have to have BR.NET or BRenBot installed which will include the RenGuard application.

I'd give you more details about how it works, but that would just help the cheaters find a way around it, so you'll have to forgive me for not giving you more details.

Hang in there, guys... with little patience, and persistence in banning the cheaters, these last couple weeks will fade away into memory, just like the beacon/leave exploit.

Subject: What's being done to stop cheats
Posted by Falconxl on Sun, 24 Aug 2003 01:17:37 GMT
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I've been around since the beta, these little shits ain't gonna scare me off.

Subject: What's being done to stop cheats
Posted by Fraga on Sun, 24 Aug 2003 01:20:00 GMT
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And what if a cheater finds a way round this? Maybe if 1 cheat is undeditectable? What will that cause for? another anti - cheat program? you say that your not able to release info about this program so that Cheaters will find out how to get round it. What if cheaters Download this programm and FIND how to get through this "Anti Cheat Program" , Personnly I think its a croc of Shite

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Subject: What's being done to stop cheats
Posted by FearHQ on Sun, 24 Aug 2003 01:20:02 GMT
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Crimson: these cheats were developed in a half-assed manner that I would never even deem as a possibility (just like the beacon bug). The guy that came up with these isn't too bright either. These mod-based hacks are very easy to counter with client-side mini-program, but there are other possible weaknessess in the game that should be patched at the server level. These are considerably harder to do, especially considering that the source is unavaliable and it would take 2 months to reverse the FDS exe... I've a couple of ideas to make the anti-hack program harder to hack. After the 25th, I'll be available to lend a hand, as this is hindering gameplay, as opposed to

'wol hack' :/

Subject: What's being done to stop cheats
Posted by asdfg195 on Sun, 24 Aug 2003 02:01:15 GMT
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Crimson, thanks for doing so much to stop the cheaters. And please pass it on to everyone that's helping make the project.

Subject: What's being done to stop cheats
Posted by warranto on Sun, 24 Aug 2003 02:10:03 GMT
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FragaAnd what if a cheater finds a way round this? Maybe if 1 cheat is undeditectable? What will that cause for? another anti - cheat program? you say that your not able to release info about this program so that Cheaters will find out how to get round it. What if cheaters Download this programm and FIND how to get through this "Anti Cheat Program" , Personnly I think its a croc of Shite

So I suppose you support cheating then? I mean, something is better than nothing, and like virus programs, there will probably be a way around them after a while, but just like the same program, there can be updates when they are found and delt with. No security system is perfect, if there was, there would be no need to update the systems. However, as time progresses, even the most secure system need updating.

Subject: What's being done to stop cheats
Posted by Jaspah on Sun, 24 Aug 2003 03:19:00 GMT
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Wolfenstein & Enemy Territoryuse PunkBuster, Its a good program, Maybe we will survive...

Subject: What's being done to stop cheats
Posted by Fraga on Sun, 24 Aug 2003 03:29:05 GMT
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Maybe we will , but for the time being?

Subject: What's being done to stop cheats
Posted by momo1333 on Sun, 24 Aug 2003 04:47:10 GMT
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Is this Punkbuster program going to be in the new 1.3 version of the BR program?? And any word on when thats being released?? I check the website daily and no updates   just that its coming soon.

Subject: What's being done to stop cheats
Posted by Crimson on Sun, 24 Aug 2003 05:31:34 GMT
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It will be part of BR.net, yes. As SOON as there's info, I will post it. I promise. We've got several people working on it right this moment.

Subject: Re: What's being done to stop cheats
Posted by Whitedragon on Sun, 24 Aug 2003 09:15:52 GMT
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Crimson
It's on the fast track to completion. Every server that wants to be anti-cheat will have to have BR.NET or BRenBot installed which will include the RenGuard application.

um wtf? why the hell would it be part of BR. i can think of plenty servers that use their own admin system and you're just gonna leave them out of this?

Subject: What's being done to stop cheats
Posted by Speedy059 on Sun, 24 Aug 2003 09:24:36 GMT
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WD, Im sure they'll give you the script if you ask. They probably want this anti-cheat on all servers.

Subject: What's being done to stop cheats
Posted by mac on Sun, 24 Aug 2003 09:28:00 GMT
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If you do not run BR.net or brenbot you will be able to ask for a specification how to authenticate your server and your users with RenGuard.

Subject: What's being done to stop cheats
Posted by John Shaft Jr. on Sun, 24 Aug 2003 09:58:36 GMT
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Thanks for the info Crimson.

Subject: What's being done to stop cheats
Posted by Sk8rRIMuk on Sun, 24 Aug 2003 10:43:16 GMT
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Sounds good, I am willing to install anything to stop cheaters.

This si a super kool idea and I can;t wait to have my in-game cheatless freedom back

Thanks for the info Crimson .

Subject: What's being done to stop cheats
Posted by Majiin Vegeta on Sun, 24 Aug 2003 10:52:16 GMT
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kewl i cant wait for this to be released

Subject: What's being done to stop cheats
Posted by Kingdud on Sun, 24 Aug 2003 11:35:10 GMT
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I play America's Army, the latest 1.9 patch put PB into the game on all official servers, since I have played, I have only seen 1-5 lvl 40+ honor ppl where as it used to be almost everyone was 40+. I have seen 2 ppl kicked in about 2 hours of playing for using Aimbots. PB does work.

I will not say how exactly it works to help maintain Crimmy's edge over the lamers but I will say that it is highly adapatble and it can/will find 99% of the cheats, the 1% that is left, they can be delt with VERY easily

Peace out,

-Kingdud

Subject: What's being done to stop cheats
Posted by Crimson on Sun, 24 Aug 2003 12:33:56 GMT
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macIf you do not run BR.net or brenbot you will be able to ask for a specification how to authenticate your server and your users with RenGuard.

Thanks for that clarification. I only said people would need BR because it's the only written app

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available to the public and not proprietary to the owner's servers.

Subject: What's being done to stop cheats
Posted by spreegem on Sun, 24 Aug 2003 12:50:03 GMT
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Umm this BR.net thing, will it only work in dedicated servr games, or not, because if not were can I get it, and how do I use it? Also, the punk buster thing, same as above, will it only work on dedicated dervers, or not?

OMG I REACHED 600 POSTS!

Subject: What's being done to stop cheats
Posted by Crimson on Sun, 24 Aug 2003 13:05:11 GMT
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BR.Net is a server app that allows, among other things, remote administration by players in-game.

If you're "just" a game player, then you don't have to worry about that part of the equation.

Subject: What's being done to stop cheats
Posted by Fraga on Sun, 24 Aug 2003 13:17:20 GMT
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and If your a clan player?

Subject: What's being done to stop cheats
Posted by Crimson on Sun, 24 Aug 2003 15:05:32 GMT
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Depends on it you're hosting a server or not.

Subject: What's being done to stop cheats
Posted by spreegem on Sun, 24 Aug 2003 16:04:45 GMT
View Forum Message <> Reply to Message

Does it only work in dedicated server or not?

Subject: What's being done to stop cheats
Posted by mac on Sun, 24 Aug 2003 16:10:38 GMT
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Only dedicated servers are supported at this point. Support comes with one of the major server moderation programs like Blaze Regulator.

Subject: What's being done to stop cheats
Posted by Breetomas on Sun, 24 Aug 2003 16:24:25 GMT
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CrimsonmacIf you do not run BR.net or brenbot you will be able to ask for a specification how to authenticate your server and your users with RenGuard.

Thanks for that clarification. I only said people would need BR because it's the only written app available to the public and not proprietary to the owner's servers.
Weee
Gamebot will live on for eva!

Subject: What's being done to stop cheats
Posted by QuienEsSuPapa on Sun, 24 Aug 2003 17:33:31 GMT
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is this punkbuster going to stop the people that are using aimbots? I know there are no aimbots specifically for renegade (at least thats what Ive been told) but that doesnt stop people from configuring one from a different game to use on renegade.

Subject: What's being done to stop cheats
Posted by Crimson on Sun, 24 Aug 2003 17:37:13 GMT
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It depends a lot on how the aimbot in question works. Probably not at first, but RenGuard will be an evolving program. It's main goal at the moment is bigheads and damage hacks which are far more dangerous than any sort of aimbot.

I could be wrong since I don't have a working aimbot in my hands right now.

Subject: What's being done to stop cheats
Posted by warranto on Sun, 24 Aug 2003 17:41:52 GMT
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I'm not quite sure how the damage hack works, but couldn't a temporary quickfix just to not allow

any foriegn files except for .mix and .pkg?

Subject: What's being done to stop cheats
Posted by Fraga on Sun, 24 Aug 2003 18:22:10 GMT
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Oh so this will only help Ladder Whores? not clan players?

Subject: What's being done to stop cheats
Posted by exnyte on Sun, 24 Aug 2003 19:12:44 GMT
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FragaOh so this will only help Ladder Whores? not clan players?

it will help battle against cheats. that helps everyone.

Subject: What's being done to stop cheats
Posted by momo1333 on Sun, 24 Aug 2003 20:14:40 GMT
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FragaOh so this will only help Ladder Whores? not clan players?

Dont you want your clan games to be safe also as well as your everyday game play??? and I still
dont understand why people refer to those who are competitive and want to win Ladder Whores
:rolleyes: Correct me if im wrong here.....but isnt the objective in Renegade to destroy the enemy
base while protecting your own.   :eh: Just wondering......

Keep up the great work Crimson :bigups:

Subject: What's being done to stop cheats
Posted by Crimson on Fri, 29 Aug 2003 07:41:49 GMT
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boink

Work is going along at a quick pace. Website soon.

Subject: What's being done to stop cheats
Posted by Sk8rRIMuk on Fri, 29 Aug 2003 09:42:22 GMT
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Crimson*boink*

Work is going along at a quick pace. Website soon.

yey.

*Sk8rRIMuk sets RenGuard as his homepage so he can't miss it.

Edit: Wow it's already 48 in C&C Ammos Top 99 Sites .

Subject: What's being done to stop cheats
Posted by tanhm07 on Fri, 29 Aug 2003 12:11:51 GMT
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FragaOh so this will only help Ladder Whores? not clan players?

ladder is down anyway, so they can ladder whore all they want, it won't show on rank

---

Subject: What's being done to stop cheats
Posted by Majiin Vegeta on Fri, 29 Aug 2003 14:40:13 GMT
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tanhm07FragaOh so this will only help Ladder Whores? not clan players?

ladder is down anyway, so they can ladder whore all they want, it won't show on rank
yea hehehe the idiots.. they still think the ladder is working

---

Subject: What's being done to stop cheats
Posted by Gizbotvas on Fri, 29 Aug 2003 21:19:09 GMT
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Thanks to all those that spend their time on this app.

Thanks Crimmy for keeping us in the loop.

Subject: What's being done to stop cheats
Posted by EnderGate on Sat, 30 Aug 2003 14:33:30 GMT
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Ya, looking forward to RenGaurd http://www.renguard.com/

We have managed to block users from using the objects.ddb file on our server, however the

---

Anti-Cheat.pkg file we made does not block W3D Files.

We have shared our information with most of the RenGaurd Team and hope to assist or combine in efforts/resources to tackle these fragin punk cheaters.

We want the community to have access to Anti-Cheat.pkg now to ensure hope in the game and community, Your Admins can provide you link to downloads on their sites, once they have checked it out.

EnderGate
http://www.ozclan.com

Subject: What's being done to stop cheats
Posted by EnderGate on Mon, 01 Sep 2003 04:24:14 GMT
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Well, the GSA community has improved the Anti-Cheat to include a block for BH in addition to blocking the .ddb file.

Thanks to Golden Gun and BlazeDragon for their work. If the moderators of this board wish, they can mirror the files for your download.

We look forward to RenGuard, but could not wait to be able to have fair, fun games once again in Renegade !

Contact us if you have any questions, It works, Enjoy!

EnderGate
http://www.ozclan.com

Subject: What's being done to stop cheats
Posted by England on Mon, 01 Sep 2003 08:41:44 GMT
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BreetomasCrimsonmacIf you do not run BR.net or brenbot you will be able to ask for a specification how to authenticate your server and your users with RenGuard.

Thanks for that clarification. I only said people would need BR because it's the only written app available to the public and not proprietary to the owner's servers.
Weee
Gamebot will live on for eva!

Gamebot for God!

Subject: What's being done to stop cheats
Posted by cowmisfit on Mon, 01 Sep 2003 14:17:25 GMT
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Is punkbuster a form of the thing counter-strike servers use?

Subject: What's being done to stop cheats
Posted by DragonFg on Tue, 02 Sep 2003 18:58:11 GMT
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I heard today in a game somebody say repeatedly that if you used Logan (Deadeye) the person with bighead would be able to use it on you, i guess becuase whatever jerk made the mod forgot to do it too the extras. But of course if it did work once that doesnt necessarily mean it will work cus there may be more that than one of that cheat...just something you might try

---

Subject: What's being done to stop cheats
Posted by EnderGate on Wed, 03 Sep 2003 05:05:36 GMT
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This Anti-Cheat mod has to be installed on the Server you are playing, and all that wish to join that server will have to have the pkg or mod in their Renegade/Data directory.

I'll let your moderators/community leaders take this from here. I will continue to host this Anti-Cheat Mod for D/L however Version 2.1 has been released. It does stop the use of almost ALL the BH the cheats (Just 1 left I think)

Realize a work in progress; this is not a complete anti-cheat package. It only works against the

http://www.ozclan.com/forums/viewtopic.php?t=301 (more info)

We know RenGuard will be more a Client/Server Application rather than a Mod Based Anti-Cheat. We look forward to its release.

EnderGate

Subject: Thanks to the supporters, and die in hell to the cheaters!
Posted by HTSolid on Wed, 03 Sep 2003 06:47:04 GMT
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Hello all, it's HTSolid from HazTeam. I hope that many of you are familiar with our clan, (www.hazteam.com, we host 2 WON dedicated servers, 20+ players) along with many of the other great clans in the community. With that said, I just wanted to personally thank Crimson, along with many others, for tackling this battle. Battle of the cheats! I wish all of the cheating phuckers

would die and rot in hell! We, along with many others, are keeping logs of cheaters. We use

others in the community. If you decide to cheat, you might as well boxed up your game and use it

probably end up on the list and banned from many others.

You give a new definition to the word ph**kface. Not only are you so weak that you have to resort to cheats, but you also lower yourself by removing the fun and enjoyment of the game for others. You truly have no life and no concept of what online gaming is about. I hope that your multiplayer functionality on all of your games suddenly disappears and only returns when you get a clue, which would be NEVER!

Love,
HTSolid

Subject: What's being done to stop cheats
Posted by HTSlayer on Wed, 03 Sep 2003 14:02:03 GMT
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I am a member from the Hazteam, and I want to express my deepest gratitude to Crimson and the team developing the new Renguard. I was seriously considering walking away from the game due to the new cheats. I am looking forward to seeing them disappear soon.

Again, Thank you very much!

HTSlayer

Subject: What's being done to stop cheats
Posted by htdavid on Wed, 03 Sep 2003 23:01:36 GMT
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I did heard something about this anti cheat program will detect w3d file.......I got a mod for pistol and normal machine gun also uses w3d file....do I have to take it out when the br v1.3 comes out??

me also a member from hazteam(and one of the three leaders)....I do have a list of our hack-ban list(thx to br.net)..........not sure if htdana already share that list with your guys....but if you (server owner) want it I can give it to ya'll....e-mail me for the list

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Subject: What's being done to stop cheats
Posted by pft1086 on Wed, 03 Sep 2003 23:03:19 GMT
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I just dropped by to express my gratitude toward Crimson and everyone else for everything they are doing to make the Renegade community a cheat-free environment where honest players can enjoy a simple game. These cheaters and hackers don't realize how much turmoil and grief they have caused just so they can get an upperhand, or so they may simply spite someone (which I hear is the reason most of these hacks were released, no?) C&C has always been clean of hacks until Red Alert 2 was attacked by most likely the same morons who are ruining Renegade at this very moment. I hope RenGuard comes soon and without complication so we can get back to playing the game we all enjoy so much. Thanks again, Crimson :bigups:

Subject: What's being done to stop cheats
Posted by krnkd88 on Wed, 03 Sep 2003 23:37:41 GMT
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hi all..................im a moderator and good friend of the hazteam clan and members...............i just wanted to say i really apprricate all this everyone is doing to make the renegade community a better place to play.........i also like slayer have thought about movine on to a different game.........but as u can see the cheaters have been spread apart and we have gotten most of them...............so i have decided to stay. i thank all of u working on this protection program and i hope it gets finished soon. i love this game and i will always.......so i thank u all again and hope to see u on the game

Subject: What's being done to stop cheats
Posted by eh4canada on Thu, 04 Sep 2003 00:07:03 GMT
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Quote:I did heard something about this anti cheat program will detect w3d file.......I got a mod for pistol and normal machine gun also uses w3d file....do I have to take it out when the br v1.3 comes out??
i dont think there is any reason why u shouldnt allow gun w3d skins.....when u shoot someone in the gun it does no damage.....and i like my gun skins
 as far as cheaters go....they seem to be showing up less and less.....occasionally there is a game where we gotta ban a few of them though.....cant wait till renguard comes out

-eh4canada

Subject: What's being done to stop cheats
Posted by HuskyTech on Thu, 04 Sep 2003 01:16:16 GMT
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What kind of protection do you plan for say.. a d3d hook... or will the protection only cover things such as modified game files? (file scanning? hehe)..

cough "debug reng, hook crc, point to a clean mem address"*cough*

Subject: What's being done to stop cheats
Posted by Squiddley on Thu, 04 Sep 2003 03:17:14 GMT
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Thanks to all involved with developing RenGuard. It *is* really appreciated. As usual the few risk spoiling it for the majority.

I don't know the technicalities, but could server hosts specify filenames of any additional objects/files that they don't want to allow. E.g. the filename of the sniper scope mod. Some servers allow it, others don't. This will enable customisation according to hosts' rules. (In addition to a core set of filenames for those known damage/bighead cheats etc.)

Again, thanks!

Subject: What's being done to stop cheats
Posted by warranto on Thu, 04 Sep 2003 03:36:11 GMT
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eh4canadaQuote:I did heard something about this anti cheat program will detect w3d file.......I got a mod for pistol and normal machine gun also uses w3d file....do I have to take it out when the br v1.3 comes out??
i dont think there is any reason why u shouldnt allow gun w3d skins.....when u shoot someone in the gun it does no damage.....and i like my gun skins
 as far as cheaters go....they seem to be showing up less and less.....occasionally there is a game where we gotta ban a few of them though.....cant wait till renguard comes out

-eh4canada

Actually, shooting the gun does do damage. thats usually how I shoot people that are hiding around the corner in sniper battles. If their gun shows, they take body shot damage.

Subject: What's being done to stop cheats
Posted by Crimson on Thu, 04 Sep 2003 04:37:10 GMT
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Each file will be approved not for the type of file it is (a gun model), but whether it's an unfair advantage. So your gun mod that looks cool is fine, but your gun mod that makes it huge is not fine.

Subject: What's being done to stop cheats
Posted by YSLMuffins on Thu, 04 Sep 2003 04:46:01 GMT
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warranto

Actually, shooting the gun does do damage. thats usually how I shoot people that are hiding around the corner in sniper battles. If their gun shows, they take body shot damage.

...which explains why I sometimes hear metal when the bullet strikes my opponent...

Subject: What's being done to stop cheats
Posted by htdavid on Thu, 04 Sep 2003 14:12:55 GMT
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but it is a NORMAL MACHINE gun.....does it really matter??? I want to upload a picture of my pistol and machine gun here....but no clue how to do such...............how do you upload picture here

Subject: What's being done to stop cheats
Posted by Wizard17 on Thu, 04 Sep 2003 14:31:28 GMT
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Crimson et al,

Excellent work! Cheaters were threatening to kill my favourite game and I would like to express my gratitude for all the good work you and the rest of the people involved in getting rid of cheats and cheaters is doing.

My son runs a Counterstrike Server, Ghosts 1.5 bot server and he is REALLY strict with cheaters. His server checks incoming players and if they have cheatcodes they are permantly banned from his server. Hopefully we can do the same for Renegade!

Is there any potential to set up a community database so that those running servers can list the cheaters? I know that there is a problem with banning by IPs but how about banning by game serial number which I am told is what the moderators on RenBattle do. An Admin accessible database listing the cheaters would stop them dead as they would soon not be able to play on ANY server and would quickly lose interest.

Keep up the good work!

Subject: What's being done to stop cheats
Posted by Crimson on Thu, 04 Sep 2003 22:22:10 GMT
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RenGuard will be a global database / blacklist.

Look for more FAQ on the site now that I'm back from vacation.

Subject: What's being done to stop cheats
Posted by Neodarrh on Fri, 05 Sep 2003 19:13:26 GMT
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crimsons one step further to make it br.net the only servers and also adding to her ego and power! this is one reason the person made this mod, is because they are tired of all you freaking hosts and mods just booting people at any second with no evidence and one sided stories of 'oh so-and-so cheating boot dem plz' and before they can reply you boot them. maybe this game deserves to die, and actually your program might be in violation of EA because the 'hack' out there is just a mod, something they wanted to put in game, you are writing a .exe to run along with renegade, a third party program not designed for renegade so therefore a violation of the EULA.

Subject: What's being done to stop cheats
Posted by Crimson on Fri, 05 Sep 2003 19:45:03 GMT
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Go to hell. EA acknowledges that RenGuard is being made and they have no objections.

Subject: What's being done to stop cheats
Posted by Neodarrh on Fri, 05 Sep 2003 20:36:10 GMT
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What, did I hit a bad spot? aww, how sad cause you know what I am saying is true. you are just looking for more power and for the renegade community to conform to what you want. If you really cared for renegade you would provide RenGard TO ALL SERVERS. not to just your lil community. I have nothing against rengaurd coming out cause now i can kill people and they cant whine that im cheating, but dont try to say you are coming out with this just to save the game, you are doing it to save your servers and make you more powerful in the community. If you truely dont want to be queen of the uptight jerk hosts who kick everyone in a instant they disagree with them, make the prog public or at least make it where they have to have at least 5 constructive posts here then let them have it, dont make them conform to your br.net servers.

Subject: What's being done to stop cheats
Posted by Wizard17 on Fri, 05 Sep 2003 21:56:25 GMT
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NeoDarrh, Crimson deserves a pat on the back not a knife in it the cheaters are a pain in the but and if her work stops them dead she has my vote. From your tone I would almost suspect that you

---

might be pissed because you may perhaps be running something to "Assist" you in getting a higher score?

I have no use for cheaters and the sooner they are playing by themselves the better.

It IS possible that a very good player is sometimes being accused of cheating and the software will show that they are legit. This is the argument you should have used - praise that her efforts will vindicate any charges of cheating against you.   Or not?

Subject: What's being done to stop cheats
Posted by Crimson on Fri, 05 Sep 2003 22:35:31 GMT
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RenGuard will be available to ALL SERVERS who want to use it.

I am not the author of RenGuard. Mac is. I am like PR and the website person.

Subject: What's being done to stop cheats
Posted by Majiin Vegeta on Fri, 05 Sep 2003 23:54:05 GMT
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CrimsonRenGuard will be available to ALL SERVERS who want to use it.

I am not the author of RenGuard. Mac is. I am like PR and the website person.

crimson.. wtf is thast in your siggy i want one!

Subject: What's being done to stop cheats
Posted by eh4canada on Sat, 06 Sep 2003 01:18:49 GMT
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warrantoeh4canadaQuote:I did heard something about this anti cheat program will detect w3d file.......I got a mod for pistol and normal machine gun also uses w3d file....do I have to take it out when the br v1.3 comes out??
i dont think there is any reason why u shouldnt allow gun w3d skins.....when u shoot someone in the gun it does no damage.....and i like my gun skins
 as far as cheaters go....they seem to be showing up less and less.....occasionally there is a game where we gotta ban a few of them though.....cant wait till renguard comes out

-eh4canada

Actually, shooting the gun does do damage. thats usually how I shoot people that are hiding around the corner in sniper battles. If their gun shows, they take body shot damage.

---

i thought i tested for that when i got this game......i shot the gun and no damage was done......maybe it was a different game though......im gonna miss my M-4 autorifle skin   ahh well....its worth it if it stops the cheaters cant wait till renguard is released :biggrin: most of the ppl who use the godmod cheats have alredy been banned but it is the ppl with the less noticable cheats that are the bigger problem because they have made everyone paranoid

---

Subject: What's being done to stop cheats
Posted by Majiin Vegeta on Sun, 07 Sep 2003 20:46:31 GMT
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Majiin VegetaCrimsonRenGuard will be available to ALL SERVERS who want to use it.

I am not the author of RenGuard. Mac is. I am like PR and the website person.

crimson.. wtf is thast in your siggy i want one!

saw the post.. ignore that

Subject: What's being done to stop cheats
Posted by mac on Mon, 08 Sep 2003 13:02:50 GMT
View Forum Message <> Reply to Message

NeodarrhIf you really cared for renegade you would provide RenGard TO ALL SERVERS.

Go inform yourself, before you make accusations. The RenGuard server side is open and will be provided to anyone who requests them, assuming they have another administration program running than BR.Net or brenbot.

But you have to implement this yourself. If you use BR.net or brenbot you don't have to do anything, just update your administration program.

Subject: ANTI-CHEAT PROJECT
Posted by fl00d3d on Mon, 08 Sep 2003 19:40:24 GMT
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SPECIAL NOTE If there are any existing efforts, please consolidate under the project that we are running. There has been a lot of TALK about producing the anti-cheats, but no working end product. What we need to do is consolidate our efforts into a single product. Please review the following message that I have shared with all of the major clans.

RENEGADE PLAYERS:

For those of you that are not aware, there is an anti-cheat project in development.

To the people that created the cheats and/or use them:
Please discontinue the use of these cheats. They prohibit fair gameplay and discourage people from playing the game online. While it may be entertaining to "mess around" with a cheat once and awhile, continued use severly undermines the stability of the gaming community.

To the people that refuse to cheat and/or want to help create anti-cheats:
A few programmers and renegade players have got together and discussed high level plans to create anti-cheats. The application and details of this anti-cheat are "classified" and will not be revealed to the general public (only to the team members that help create them).

To find out more information about this project (or to become a member of the anti-cheat team), please visit the following website:

http://www.tsunami-alliance.com/anticheats/index.htm

Regards,

The Anti-cheat Team
TSUNAMI ALLIANCE

Subject: What's being done to stop cheats
Posted by Crimson on Mon, 08 Sep 2003 22:19:24 GMT
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We already have the most brilliant minds in the community working on RenGuard. People like mac (who leads the team and is coding the server-side), Scorpio9a, Dante, Blazer, and we're also getting information from Codewench who worked for the former Westwood Studios and had vital knowledge of the inner workings of the game.

Furthermore, FearHQ is programming the client side of the application in pure ASM and it's really slick and efficient.

The RenGuard applications and protocol have been in development for over a month. Don't accept any imitations.

fl00d3d, if you are serious about wanting to help with an anti-cheat application, please contact me via PM on these forums and I can get you in touch with the RenGuard team.

Subject: What's being done to stop cheats
Posted by Wizard17 on Tue, 09 Sep 2003 02:39:38 GMT
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Crimson,
Your rap sheet on the bottom of you sig shows no stats - unlike some of the others using it. Is that because Crimson is spelled differently there than in your sig or because your is not linked to

WOL?

Subject: What's being done to stop cheats
Posted by Crimson on Tue, 09 Sep 2003 04:22:56 GMT
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It's because I haven't played recently hehe.

Subject: What's being done to stop cheats
Posted by fl00d3d on Tue, 09 Sep 2003 13:04:15 GMT
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Crimson:

What about all the other people that are working on programs?

It sounds like you have some good people working on your team. And I'm sure they're some brilliant people --I'm not doubting that. But who's to say that your program will be the only program ... or that it will be the better program? Who is to say that your program will not conflict with someone else's anticheat? Just constructive criticism.

There are numerous groups that are producing these programs, not just "RenGuard". Your efforts are very much appreciated by the community (probably myself more than anyone). And you have my support if you need it.

It would be nice to be able to speak with you real-time (whether it be via chat, vtc, or telephone) to discuss this topic.

Please consider showing your support in this effort. I can provide just about anything you can think of to this project --- and I'm willing to do it. I've given up full time gameplay and my position in elite clans to do this. I've been playing CnC since '94 when the beta for Dawn came out in PC Gamer

I even have a full blown lab (complete with web servers, game servers, etc) that can be at our disposal for testing. I am a network security analyst professionally with a programming background in various languages.

Again, please consider consolidating efforts. Discuss this with your organization and please get back to me.

I think I speak for the Renegade community when I say we all want a quality product as soon as possible.

Best Regards,

Sean
aka "fl00d3d"

Subject: What's being done to stop cheats
Posted by Crimson on Tue, 09 Sep 2003 13:26:32 GMT
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I am in close contact with most of the people who run servers for Renegade. I am not aware of any software or solution as effective as RenGuard. Most server owners plan to use RenGuard, so anyone else who wants to make a software product will be a month behind in development and light years behind in PR.

You can reach me in the n00bstories IRC channel --

irc.n00bstories.com #n00bstories

Or visit http://www.n00bstories.com/irc.php for connection information and a handy java applet if you don't have an IRC client.

Subject: What's being done to stop cheats
Posted by fl00d3d on Tue, 09 Sep 2003 13:37:19 GMT
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Crimson:

I removed this post so I could send you it privately. I felt like I was too hostile for the public.

This is just a touchy subject for me. Let's keep it respectful and tasteful.

Regards,

Sean

Subject: What's being done to stop cheats
Posted by PsY on Wed, 10 Sep 2003 01:43:04 GMT
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Not a flame.

Can anyone on the team actually code well? Punkbuster was coded by hardcore programmers/coders (and there were still ways around it), but you just have a few guys from the community and some guy sending you little bits of coding.

Not a threat.

Dont expect it to be 100% solid because, as I said, punkbuster was coded by professionals and hardcore coders and there were ways around it, and this has, no offense, you guys, just some members of the community.

Subject: What's being done to stop cheats
Posted by EnderGate on Wed, 10 Sep 2003 07:36:23 GMT
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CrimsonI am in close contact with most of the people who run servers for Renegade. I am not aware of any software or solution as effective as RenGuard. Most server owners plan to use RenGuard, so anyone else who wants to make a software product will be a month behind in development and light years behind in PR.

We don't want to make a software "Product" That little anti-finial mod we run on our server, just let us play without the worry of the finial hack. We just want to continue playing Renegade, the way it was, now. Not offense toward RenGuard that we offer to share it. It is just a Mod, a copy of CnC mode. This game is not the same, the people are not the same. It is the Server owners that are in close contact with you. Cause they are all writing/waiting on your product.

Please, just don't think of it as a product, it makes me want to absolutely puke. EA makes

be closed minded.

Cheaters are cowards; they are the terrorists of the world, blowing up trade centers, and stealing airplanes to do their cowardly deed. Cheaters are in the same category as those that kill innocent people with suicide bombs, even more cowardly are the cheaters that convince the younger cheaters to be this bomber. Dmbaz Fkrs, just kill themselves and make the world hate chicken cheaters even more!

The Meek will inherit the earth. The cheaters will burn in the gates of hell. I curse all cheaters that

Subject: What's being done to stop cheats
Posted by Crimson on Wed, 10 Sep 2003 09:37:30 GMT
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EnderGate, I wasn't referring to your solution. I appreciate the measures you've taken. I am confident that RenGuard will be a more solid solution, though quick fixes (including your .pkg files and the Server Owners forum we have now) are certainly welcome to help stem the tides.

As to PsY's post, you must realize the cheats in Renegade are far more elementary compared to the CounterStrike cheats and therefore a lot easier to stop, and those in the project ARE, in fact, hard core programmers.

Subject: What's being done to stop cheats
Posted by TheGunrun on Wed, 10 Sep 2003 11:18:57 GMT
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I want to know if it is posible to edit the cheater's file so it can be used in a good way. Im thinking of making all the weapons as effective as in the singal player missions as in one head wound=death and like only 5 body shots to kill like in real life and stuff. If we are able to do that i think it would be a good idea for hosts to use it like a mod so players can have that rainbow six feeling. dont u think?

Subject: What's being done to stop cheats
Posted by fl00d3d on Wed, 10 Sep 2003 11:37:17 GMT
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Interesting concept. This was actually an idea I had for a full blown mod a long time ago (real-world damage).

You ideas and interests should also be shared with us at the Tsunami Alliance so it can (in turn) be shared with the programmers.

Regards,

Sean
aka "fl00d3d"
Founder, Tsunami Alliance
http://www.tsunami-alliance.com

Subject: What's being done to stop cheats
Posted by EnderGate on Wed, 10 Sep 2003 20:23:16 GMT
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This game use to be a stress relief for me, now it adds to my stress levels.

Thanks to those that fight the good fight and sorry if I've seemed harsh towards anyone. The only people that need to take offense from something I've posted here are those fucin cheaters!

Dam them to hell.

Subject: What's being done to stop cheats
Posted by TheGunrun on Wed, 10 Sep 2003 21:07:13 GMT
View Forum Message <> Reply to Message

EnderGateThis game use to be a stress relief for me, now it adds to my stress levels.

Thanks to those that fight the good fight and sorry if I've seemed harsh towards anyone. The only people that need to take offense from something I've posted here are those fucin cheaters!

Dam them to hell.

agread i hate cheaters and i damn* them to hell. Regular long time players have been usualy kicked from games for lag killing some one or some n00bs blames them for cheating. as time moves on i wish that cheaters will be more hated and the cheaters them selfs might learn a lesson them selvs hopefully.

Subject: What's being done to stop cheats
Posted by HuskyTech on Thu, 11 Sep 2003 02:02:57 GMT
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Quote:Cheaters are cowards; they are the terrorists of the world, blowing up trade centers, and stealing airplanes to do their cowardly deed. Cheaters are in the same category as those that kill innocent people with suicide bombs, even more cowardly are the cheaters that convince the younger cheaters to be this bomber. Dmbaz Fkrs, just kill themselves and make the world hate chicken cheaters even more!

The Meek will inherit the earth. The cheaters will burn in the gates of hell. I curse all cheaters that

Someone really needs to remind you that Renegade is a "game".. when GDI zaps a baddy .. they don't actually die.. so please for your own sake and those anywhere near you...try grasp this thing called "reality".. you see in "reality" murderous psychopatchic nutcases.. or terrorist if you will.. actually kill people.. actually fly planes into buidlings stick dynamite in their heads and blow things up... a cheater in any "game" may be an irritation .. but everyone lives through the map cycles.. I hope this helps you in some fashion.. for anyone that feels that strongly over a "GAME" needs as much help as they can get.. .

-To Crimson

Renguard can and will be cracked.. (I posted one method although I have yet to see the program.. but certainly cannot wait for its release).. I fear your claims that Renguard will be secure and cheating will be come to an end is ill advised.. and blatently inaccurate. however it poses an interesting challenge to people .. well atleast I would hope..   can't wait for the release.. oh and you never answered my question.. what about detection routines for say .. d3d hooks? hooking/patching Renguard itself.. which have nothing to do with crc checks on game files etc.. (which from you description and given the current selection of public cheats is what Renguard is designed to detect/block?)

Subject: What's being done to stop cheats
Posted by Crimson on Thu, 11 Sep 2003 02:27:23 GMT

I'm not programming RenGuard. I'm PR. your question should be directed to them. However considering the attitude you portrayed in your visit to the RenGuard team, I doubt they'll help you much.

Subject: What's being done to stop cheats
Posted by EnderGate on Thu, 11 Sep 2003 09:54:49 GMT

EnderGate The only people that NEED to take offense from something I've posted here are those fucin cheaters!

Dam them to hell.

Subject: What's being done to stop cheats
Posted by fl00d3d on Thu, 11 Sep 2003 10:48:06 GMT

They always tell you, "you shouldn't use constants, because nothing is truely constant".

You're not supposed to say, "Never, Always, Definitely, etc".

But here is one thing that I WILL say:

There will NEVER be ANYTHING that is COMPLETELY secure. How is that for constants?
When I was a little boy venturing into the wonderful realm of the underground --- that's what I was taught by my mentor. And it's so true.

Someone tell me ONE thing that is completely secure and cannot be hacked or cracked. ANYTHING.

And if you legitimately give me something, I will either find a way to hack it, crack it myself --- or someone will do it for me.

My point is this ---> Don't get your hopes up about any solution that will be provided to counter cheating. The best thing we can do as a community is to produce these anti-cheat tools and educate everyone about how cheats work and what they are.

Unfortunately what it's going to boil down to is some people will have a 'good' reputation while others do not.

Let's just focus on one thing at a time. Right now we're focusing on producing a quality anti-cheat that has the confidence of players. And a program that is PROVEN not to have bugs, spyware,

---

virii, or backdoors embedded in them.

To the front lines!!!!!!!!!

/r

Sean
aka "fl00d3d
Founder, Tsunami Alliance
http://www.tsunami-alliance.com

Subject: What's being done to stop cheats
Posted by Crimson on Thu, 11 Sep 2003 11:14:07 GMT
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I have nothing to disagree with in that post. RenGuard isn't going to be 100% foolproof, but anything is better than what we have, and we'll keep fighting against cracks as long as there are players in the WOL servers.

I also believe the solution shouldn't have any virii, backdoors, or spyware. However, just like every program isn't 100% secure, those holes ARE in fact bugs in the most general terms, and therefore we wouldn't make a claim that RenGuard is bug-free or unhackable. But we're damn well going to squash every bug and close every hole that's found.

Subject: What's being done to stop cheats
Posted by fl00d3d on Thu, 11 Sep 2003 15:07:04 GMT
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Outstanding.

You mentioned "for WOL". I'm assuming you mean for all multiplayer. Correct? Your solution is not limited to the WOL software, is it? Or is it going to be patchable to the FDS and LFDS as well?.

Subject: What's being done to stop cheats
Posted by Crimson on Thu, 11 Sep 2003 15:33:12 GMT
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You're right. I play WOL like 99% of the time, so that was a mis-type on my part. As I said many times before, RenGuard works on GSA equally well.

Subject: What's being done to stop cheats

Posted by destruktv on Thu, 11 Sep 2003 16:30:45 GMT
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fl00d3d wrote:
Quote:Someone tell me ONE thing that is completely secure and cannot be hacked or cracked. ANYTHING.

And if you legitimately give me something, I will either find a way to hack it, crack it myself --- or someone will do it for me.

ANYTHING..EH?

Try to hack these three that come to mind, NASA, FBI, CIA. Come on, shut down the space program in the case of NASA or get privilaged information in the case of FBI or CIA... Problem? Ok try the one below.

Crack this message:

-----BEGIN PGP MESSAGE-----
Version: PGP 8.0.2

qANQR1DBwU4Da8WxDS9fgIwQCAC/u6Q+Ce4ZE7YldgwNFo8va1sylVAT2nsWdzDC
h+nVTAHjWlanKhAPN/U6IT9kDgYchCWKywdoJijsBGS8y7Qn70ussFL2YdWT5AZb
C0Gc+8B2n0+NP10X5QK6Vog2DNUn71+Amg5p+8qhhGfFEmXyAcj+4CGSRBWX7c47
+PmC1Q5zfbrnVnbKyTEQIYNQP+q0DEXy7+954PZfJ+Nm10lO5GWljH3ZGvXBdl2b
7Q5rKM1hvVBhdH9XTWd56xBOtAEckGj/3PBTXFM8nnSHOh4u/B4N8JlvaWk/J3r8
m9SaMLqmrVxUB6MVECzOZOFrBJfNCB/VzGHnkFYamK0RkS84CACYFljQEqJmLsA1
mRjJGg4Izl6Y3GPNr3ubHHI41Xmc5PgEvJ+6kj/3+esM0AuzixbKb4XJzkHg579d
lskqC3jEzy3a0L6Y0A2fW61H4KPX9g8I2ftHrpVS3cXDKCi/80kAaaSKsKMNWszb
jztvUtnxepG+XUw+0Y96/bmbCaxnlDsEYTvzz/A6NWd3ZFhw+SsV9ixrh9M4kF5J
OMvtQ6/sXg61nwL6o6pZ1hlnyj+njdcZ/gcS8Dx61S4DPQ63NXycTQRIMBx8TKxC
L4Ue0fFeCDBzOUQ3R2OusOaiEAYlblHLThyI75SsuwcGNnuMJ9dy7yIV8f78SXWQ
IdFZAveN0j8Bz6oe+Wpo6UkCFSx6bmc3G6m1wZv/6zqa+EiO8UlWBYCYYJiFYE/r
T9tdk3ScfY985a6UrZM2zluTOzdasIo=
=h9GB
-----END PGP MESSAGE-----

Let me know what it reads... Good luck!!!

Subject: What's being done to stop cheats
Posted by Epyon on Thu, 11 Sep 2003 17:48:27 GMT
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Pretty Good Protection is a encryption software meant for personel privacy, not encoding games. However, as its name suggests, it is actually a very good program. Any of you that wish to keep files hidden from other people, this would be a very good choice. The givernment even threw a fit

about its release bacause its very hard to crack, and they were upset that they could not get somthing they wanted

But, back to on topic.
In percentage wise, how much of renguard is finished?

Subject: What's being done to stop cheats
Posted by fl00d3d on Thu, 11 Sep 2003 20:42:48 GMT
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LOL!

Wtf does PGP have to do with what I said? Encryption is a completely different subject, but since you wanted to go there I'll say this. 99% of the true encryption programs out there use algorithms (most are now dynamic) to generate their coding schemes. What does this mean for crackers? Well, it is certainly possible to crack that. You'd have to write yourself a script to try every possibility and brute force the hell out of it to have a chance.

And as for the government type websites and networks. Don't even go there. If you knew what I did for a living you'd be laughing WITH me right now at your comment. Those are actually among some of the worst secured networks in the world believe it or not. Any 1337 h4xX0r can eventually exploit a box or two on their networks. They're just not attacked that much as they used to because the intrusion detection systems, router syslogs, and correlation devices are becoming more sophisticated --- which leads to more hackers behind bars.

And while I'm thinking of it ... do you even know who programmed PGP? If you don't, do the research. You'll find an interesting backstory.

Regards to all (especially my close friend Crimson),

~fl00d3d~

Subject: What's being done to stop cheats
Posted by Wizard17 on Thu, 11 Sep 2003 20:51:01 GMT
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Crimson, thanks for explaining that RenGuard works on GSA as well. I play mostly on RenBattle (Gamespy) because they use lots of the new maps and they run a tight server.

They ban cheaters and have strict language rules in the game. A lot of pretty good players hang out there. Give them a try sometime.
There are lots of maps to D/L though, 10 mappacks now with 60 maps in their rotation currently.

Subject: What's being done to stop cheats
Posted by TheGunrun on Thu, 11 Sep 2003 22:30:57 GMT
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TheGunrunI want to know if it is posible to edit the cheater's file so it can be used in a good way. Im thinking of making all the weapons as effective as in the singal player missions as in one head wound=death and like only 5 body shots to kill like in real life and stuff. If we are able to do that i think it would be a good idea for hosts to use it like a mod so players can have that rainbow six feeling. dont u think? any one think its a good idea?

Subject: What's being done to stop cheats
Posted by Dogg on Fri, 12 Sep 2003 14:51:25 GMT
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destruktvfl00d3d wrote:
Quote:Someone tell me ONE thing that is completely secure and cannot be hacked or cracked. ANYTHING.

And if you legitimately give me something, I will either find a way to hack it, crack it myself --- or someone will do it for me.

ANYTHING..EH?

Try to hack these three that come to mind, NASA, FBI, CIA. Come on, shut down the space program in the case of NASA or get privilaged information in the case of FBI or CIA... Problem? Ok try the one below.

Let me know what it reads... Good luck!!!

If you care to know why anything can be cracked since you think NASA, CIA, ro FBI are gods...although I would bet the NSA is better than them, take a second to comprehend this into your mind...

A man (or woman) wrote the protocol or designed the software or machine to secure those items. Therefore that same man (or woman) knows more about it than you ever will and can easily bypass the protections they built into that item...period. Therefore, NOTHING, can ever be 100% secure from humans until a machine with its own intelligence writes or designs it's own protocol without human intervention and without a means to extract that technology from that machine that wrote that protocol or designed that item...

Also just FYI, RSA SecureID technology is one of the few items not yet cracked (at least publicly) by the NSA or anyone else for that matter...

Subject: What's being done to stop cheats

Posted by Wizard17 on Fri, 12 Sep 2003 15:08:13 GMT
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To TheGunRun
Actually that sounds like a good idea, it might dissuade those who might otherwise D/L cheats - as one moderator on one server did and found himself banned on another server.

It sounds like it would be a bit like the "Excessive" mod for Q3A and would give a change of pace if included in the map rotation. It would NOT be a cheat because ALL the players would have the same advantages hard coded in deliberately by the map author/modder. It is the sort of thing that would get old quickly if that were the only map but as part of the rotation it might be fun.

Subject: What's being done to stop cheats
Posted by eh4canada on Sat, 13 Sep 2003 03:34:45 GMT
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is renguard gonna be a seprate program that u will have to run other than renegade? wouldnt it be easy to fool? i can think of a few ways.....some might be preventable and some might have been though of already but here are some ways that renguard might be foolable(cant think of a better word for it)

-playing in a non-renguard server with a cheat then remove the file from renegade data and use /join to jion another server.....i think u need to restart renegade before a deleted/added w3d file will take effect
-edit always.dat, theres probably a way to do it and scince it is a file normally in renegade/data renguard probably wont detect if it is edited
-use 2 renegade/data folders....one for renguard, one for playing renegade

if u think this post is too sensitive feel free to delete it. if i could think of these thing i dont think the cheaters will have a problem thinking of a way....is renguard gonna protect against these things?

reguard aint gonna be foolproof but anything is gonna be better......can wait till it comes out

Subject: What's being done to stop cheats
Posted by destruktv on Sat, 13 Sep 2003 19:53:09 GMT
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Again what was said...

"Someone tell me ONE thing that is completely secure and cannot be hacked or cracked. ANYTHING.

And if you legitimately give me something, I will either find a way to hack it, crack it myself --- or someone will do it for me."

You asked for "anything".... this is "anything" you generalised, well answer, or is your "gut thin"? If

you can't decrypt the message then be a man and admit you were wrong....

If you can crack anything decypher the message, I know the theories, thank you ppl... But practice is what i believe fl00d3d was talking about. Well brute force the 128 bit RSA key....you might need to try only about 2^128 = 340,282,366,920,938,000,000,000,000,000,000,000,000 possible key combinations which on your stand alone computer or networked computers will take an XX number of decades (test your comp. see how many keys/sec. it can do). <<< This shows that you don't know what you are talking about there.

The author of PGP by the way is Philip R. Zimmermann.

In regards of hacking agencies like CIA, FBI and NASA. I don't think they are God, but I also am very sure that no one employed at that government level will compromise any security for anyone and put their rear on the line, would you? And also its not just one person that maintains security there, there is a whole team, the system is also constantly monitored... and every aspect of the system is inspected by senior management there is no way to leave a known crack... Either way as I said no one employed at that level will risk it... But the isssue is once again different... fl00d3d was saying he can hack anything... well I can say anything too... proving it is a different issue... what I want to see is credibility, fl00d3d is talking about trust, well, how credible is fl00d3d? Can I and/or you trust him?

I have given you two things that fall under so called 'anything' category fl00d3d either crack/hack one or just say you were wrong and you can't...don't give me anymore theory.

Subject: What's being done to stop cheats
Posted by Halo38 on Sun, 14 Sep 2003 17:03:58 GMT
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destruktvtell me ONE thing that is completely secure and cannot be hacked or cracked. ANYTHING.

The tin of beans i'm eating right now

They are quite secure i assure you......

Subject: What's being done to stop cheats
Posted by EnderGate on Mon, 15 Sep 2003 05:09:21 GMT
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SomeoneCrimson, thanks for explaining that RenGuard works on GSA as well. I play mostly on RenBattle (Gamespy) because they use lots of the new maps and they run a tight server.

They ban cheaters and have strict language rules in the game.

Our only problem with that server is it is paid for by porn

Subject: What's being done to stop cheats
Posted by fl00d3d on Mon, 15 Sep 2003 10:44:30 GMT
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Heh.

Do you know the process of cracking something like that? Apparently you do because you begain to discuss how you'd go about doing it. So why do you slam me for not cracking it. I have better things to do than set up a cracker on my network so I can decode a message that says something like, "fl00d3d you're an idiot" (which is probably close to what you wrote). Just like anything it CAN be cracked ... which was my point.

If you want to have your hacker war or show your mad skillz ... Ill set up a few computers on my network with static IPs and lay out some ground rules so we can have a legit hacker war. I'm actually setting that up right now anyway for a advanced studies group I run anyway. You tell me the load you want to see and I'll set it up. Then we'll both dig up the best 'sploits and see who can own the box. I'll bet money I end up with the flag before you do.

Just stop arguing about this petie crap. I belive this thread was started to discuss an idea for a mod. If you want to continue this argument then feel free to email me at fl00d3d@tsunami-alliance.com and we'll deal with this one on one.

Regards,

~fl00d3d~

PS> Sorry, Crimson, I'm trying to wrap up these "loose ends" and end all the arguments that I aparently started. Maybe you can throw a word in to support me. You know that I'm trying to stop these flames.

Subject: What's being done to stop cheats
Posted by Crimson on Mon, 15 Sep 2003 14:09:48 GMT
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fl00d3dPS> Sorry, Crimson, I'm trying to wrap up these "loose ends" and end all the arguments that I aparently started. Maybe you can throw a word in to support me. You know that I'm trying to stop these flames.

Some people don't read to the bottom of a thread before they reply, but just in case...

STFU guys kthx.

Subject: What's being done to stop cheats
Posted by destruktv on Mon, 15 Sep 2003 18:14:22 GMT
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fl00d3d, I don't have time to have a hacker war with you... Judging from what you are saying on here it would be a complete waste of my time. Also, even though I know what I'm talking about, I do not consider myself a cracker/hacker. There is one thing that I now know and this is you don't know what you are talking about.

'Deep crack' and just about 100,000 computers all over the world do only 245 billion keys / second. This mathematical formula tells you how many seconds it would take for brute forcing 128 bit encryption using the above mentioned network:
340,282,366,920,938,000,000,000,000,000,000,000,000 (combinations) / 245000000000 (combinations / sec) = 1388907620085461224448.97959183673 (seconds)
To get years:
1388907620085461224448.97959183673 / 60 (seconds in a minute) / 60 (minutes in an hour) / 24 (hours in a day) / 365.242199 (days in a year) = 4401276665436.75049679347079904115 (years).

Now, can you stop saying that it can be brute forced (cracked)?

Apart from that I have pretty much ruled out what I needed to for myself... Best of luck to you fl00d3d.

One thing that I think is worse than someone who is full of it, is someone who can't admit that they are wrong when WRONG is looking them in the eye!

Subject: What's being done to stop cheats
Posted by destruktv on Mon, 15 Sep 2003 18:42:22 GMT
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This is interesting if you are still not convinced that it can't be cracked fl00d3d.

Currently, specialized computers can crack a DES key after several hours of number crunching, NIST said.

Assuming that someone built a machine that could crack a DES key in one second, it would still take that machine 149 trillion years to crack a 128-bit key, according to NIST.

http://csrc.nist.gov/CryptoToolkit/aes/aesfact.html - Find the above information
http://www.nist.gov/ - Information on NIST

*Maybe this whole institute is full of idiots?
*149 trillion years? Not for fl00d3d, he can crack it by number crunching it himself (in his head)!

Can it be cracked fl00d3d?

Subject: What's being done to stop cheats
Posted by fl00d3d on Mon, 15 Sep 2003 19:25:43 GMT
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Now I know for a fact that you are arguing just for the sake of arguing!

Dude, I said VERY clearly that it was possible. Is it not? Everything is possible. Now, assuming everything you told me is true (because to be honest I quickly skimmed your post) that's quite an impressive algorithm. Perhaps with the invention of powerful computers we will save time. But I, by no means, claim to be able to crack that in my head. But thank you for the compliment!

Alrighty, last post here.

Nice talking with you.

Regards,

Subject: What's being done to stop cheats
Posted by DragonFg on Wed, 17 Sep 2003 16:49:35 GMT
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Are you calling him a crackhead?
Are you calling him a butthead? (crack?!)
Well all I have to say is LOL

I don't understand why someone would spend so much time and effert just to screw things up!
Why hack somebody at all unless you want to change how much of your money the bank thinks it has?

Not that I would do that :lookround:

Subject: What's being done to stop cheats
Posted by spreegem on Wed, 17 Sep 2003 21:16:10 GMT
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Will Renguard only work on dedicated servers?

Subject: Glad someone is doing something about the cheats!
Posted by Xerevix on Fri, 19 Sep 2003 03:44:13 GMT
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I'm glad someone is doing something about the cheaters on Renegade. It really ruins the game when someone joins, and kills 20 people with headshots without even taking a scratch. Anyway, good job!!

Subject: What's being done to stop cheats

Posted by [m69m77](#) on Tue, 30 Sep 2003 00:24:23 GMT
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so if i host a server and i am in it and it's not a dedacated server what do i use to keep the cheaters out ???

Subject: What's being done to stop cheats
Posted by [Blazer](#) on Tue, 30 Sep 2003 00:29:06 GMT
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m69m77so if i host a server and i am in it and it's not a dedacated server what do i use to keep the cheaters out ???

You are pretty much screwed. Non-dedicated servers do not create the logfile and remote admin abilities that the FDS does. If you are going to run a serious server, you must use the FDS.

Subject: What's being done to stop cheats
Posted by [EnderGate](#) on Tue, 30 Sep 2003 03:36:49 GMT
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m69m77so if i host a server and i am in it and it's not a dedacated server what do i use to keep the cheaters out ???

Only your assumptions...

Subject: What's being done to stop cheats
Posted by [[CK]Sibercat](#) on Tue, 30 Sep 2003 13:21:41 GMT
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 Crack HMMM

and Yes HEY fl00d3d   it me

What do i use to keep the cheaters out ???

Use your Firewall lol

Subject: What's being done to stop cheats
Posted by [HuskyTech](#) on Tue, 30 Sep 2003 16:00:47 GMT
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What is with this focus on encryption... if someone wants to find out how renguard ticks.. a little debuggering and good old assembly.. encrytion defeated :rolleyes: :rolleyes:

Subject: cheats
Posted by gumgum904 on Wed, 15 Oct 2003 00:43:13 GMT
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I WOULD BE glad to instal anything to stop cheaters.   Ive been accused of usin an aimbot   and something called   bighead to many times

---

Subject: What's being done to stop cheats
Posted by Cpax on Fri, 07 Nov 2003 04:54:23 GMT
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AhhhhGuys what you also have to focus on is hacking the sh*t out of these sites that publicize these cheats...That will probably teach them a lesson about publicizing cheats! Often in GSA there is some n00b asking for the link of sites where you can download cheats for Renegade...It pisses us off.

Also whoa Renguard sounds great! Finally its going to be like back in the day when the people playing Renegade didn't have to worry about cheaters.

Great Job Crimsson and her team!

Subject: What's being done to stop cheats
Posted by fl00d3d on Mon, 10 Nov 2003 14:24:17 GMT
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AHHHH HA HA!!!!

Cpax, whats up, buddy. ;-P

Subject: What's being done to stop cheats
Posted by KIRBY098 on Mon, 10 Nov 2003 14:36:32 GMT
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fl00d3d

Proof that every village needs an idiot.

 :rolleyes:

Subject: What's being done to stop cheats
Posted by fl00d3d on Mon, 10 Nov 2003 19:15:42 GMT

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Quote:fl00d3d

Proof that every village needs an idiot.

OH MY FUCKING GOD BAN THIS DUMBASS!!

Did I say anything bad? No.
Did I taunt anyone? No.
Did I violate any rules? No.

Did you come from left field just to hurl insults at me? YES, YOU DID!

You must seriously have a disfunction. You are an embarassment to the armed forces (IF you even served). Leave me the fuck alone you asshole. And stop INTENTIONALLY trying to piss me off and start an argument. Seriously, Crimson, tell him to stfu. I didn't do anything wrong. *sighs*

Subject: What's being done to stop cheats
Posted by KIRBY098 on Mon, 10 Nov 2003 19:18:00 GMT

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fl00d3dQuote:fl00d3d

Proof that every village needs an idiot.

OH MY FUCKING GOD BAN THIS DUMBASS!!

Did I say anything bad? No.
Did I taunt anyone? No.
Did I violate any rules? No.

Did you come from left field just to hurl insults at me? YES, YOU DID!

You must seriously have a disfunction. You are an embarassment to the armed forced (if you even served). Leave me the fuck alone you asshole.

If you'd like, I can reference the 13,000 other reterded things you have posted in the rengaurd forum. On second thought, no.

I just want to hurl insults at you Gayspy boy.

Subject: What's being done to stop cheats
Posted by fl00d3d on Mon, 10 Nov 2003 19:20:08 GMT
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You just said so yourself:

Quote:I just want to hurl insults at you Gayspy boy.

Sounds like instigation. And what do my other posts have to do with what I just said above?
Ummm, nothing. So like I said, stfu.

Subject: What's being done to stop cheats
Posted by Javaxcx on Mon, 17 Nov 2003 02:08:23 GMT
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fl00d3dYou just said so yourself:

Quote:I just want to hurl insults at you Gayspy boy.

Sounds like instigation. And what do my other posts have to do with what I just said above?
Ummm, nothing. So like I said, stfu.

His signature already states that, you bi-polar hypocrite. Oh, again, I'm sorry for being invective. I
just don't care about your feelings.

Subject: What's being done to stop cheats
Posted by censor on Mon, 17 Nov 2003 02:30:24 GMT
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he;'s a bi-polar hypocrite and he don't like jugs. BUMBUMBUBMBUMBUMBUBMBUMBUM!!!!

that's the way we do it here

Subject: What's being done to stop cheats
Posted by censor on Mon, 17 Nov 2003 02:38:25 GMT
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Alrighty, last post here.Alrighty, last post here.Alrighty, last post here.Alrighty, last post
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