
Subject: A few questions.

Posted by [ingram091](#) on Fri, 09 Apr 2004 10:18:27 GMT

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Any chance of a patch to have renguard work better with Dragonserv? I play regularly on HiTech2k the HazTeam server. We did a little testing today and we really got our DS messed up in process. They left it installed but turned it off for now.

Had problem with it kicking our mods randomly, and Some kind of repeating loop happening on all command sent from the commandbot. !identify !msg !rules public !Mods public.. ect all repeating like 3 or 4 times in loop. Once we turned renguard off it stopped.

Also congrats on getting the ingame monitoring working. we tried to alter the game in progress and it was blocked. This was a happy happy moment for me.

Lastly. I'm a little worried about legal ramifications of making a product that was purchased from EA unusable, by your company. Is there a legal team working with you guys? If you modify a product to make it ban a legitimate owner of the product you can find yourself in trouble from EA if they get complaints about this activity. You are in a sence modifying their WOL network and you get to decide who to let in and who not to. Just something to think about.

As for me I welcome RenGuard, but I would like to see it end up as a server side only thing. Not requiring a client side download.

ok God sorry 1 more thing.

Is it possible to have a query command so the server can see a listing of the modification files on a players machine?

Like !queryclient or something like that. That would list the *.w3d files and such? At least then we can PM them and tell them what to remove to be allowed back in our system.

Thanks again for all your hard work. even now I can see it looks like a reality soon... Light at end of tunnel.. hehehe

Ingram.

Subject: A few questions.

Posted by [Aircraftkiller](#) on Fri, 09 Apr 2004 10:24:05 GMT

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No, we aren't. We're modifying who uses our servers and our bandwidth to connect to WOL.

You can connect to WOL without RenGuard. You chose to download the application, blaming us for that is like blaming spoons for making Rosie O'Donnell fat.

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Posted by [ingram091](#) on Fri, 09 Apr 2004 16:16:48 GMT

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Thanks ACK I kinda thought that too, But it was a question that was in back of my mind...

Hope to see ya again online, That was fun all in all.

Ingram.

Subject: A few questions.

Posted by [Crimson](#) on Fri, 09 Apr 2004 20:52:42 GMT

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We don't make your Renegade unusable. Server owners have every right to say who can connect to their bandwidth. If you don't want to use RenGuard or find yourself banned for trying to get around it, then use game2.exe and renguard isn't launched at all.

If the writers of the server moderation products don't work with us, then we will have to try and figure it out on our own. We were under the impression that DS was only used on Black Cell servers and they have expressed no desire to use RenGuard and instead prefer to keep cheaters out using the old method of trying to catch them all, so we don't know what they're doing to the logfiles that's giving us trouble trying to read it.

Subject: A few questions.

Posted by [ingram091](#) on Fri, 09 Apr 2004 22:40:39 GMT

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Understood. Thanks guys you really are top notch.

I'm just and old fart that plays when I get a chance. And BC and HT have been my home for a while now. Just used to em I guess. hehehe But I'll live with that if they do not adapt to your program.

And I hope I did not offend you with the legal question. I was only curious as something similar happened way back in the early 90s with duke nukem, and it was a real mess. I agree the product out of the box still works, it is up to the user to install something for anticheat or not.

Thanks again.

ingram
