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Subject: Identifying a player using RG

Posted by [spy](#) on Thu, 15 Jul 2004 17:16:25 GMT

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Hi there.

I think you all know the common situation on a server not running Renguard. There is a good player with high skill and lots of practice simply owning the players that aren't that good. It's just a matter of time until some of the not so good guy start to yell "cheater". As always, more and more people hop into the boat and after a while each and everyone but the good players cry "cheat, cheat, cheat, ban him!". This is the point where the mod has to do something because of the excessive flood of blue messages and the never ending flow of "yo"s. He might either kick the alleged cheater and really hit a cheater or he might as well kick the guy and ruin the fun of a highly skilled person. If he doesn't kick it'll be the mod who's the bad guy and a lot of people will send complaints about "kicking innocent players from the server for no reason" and "excessive use of mod rights" to the leader or directly start to insult the admin. So you need a way to test a player. To be more specific: test whether the player has Renguard installed or not. This is my idea how that could be done:

[Host/Mod/Player]: !test spy

[Renguard of spy]: Player spy is using Renguard version 1.03 and is NOT cheating.

This is all shown in public chat so everyone sees it, now all you need is teach Renguard to reply immediately (to prevent someone from simply pasting that phrase) plus maybe an unique code of each message that can not be faked. Maybe a timestamp from the Renguard servers time or better from the Renguard server network or simply the time in GMT. You might also use a combination of special characters at the end that is different every time (so you easily see if someone simply pastes the message twice). All you had to maintain was that no one is able to install a script that automatically answers instead of Renguard. But even IF someone managed to create such a script that would mean the guy is really into the stuff and knows how the system works, what would really decrease the number of possible persons who could have made something.

[Host/Mod/Player]: !test spy

[Renguard of spy]: Player spy is using Renguard version 1.03 and is NOT cheating. Time (GMT): 18:25:02. <random combination here or the name of the server admin>

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