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Subject: Re: Renguard not needed to play Renegade  
Posted by [Kanezor](#) on Wed, 26 Oct 2005 19:06:13 GMT  
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light wrote on Wed, 26 October 2005 04:11Goztow wrote on Wed, 26 October 2005 02:32The fact that a message that can be changed by server owners says "xxxxx is NOT using renguard and therefor COULD be cheating" could make people believe they need ti to play on that server and that's quite correct! So I don't see any desinformation there. the server owner just warns you that you need it to play there but that he's tolerating you not using it at the moment...

I'm afraid I have to disagree there. That message doesn't say to me "you need to get renguard" it says "you will be suspected when you get a good shot more than an RG user would be suspected" That is because the server owner has modified their bot to tell you that particular message, instead of the default. I don't remember exactly what the default message is for BRenBot, but I do know that's not it.

light wrote on Wed, 26 October 2005 04:11The server owner isnt "tolerating you", if he made his server full-RG, it would probably spend most of its time empty. He is allowing half-RG players because he recognises not everyone runs RG, and not all non-RG users hack. That might be. But the fact of the matter is, it's the server owner that chooses to let you not run RenGuard in order to connect to their server.

light wrote on Wed, 26 October 2005 04:11Besides, isn't the message built into the bots themselves, and runs on half-RG mode, regardless of host preference? I do believe you can remove the messages one way or another.

light wrote on Wed, 26 October 2005 04:11As for the original point: RG is encouraged by some server owners and by some community members, but there are a lot of servers that don't require RenGuard for you to play. That's my point exactly. The server owners choose whether or not they want to have RenGuard-protected servers. You choose whether or not you want to be protected by RenGuard.

light wrote on Wed, 26 October 2005 05:36You can argue the merits of the assumption RG can be bypassed, but I am yet to see a 100% anti-cheat system, anywhere. I'm not going to speak for others around here, but I'm also not going to beat around the bush. RenGuard can be bypassed. Any system can be bypassed if you have sufficient knowledge, but that doesn't change the fact that it rarely does get bypassed. If everyone and their dog knew how to bypass it, then surely everyone and their dog would bypass it? Maybe if you play on a LOT of servers at the right time, you might find two or three times per day you that has bypassed it. But out of the several hundred RenGuard users every day, that's less than 1%. And yes, there are people that can still consistently get much-better-than-average headshots on people while running RenGuard. I can almost guarantee you that if they haven't already been banned from the server, then they either can pass every test you give them, or they have a lot of sway with the server's owner.

And, that also doesn't stop the fact that for any true bypass to work, the user must not be banned from the RenGuard network. So, if you know someone that is consistently (and provably) bypassing RenGuard, let a member of the RenGuard team know. They have the tools necessary to look into the matter and they will take action if needed. If the user cannot connect to the RenGuard network, then they cannot bypass RenGuard. Also, if you know of a method of

bypassing RenGuard, then let the RenGuard team know of that too. RenGuard 1.04 is being actively developed, and action will be taken to fix any bypass you mention (especially if it has not already been fixed).

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