
Subject: Re: Proxy

Posted by [Blazer](#) on Mon, 18 Dec 2006 19:41:23 GMT

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The sad truth is that *anything* on or in a computer system can be hacked, given enough skill and time to do so. It is impossible for RenGuard, or any other product, to stop someone with intimate knowledge of x86 assembly and the windows kernel. For example, the only other anti-cheat software that I know of, "PunkBuster" is routinely bypassed by a select few. Another example is Microsoft's "Genuine Advantage". Yet another example is things like hacked XBoxes, hacked DirecTV satellite cards, etc. All of these are super-secure systems, yet they are often bypassed by people who have the skill to do so, but they also usually have a burning interest in the bypass. For the directv hackers, its free movies or porn, for xbox hackers, its free games.

As far as I know, 0x90 doesn't play Renegade at all, which is why I wondered what his motivation was in creating and distributing RenGuard bypasses. I have not talked to him on MSN yet, but I suspect that his motives may be simply to "force" us to make RenGuard better. Sadly though as I mentioned, no matter how good it is, someone like him can still get around it.

Note that this does not mean that RenGuard is useless. The average n00b gamer does not know x86 assembly, windows APIs, and certainly has no desire to hack their windows kernel just so they can load up some bigheads and cheat at Renegade.

RenGuard 1.04 goes a long way towards blocking things that 1.03 does not, as well as less bugs, more features, and complete compatibility with all systems. Someone like 0x90 will always be a problem though, as I said anything on a computer can be hacked, hopefully RenGuard can make it a pain in the ass enough that it stops 99.9% of the cheating. If things get out of hand we can always start doing weekly updates to RenGuard - the bypassers would have to spend considerably more time re-bypassing than it takes us to update and release, so the cat and mouse game will continue until they just give up and leave us in peace.

There are lots of other things that help too, like the development of server-side cheat detection (the server simply does not allow WeaponX to do more than Y damage). Having the cheat detection in the server instead of the client gives the hackers less to work with.
