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Subject: Question

Posted by [Blazer](#) on Mon, 22 Dec 2003 03:02:22 GMT

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JellyThis and XQZ style can both have built in wallhacks which as us modders know is a very simple thing to do. Do you think Renguard can stop something such as this since MD5 checksums and so forth will not work

The current wallhacks in use employ modified w3d's of the levels. There is also a "transparent wall hack" which turns all the textures to alpha blend, which doesnt allow you to shoot through them, but does allow you to see through everything. RenGuard will block any w3d mods to stop these kinds of hacks. As far as the hacks you mentioned, if you know anything about CS/Halflife hacks in general (and it sounds like you do), then you should know it is exponentially easier to hook into the HL engine than Renegade. Nothing is impossible to do of course, but to make an auto aimbot for Renegade that functioned as well as the CS ones do, would take more effort than I believe anyone is willing to expend. And, if any obvious cheats come up once RenGuard is out, we will be here to modify it to stop it, meanwhile the global ban list will also keep cheaters from ruining our games.

Note to everyone, please don't flame Jelly, he brings up a valid point, and I am happy to answer any questions about RG and discuss possible exploits.

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