Subject: Crimson, There is one hack for Renegade you forgot about...
Posted by cRaNz0r on Fri, 09 Apr 2004 02:18:08 GMT
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The name of this hack is called "bones". Some people are using it in public servers and they think they can get away with it. I'm telling you this so you can eliminate it. It comes as a .ini file that they put in their data folder, where you are able to change the damage radius when shooting in a tank, or as a character. So if they set it up high they can hit you in the leg, but it will kill you as if it were a headshot. If you wondering how i know this, well..some people i know use this and they told me how they use it..I don't want cheaters on renegade at all, so im doing this for the benifit for everyone. Please remove this cheat. The problem about this hack, is everyone already has it basically, its a file thats encypted into the always.dat file, so what I'm thinking is you can make a programs that only lets that file set the damage radius to a certain amount, and that you cannot change it. And if someone does change it, Renguard can detect it. Thank you Crimson, good job on Renguard, and thank you to everyone else that worked on it too.