Subject: Suggestion
Posted by liberator on Mon, 19 Apr 2004 23:42:02 GMT
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I have a new suggestion for Renguard.

Fix the bug that kills any instance of Renegade started by GameSpy.

Subject: Suggestion
Posted by mac on Tue, 20 Apr 2004 07:01:00 GMT
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Not a bug. You MUST start renegade though RenGuard. That's a requirement by design.

Subject: Suggestion
Posted by weesheep on Tue, 20 Apr 2004 14:19:09 GMT
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I understand that is how RG was designed but I for one would actually prefer RG to be a stand alone application that runs separately from Renegade. At the moment I have 2 Renegade icons on my desktop one points to the RG game.exe the other points to the original game.exe.

I don't think that is a particularly good way to do it and would prefer an option that allowed me to choose if RG should be intergrated with Renegade or not.

Subject: Suggestion
Posted by mac on Tue, 20 Apr 2004 14:26:08 GMT
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Only the instance by RenGuard can connect to RenGuard enabled servers. We can't change that now.

If you want to start Renegade without RenGuard, use game2.exe for your shortcut link.

Subject: Suggestion
Posted by Slash0x on Tue, 20 Apr 2004 14:32:35 GMT
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Maybe edit the code, so when the program is set to "run", it just restarts itself so that it disables the hold up.

Subject: Suggestion
Posted by mac on Tue, 20 Apr 2004 15:40:20 GMT
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Slash0xMaybe edit the code, so when the program is set to "run", it just restarts itself so that it disables the hold up.

huh? You dont understand. RenGuard acts as a wrapper for renegade. Most security on client side is based on that. You can't just edit the code, you loose all security by it.

Only the copy launched by RenGuard is authorized. It kills any other running renegade process because its unauthorized. This is what a normal "cheater" would try.

Subject: Suggestion
Posted by liberator on Tue, 20 Apr 2004 17:57:20 GMT
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How about, instead of integrating it so heavily into the instance of Renegade, you make it like a firewall that checks all incoming and outgoing data that Renegade sends. You'd get the same level of protection against the big cheats like FR and still maintain some of the customizability of Renegade.

That's the main complaint I've seen about RenGuard. The way it is so tightly integrated into Renegade.

Subject: Suggestion
Posted by mac on Tue, 20 Apr 2004 18:40:04 GMT
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liberatorHow about, instead of integrating it so heavily into the instance of Renegade, you make it like a firewall that checks all incoming and outgoing data that Renegade sends. You'd get the same level of protection against the big cheats like FR and still maintain some of the customizability of Renegade.

That's the main complaint I've seen about RenGuard. The way it is so tightly integrated into Renegade.

A firewall can't detect what running instance is valid, and what not..

starting the game though the wrapper is the only reliable way...

Subject: Suggestion
Posted by Drkpwn3r on Tue, 20 Apr 2004 18:46:07 GMT
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Yep...I prefer it how it is now, I tend to trust things that I know are more secure

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Subject: Suggestion
Posted by liberator on Tue, 20 Apr 2004 19:15:29 GMT
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But who are you to say which is "valid"?

An instance of Ren started from GSA is just as "valid" from the perspective of the player as one started from RegGuard.

That's what has got many up in arms over Renguard, you are deciding which processes are "valid" on their computers which is contrary to the way it should be.

Subject: Suggestion
Posted by exnyte on Tue, 20 Apr 2004 19:43:59 GMT
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You don't seem to be getting it. In order for RenGuard to work, it must wrap itself around the instance of Renegade it creates. It kills all other instances of Renegade because when RenGuard is running, only the instance that RenGuard creates of Renegade is "valid" at that time. If you want to join a RenGuard enabled server, the only instance that would be "valid" would be the instance that RenGuard produced. If you want to join a non-RenGuard server, then just don't load RenGuard. Instead, load game2.exe in your Renegade directory without loading RenGuard at all. It will then not kill any instances of Renegade because it's not running.

Simple enough?

Subject: Suggestion
Posted by liberator on Tue, 20 Apr 2004 19:49:23 GMT
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I understand that, I'm just saying it can probably be done less invasively. I just asking for support for GSA at sometime in the future.

Subject: Suggestion
Posted by Drkpwn3r on Tue, 20 Apr 2004 19:53:32 GMT
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Is there not already support for GSA at this time?

Subject: Suggestion
Posted by Slash0x on Tue, 20 Apr 2004 19:56:30 GMT
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mac
huh? You dont understand. RenGuard acts as a wrapper for renegade. Most security on client side is based on that. You can't just edit the code, you loose all security by it.

Only the copy launched by RenGuard is authorized. It kills any other running renegade process because its unauthorized. This is what a normal "cheater" would try.

Okay now I get it. We can't just update it through the RG Update...too bad it wasn't easier, but I'm sure you guys will figure out other ways to make it all work to perfection.

Subject: Suggestion
Posted by kawolsky on Tue, 20 Apr 2004 19:57:11 GMT
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liberatorI understand that, I'm just saying it can probably be done less invasively. I just asking for support for GSA at sometime in the future.

it already supports gsa, dumbass

Subject: Suggestion
Posted by mac on Tue, 20 Apr 2004 20:32:17 GMT
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kawolskyliberatorI understand that, I'm just saying it can probably be done less invasively. I just asking for support for GSA at sometime in the future.

it already supports gsa, dumbass

Stop questioning our concept, if you do not understand it. We've spend months on the concept alone.

The process is seamless already. You launch GSA. You join a server. RenGuard pops up. RenGuard starts Renegade. That's it.

To make things even more seamless, you can enable the "auto start renegade on startup" option, that will launch renegade instantly. RenGuard will not even popup. What more do you want?

Subject: Suggestion
Posted by Try_lee on Tue, 20 Apr 2004 20:42:15 GMT
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Pink sheep that go meow when you milk them?

Subject: Suggestion
Posted by weesheep on Wed, 21 Apr 2004 01:34:41 GMT
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My original point was that I would personally like RG to be a 100% standalone anti-cheat software. I dont want to have to point to game2.exe just to launch Renegade without going through RG.

But that isn't likely to happen so never mind...

Subject: Suggestion
Posted by jonwil on Wed, 21 Apr 2004 03:39:13 GMT
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The reason that you have to start Renegade through RenGuard is that is the only way to gaurantee that the copy of Renegade that is running is the same one that is being "monitored" for cheats by RenGuard.

Subject: Suggestion
Posted by Dante on Wed, 21 Apr 2004 06:32:22 GMT
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i think you guys are missing HIS point.

he wants RG to terminate properly so when he hops servers, he doesn't have to go through a huge hassle with Rengaurd closing etc...