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Subject: Re: A challenge.

Posted by [Blazer](#) on Thu, 07 Jun 2007 11:28:58 GMT

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FYI Renguard functions almost exactly the same way that PunkBuster does. PB does have the advantage of being compiled into the games it protects. RG does a great job for being an external application. Most of the problems that people have with RG have nothing to do with its anti-cheat functionality, but rather little things that bite developers on the ass later, like differences between operating system versions, random device drivers moving things around in memory, etc.

I believe that full advantage should be taken of server-side anti-cheat solutions like BIATCH. Sadly there are some things that can only be checked client-side, which is why programs like RenGuard, PunkBuster, ValveAntiCheat, etc exist.

Is there room for improvement with RG? Definitely there is, and we are working on it, not only improving the anti-cheat functionality, but working out the bugs in the UI and backend network. It's a huge task really, and we (BHS and BI) can only work on it in our free time, because as much as we all love Renegade, we still have to work real jobs to pay our bills - which include the bills that pay for the renguard network servers, and even this very server that this forum is on.

I guess in a roundabout way, I'm trying to say that I wish people would realize just how much work goes into, and has gone into RenGuard, and it stings a bit when you put your extra time into this thing, for the good of the game, and the very people you are trying to help come and bite your head off.

I don't think anyone should seriously try to build a better RG, but this challenge should at least make you think, and hopefully realize all of the problems that RG tries to address. Before you think you can do better, really think about it. Can you code in C? Do you have intimate knowledge of the Renegade game engine and functions? Can you build windows applications? Are you familiar with encryption protocols and methods? Can you build a stable application with 0 bugs? Are you sure? That works on Windows98, 2000, 2003, Vista? 64Bit? Do you have dedicated servers to run the backend network on? What backend network - where are you going to store the data for bans, data segment/file hashes, etc? Is it fault tolerant? Do you have well thought out, documented protocol specs?

The list can go on and on. Its easy to say "LOL RG sucks I could write something better in VB". But seriously try to launch a bug free windows app that has to run flawlessly on thousands of computers running a myriad of operating systems and inconceivable setups with a bulletproof backend network and database, and then see how you look at it. It is no simple task....

I hope thinking about all of this makes some people understand that A) A lot of work went into/goes into RG B) It's not a simple system that anyone could code up in a day and never have a problem. Believe me I would LOVE to see products that are coded right the first time, and then only have to work on adding new features, but it just doesn't happen in the software world. Just making a calendar application would be a pain, now imagine that it is way more complex than that, and on top of having to make it work for everyone, you have some people who are constantly trying to hack it and break it...sometimes it almost seems not worth it, but we keep at it because we love this damn game and just want everyone to have fun playing it fairly.

Ah well, nobody is going to read this fucking post anyway. "too much text"...FFS please take your A.D.D pills

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