Subject: In-game cheats
Posted by snipesimo on Sat, 27 Mar 2004 15:44:18 GMT
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This has probably been asked before, but due to a recent discovery I feel the need to ask again. Is there going to be anything done to prevent in-game command abuse? Last I heard, there wasn't. But this new exploit gives a player a very big unseen advantage. I was wondering if there could be a way to monitor the text typed when you type f8. Like have RG only inspect messages that are prefixed with f8 or ~ to see if they are in-valid. Then if it is an exploit command, it could notify the server RG to have the player removed.

Subject: In-game cheats
Posted by drunkill on Sat, 27 Mar 2004 15:47:54 GMT
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i dunno, i hope it will disalow you to use the vec edit...coz yeah.

Subject: Re: In-game cheats
Posted by mac on Sat, 27 Mar 2004 16:08:13 GMT
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snipesimoThis has probably been asked before, but due to a recent discovery I feel the need to ask again. Is there going to be anything done to prevent in-game command abuse? Last I heard, there wasn't. But this new exploit gives a player a very big unseen advantage. I was wondering if there could be a way to monitor the text typed when you type f8. Like have RG only inspect messages that are prefixed with f8 or ~ to see if they are in-valid. Then if it is an exploit command, it could notify the server RG to have the player removed.

Maybe for post-1.0 .. The feature set for 1.0 has been finalized.. It's something that would have to be done serverside.. no way to detect client console commands.

Subject: In-game cheats
Posted by snipesimo on Sat, 27 Mar 2004 16:14:18 GMT
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But what you are working on will prevent client-side commands, right?

Subject: In-game cheats
Posted by xptek_disabled on Sat, 27 Mar 2004 18:26:47 GMT
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Could you do something like renautocomplete where to you type ~... then it replaces it with

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~Renguard: Cheat detected or something like that?