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Subject: WTF ??? Renguard hacked ?

Posted by [Crimson](#) on Sat, 29 May 2004 23:50:44 GMT

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The RenEvo SSC, bugs I've found in the last 18 hours:

- Does not allow after kick, meaning people are banned from the server (HUGE PROBLEM)
- Quite often it crashes when it's launched. I had luck launching from command line instead of shortcut.
- Random lockups which prevent it from protecting the server
- Only scans every 60 seconds meaning that players have plenty of time to cheat before they're kicked
- doing a player\_info often causes it to do dozens of them in rapid fire succession which sometimes crashes the FDS
- keeps binding and unbinding players from the server which messes up my player counts
- Doesn't send map rotation or MOTD id to the master server which prevents hosts from having an MOTD and any information about map rotations like other servers have.

BHS SSC bugs:

- starting it with a lot of players in the server who need to be kicked can cause it to crash the FDS

Yeah, that's the same.

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