Subject: Could It Work? Posted by destruktv on Sat, 27 Sep 2003 12:37:49 GMT View Forum Message <> Reply to Message

A very basic appriach, any script kiddie would try that first . I'd be surprised if the Renguard team had not covered that. The best way to check what the directory of the (executing) Renegade process is, is ofcourse in its runtime state.

CreateProcess(LPCWSTR lpszImageName, LPCWSTR lpszCmdLine, LPSECURITY\_ATTRIBUTES lpsaProcess, LPSECURITY\_ATTRIBUTES lpsaThread, BOOL fInheritHandles, DWORD fdwCreate, LPVOID lpvEnvironment, LPWSTR lpszCurDir, LPSTARTUPINFOW lpsiStartInfo, LPPROCESS\_INFORMATION lppiProcInfo);

The above API function's first parameter by default when windows creates a process specifies the full path and filename of the module (executable) to execute. This parameter can easily be checked to determine (running) Renegade's directory.

Ofcourse there are other issues that need to be considered even after that, but to bypass this, we already require some skills that most "lame kids who cheat" don't have.

Command and Conquer: Renegade Official Forums

Cheers,

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