Subject: Anti-Cheat Mod
Posted by EnderGate on Mon, 01 Sep 2003 04:39:05 GMT
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The GSA Renegade Community has improved it's Anti-Cheat mod that not only blocks the .ddb file, but also the BH mod.

It has passed the testing stage and distribution has begun. We share this with the RenGuard team, in hopes your moderators will share d/l mirrors with you. That is if they are serious about saving and playing this as a fun, fair game...

EnderGate
http://www.ozclan.com (for more info)

Server Owners, we will not post it here out of respect for the owners and developers of RenGuard, but if you'd like to test it on your server, contact us.

Subject: Anti-Cheat Mod
Posted by Ferhago on Mon, 01 Sep 2003 15:05:09 GMT
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It blocks the objects ddb file? Then how are we gonna play renegade!

Subject: Anti-Cheat Mod
Posted by YSLMuffins on Tue, 02 Sep 2003 02:26:12 GMT
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I still don't understand how this works.

Subject: Anti-Cheat Mod
Posted by Titan1x77 on Tue, 02 Sep 2003 03:03:30 GMT
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a .pkg will be ignored...how does this work?

Subject: Anti-Cheat Mod
Posted by Jaspah on Tue, 02 Sep 2003 17:38:32 GMT
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I think it has all the Original Westwood maps, But with some other setting?

Subject: Anti-Cheat Mod
Posted by General Havoc on Tue, 02 Sep 2003 21:12:22 GMT
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PKG files don't read the objects.ddb or for that matter any things outside the PKG file - unlike MIX files.

Subject: Anti-Cheat Mod
Posted by bigejoe14 on Tue, 02 Sep 2003 22:04:03 GMT
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So this mod will only allow offcial maps to run on servers?

Subject: Anti-Cheat Mod
Posted by dufis791 on Wed, 03 Sep 2003 03:40:30 GMT
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oy, stoping cheaters will take to long..... some 1 needs to make a cheaters server to keep 'em out of our hair

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Subject: Anti-Cheat 2.1
Posted by EnderGate on Wed, 03 Sep 2003 05:03:32 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 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: Deliberately killing Renegade?

Posted by Wizard17 on Thu, 04 Sep 2003 14:47:17 GMT
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Yo,

Do I take it that the idiots that made the cheats designed them to DELIBERATELY kill Renegade? That is the inference that I get from the title the previous poster gave for the cheaters D/L. Too bad we cannot identify them and ban them from both WOL and Gamespy so all they are left with is single player. Bunch of lame asses!

I periodically hold LAN parties and we get a couple of "awfully good" people coming and I would like to be able to run the anti cheat software on my lanserver so there is no question that everyone is playing honestly. (I dont have the bandwidth or wherewithall to run a decent on-line server)

Thanks agasin for all the work on the anti-cheat software!

Subject: Anti-Cheat Mod
Posted by bigejoe14 on Thu, 04 Sep 2003 15:47:32 GMT
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I love how both sides of the community are working to stop the cheating/hacking.