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Subject: Re: Proxy

Posted by [0x90](#) on Mon, 18 Dec 2006 20:57:53 GMT

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well said and full ack.

but, like i already said once about renguard1.04, dont expect me to spend so much time and work into bypassing this. i also have to earn my money to pay my apartment and all the other bills since i also got a "normal" reallife.

no one pays for renguard bypasses (yet)

there will only be a bypass if its (very) easy to do, but i really hope you wont do me that favour!

@msn: sorry for not beeing able to talk to me until now but i just never "caught" you online. im pretty sure we'll do this soon.

and for the serverside cheat detection. this will be one of the best things you can do to keep a game (almost) cheat free. its just like improving the renegade protocol which is -sadly- very bad and it just invites people to cheat. just like the damage-handling: the client tells the server how much damage it did to which object. thats stupid and normally an absolute "no go".

but who cares.. you just cant change this now anyways.

but this serverside system like dragonguard is a good idea. it should be easy to detect if a player with a specific weapon is doing more damage (from a larger distance and so on) than hes allowed to.

though this still wont help against aimbot/esp/wallhack and other clientside "modifications". so a new renguard is still needed.

regards from germany,

0x90

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