
Subject: Re: what accountability?

Posted by [spotelmo](#) on Fri, 19 Dec 2003 14:29:13 GMT

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Scorpio9aspotelmowhat sort of accountability/assurances are you offering that when they download renguard they are not putting malicious code on their computers?

i've known the people associated with this project for a long time and can say i trust them as much as possible considering i've never actually met them face to face, but, this is still client side/server side app which if done by unscrupulous people can permanently damage someone's computer or transmit information to the 'master server' which the owner does not want transmitted.

you've already stated that things like serial numbers are transmitted to the server. you say it's encrypted before transmit and i believe you, but what assurances do people have that it is not de-encrypted on the other end or that other info can't/won't be sent?

i assume you are not going to put your source code out there for everyone to see(that would be stupid on your part).

the easy answer on your part would of course be to say "if you don't trust us, screw you don't install and then see how many good games you can get into"

i of course am as excited as most other people about this app and applaud the work you have all done. perhaps it's just that i'm used to some accountability being required anytime something is created that can affect so many people.

perhaps if you could offer some sort of 'real' contact point? i.e. a phone number or address or p.o. box or a real name or two. just something to assure people that they are not installing something on their computers that transmits data to a third party which was made by a group of anonymous people on the web.

i wouldn't want to set you guys up for a bunch of unwanted spam or even real threats to your safety, just maybe if you could think about what i've said and come up with something acceptable to you all.

i realize none of you are making any money off this but it is still a good business practice to provide some accountability and recourse to your 'customers'.

thanks and again, great work!

spot

The serial encryption is only a 1 way encryption, meaning we can't decrypt it, it isn't even possible to do that at all for security reasons, and besides

give me a good reason why we would want to get the serial keys from you?

The serial key is used to identify a person, nothing more.

We are not transmitting passwords and such to the RenGuard server, only Renegade related info is sent to the renguard server.

The source code of RenGuard will not be available, like you said, that would be pretty stupid.

Every version of RenGuard will be heavily tested before we release it to make sure nothing critical can happen to your pc by RenGuard.

I don't know about that real contact thing, that would be something that an other person on the team could answer, but by giving our real name's shouldn't help much, besides almost everyone that know's us knows our real name's.

if you created the algorithn that encrypted it, then yes you can decrypt it.
as for heavily testing, i'm sure you would test it and i trust that the people named would not try anything funny. but, what about the average player who doesn't know any of you? how does he know that you or someone on your team isn't some wse reject out to destroy the cyber world?
as for what is being transmitted, how would we know(without some intensive detective work which most players wouldn't know how to do) that what you say you are transmitting is what you are actually transmitting?

i, for one, do know many of your real names. but, many players may not know anything except that they got a pop up saying they need something called renguard to play on any good servers.

do you get what i'm getting at?
