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Subject: My question...

Posted by [destruktv](#) on Mon, 22 Sep 2003 14:46:47 GMT

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Crimson and Dante do you guys ever check your PMs?

Cheers,  
D.

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Subject: My question...

Posted by [Dante](#) on Mon, 22 Sep 2003 18:20:05 GMT

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PM's, whats that?

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Subject: My question...

Posted by [Sven](#) on Mon, 22 Sep 2003 18:50:54 GMT

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That tiny little link, right in the Header, almost in the center, reading 'Private Messages'

Yes, you should do that sometimes

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Subject: My question...

Posted by [Dante](#) on Tue, 23 Sep 2003 03:42:21 GMT

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too many to read, what do you want?

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Subject: My question...

Posted by [Sven](#) on Tue, 23 Sep 2003 08:42:22 GMT

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Then read this, please:

<http://www.n00bstories.com/renforums/viewtopic.php?t=7331&start=75>

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Subject: My question...

Posted by [Blazer](#) on Tue, 23 Sep 2003 14:36:31 GMT

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SvenThen read this, please:

<http://www.n00bstories.com/renforums/viewtopic.php?t=7331&start=75>

Instead of making him search another thread for the answer, just outright say "can I use your script which makes the ladder images"

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Subject: My question...

Posted by [destruktv](#) on Thu, 25 Sep 2003 13:29:38 GMT

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Was asking you a question Dante about renguard and offering to help in a particular area. I don't know if I should quote the message here publicly, it might give people ideas.

Cheers,  
D.

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Subject: My question...

Posted by [Blazer](#) on Thu, 25 Sep 2003 14:33:48 GMT

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Post away...if we code it right, RG should be beefy enough that it doesn't matter what ideas people get

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Subject: My question...

Posted by [destruktv](#) on Sat, 27 Sep 2003 06:48:02 GMT

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This is what the message content was:

One thing that is of interest to me in the sence of protecting RenGuard from crack/hack attempts is how it will handle a situation where someone finds out what the messages are that a client sends to the server and blocks the client using a f/w. They then create a program based on parts of your clients algorithm that sends the cheats clear, go ahead, data while using cheats. There are a few ways to inspect/modify the packets travelling by and even the client program directly on the run or when it is not running.

I believe I can throw in a couple of ideas on these issues and would be glad to help, if needed.

Cheers,  
D.

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Subject: My question...

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Posted by [Crimson](#) on Sat, 27 Sep 2003 15:56:42 GMT

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They already thought of that.

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Subject: My question...

Posted by [Blazer](#) on Sat, 27 Sep 2003 18:37:50 GMT

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As Crimmy said, we got that covered. I won't go into detail but lets just say that the info wont be easy to read, and it will also be random, so that a replay-attack won't be possible.

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Subject: My question...

Posted by [destruktv](#) on Sun, 28 Sep 2003 02:11:07 GMT

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Nice... Well the only way I can think of, to stop the playback attack in this scenario is by using cryptography and a nonce for communication between client and server. Thats the communication side of things, almost covered. The other aspect of the problem is protecting the program from reverse engineering. Protecting the program from a decompiler should be easy. However protecting the program from an OS level debugger can prove a challenge.

Don't get me wrong, just trying to be helpful.

Regards,  
D.

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Subject: My question...

Posted by [Blazer](#) on Sun, 28 Sep 2003 03:10:02 GMT

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All very good points. Thank you for the input. I'm trying to organize a meeting of the team members this weekend, and one of the things I will bring up are the release of some more details and information. Of course we don't want to reveal too much of how it works, since certain parties have lets us know that they intend to focus on bypassing it. No sense giving them a headstart.

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Subject: My question...

Posted by [destruktv](#) on Sun, 28 Sep 2003 03:36:32 GMT

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Well I seriously can't see any serious crackers aiming at cracking RenGuard. It would be mostly in the interest of script kiddies who like to cheat. If you look at the cheats and how they are made,

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you will find that most if not all of the cheats are made using RenTools and mod'ed skins. I'm surprised it took them so long to figure out how to cheat in Renegade full stop. I don't think any one of them has a chance against a smartly protected program. Thus I wouldn't worry too much, but I do know what you are saying, you can never be too cautious.

Either way, keep up the good work and if you need, ask anything of me and I'll help, either with theory or code.

Cheers,  
D.

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Subject: My question...

Posted by [Blazer](#) on Sun, 28 Sep 2003 03:51:40 GMT

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Yeah, all of the current renegade hacks are ones that could frankly be done by an eight-year old. All they are doing is file manipulation, nothing as complex as the various Counterstrike cheats that have come and gone. The #1 goal of the people who have stated they will attack RenGuard is not to actually cheat in Renegade, rather their main goal is just to ruin the game and kill the community off. The funny thing is those same people say that \*we\* are obsessed

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Subject: My question...

Posted by [destruktiv](#) on Sun, 28 Sep 2003 05:34:39 GMT

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"The funny thing is those same people say that \*we\* are obsessed" Blazer.

LOL, agreed.

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Subject: My question...

Posted by [EnderGate](#) on Mon, 29 Sep 2003 02:03:04 GMT

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EnderGate

No-one can do the impossible, anything is possible.

It is a shame, anytime something makes one happy; it makes another spiteful of that joy. Cheaters are akin to terrorists, in that they require an unfair advantage. They do not play by the rules or respects codes of ethics.

They will look back on their life with much regret before their demise, for cheating ones way

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through life, will cheat oneself of life.

The price of freedom is eternal vigilance, understanding that defeat never comes, until one admits it.

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