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Subject: Excluded Files

Posted by [gibberish](#) on Wed, 19 Nov 2003 19:51:25 GMT

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Quick question,

I am right in assuming that all of the cheats for renegade so far use .w3d files.

Hence all map files (mix or lsd's) are safe to allow?

Thanks,  
Gib

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Subject: Excluded Files

Posted by [Crimson](#) on Wed, 19 Nov 2003 20:32:04 GMT

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No, there are exploits with mix files as well.

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Subject: Excluded Files

Posted by [Jelly](#) on Sun, 21 Dec 2003 18:50:04 GMT

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Yes almost everything in Renegade can be exploited using a simple tool.

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Subject: Excluded Files

Posted by [Cpo64](#) on Sun, 21 Dec 2003 19:47:12 GMT

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gibberishQuick question,

I am right in assuming that all of the cheats for renegade so far use .w3d files.

Hence all map files (mix or lsd's) are safe to allow?

Thanks,  
Gib

CrimsonNo, there are exploits with mix files as well.

So, mix'es won't be allowed? o\_O

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Subject: Excluded Files

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Posted by [Crimson](#) on Sun, 21 Dec 2003 21:03:01 GMT

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They will be validated against known good unmodified files.

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Subject: Excluded Files

Posted by [Cpo64](#) on Sun, 21 Dec 2003 21:28:02 GMT

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Oh, okay.

What if the server runs a map that is not known to RG?

How do maps become known?

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Subject: Excluded Files

Posted by [Crimson](#) on Sun, 21 Dec 2003 22:49:22 GMT

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We have to have them if the players are going to have them. The maps need to be publically accessible, as in, hosted somewhere for download like renmaps.com, cncden.com, etc...

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Subject: Excluded Files

Posted by [Cpo64](#) on Mon, 22 Dec 2003 07:45:17 GMT

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Cpo64What if the server runs a map that is not known to RG?

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Subject: Excluded Files

Posted by [Crimson](#) on Mon, 22 Dec 2003 08:48:55 GMT

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If the server is running like C&C\_Dumbass.mix and you try to join, you'll be kicked for having an unknown file. I suppose the Server-side client should check all the maps in the rotation and make sure we have valid definitions for those maps in our database and provide a warning to the server owner.

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Subject: Excluded Files

Posted by [Nightma12](#) on Tue, 23 Dec 2003 13:46:27 GMT

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urm... ok that sucks i have some maps in my data folder that only me and a few friends have are you saying were gonna have to delete em?

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Subject: Excluded Files  
Posted by [Crimson](#) on Tue, 23 Dec 2003 17:24:03 GMT  
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If it's just you and your friends, then you don't really need RenGuard running when you play the maps, right?

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Subject: Excluded Files  
Posted by [rm5248](#) on Tue, 23 Dec 2003 18:41:59 GMT  
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i think that he means that if he has those files and the server doesn't, would it kick him because they were unknown?

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Subject: Excluded Files  
Posted by [mrpirate](#) on Tue, 23 Dec 2003 21:49:59 GMT  
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If that's the case, he could just keep the other maps in another dir until needed.

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Subject: Excluded Files  
Posted by [Nightma12](#) on Tue, 23 Dec 2003 22:26:41 GMT  
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mrpirateIf that's the case, he could just keep the other maps in another dir until needed.

ya but thats annoying how about have renguard move all the unknown files to a seperate dir when you join? a server for example if you join a pure mode server if moves all your skins to another dir and back again when you exit

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