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Subject: Video for mac|1\*tc  
Posted by [zeph](#) on Sun, 04 Jul 2004 00:32:28 GMT  
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<http://gse.ceoclan.net/Zeph/Loser.wmv>

By the way, thanks Aircraftkiller, for banning me on n00bstories IRC for stating my opinion on Renalert.

Aircraftkiller: "Reborn sucks"  
Me: "Renalert sucks"  
BAN...

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Subject: Video for mac|1\*tc  
Posted by [\[HLOW\]Tomten](#) on Sun, 04 Jul 2004 10:12:03 GMT  
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video: lol  
ban: omg

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Subject: Video for mac|1\*tc  
Posted by [xptek\\_disabled](#) on Sun, 04 Jul 2004 10:20:18 GMT  
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See, this is the reason we don't get the dev version of BHS.dll.

mac + bhs.dll = abuse.

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Subject: Video for mac|1\*tc  
Posted by [Majiin Vegeta](#) on Sun, 04 Jul 2004 12:03:15 GMT  
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lol very good video.. shame for the constant stutering in it

why didnt anyone on Nod snipe mac from the sky!?

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Subject: Video for mac|1\*tc  
Posted by [zeph](#) on Sun, 04 Jul 2004 14:03:44 GMT  
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Majiin Vegetalol very good video.. shame for the constant stutering in it

---

why didnt anyone on Nod snipe mac from the sky!?

Yea, made with crappy Windows Media Player you know, got any suggestions for a better program?

---

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Subject: Video for mac|1\*tc  
Posted by [mac](#) on Sun, 04 Jul 2004 14:44:20 GMT  
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And what does it have todo with RenGuard? It's not a cheat, but a server side modification. Nothing RenGuard is supposed to block.

bhs.dll owns you, especially the dev version. There IS a reason why we wont include the dev commands that can interact with gameplay.. you see why

But the video is funny

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Subject: Video for mac|1\*tc  
Posted by [xptek\\_disabled](#) on Sun, 04 Jul 2004 16:53:26 GMT  
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JFW\_Flying\_Infantry is good for abuse..

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Subject: Video for mac|1\*tc  
Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 08:06:28 GMT  
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Reborn sucks, but that video does not. Quite humorous.

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Subject: Video for mac|1\*tc  
Posted by [icedog90](#) on Mon, 05 Jul 2004 08:36:47 GMT  
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LOL (at the video).

What program did you use to record? I know you didn't use Fraps (Fraps limits the FPS to 20 - 30).

---

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Subject: Video for mac|1\*tc  
Posted by [DanSolo](#) on Mon, 05 Jul 2004 14:29:53 GMT

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---

lol@video good stuff.

none of my business, but its not exactly responsible of mac to publicly show this in a public server, now people know it is possible, it will only be a matter of time before someone else releases a different version of this .dll, and it shows up in a clanwar....fantastic

Oh and good job on cussing Reborn Ack, your a real man. I know you have helped the community, but dont you think it is time to help and respect the entire "community" instead of the community as you see it. Someday renegade will be dead and you will loose all your "power", so enjoy it while you can hotshot.

---

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Subject: Video for mac|1\*tc  
Posted by [mac](#) on Mon, 05 Jul 2004 14:47:32 GMT  
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Noone releases a different version of the dll, because it is not available. Only BHS members have access to it.

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Subject: Video for mac|1\*tc  
Posted by [zeph](#) on Mon, 05 Jul 2004 21:52:00 GMT  
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icedog90LOL (at the video).

What program did you use to record? I know you didn't use Fraps (Fraps limits the FPS to 20 - 30).

The movie never goes above 25 FPS

---

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Subject: Video for mac|1\*tc  
Posted by [icedog90](#) on Tue, 06 Jul 2004 05:43:20 GMT  
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Really? I swore I saw it go up to 40 fps...

I just wish I knew a better program out there that didn't have a low frames per second limit.

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Subject: Re: Video for mac|1\*tc  
Posted by [gibberish](#) on Tue, 06 Jul 2004 06:19:54 GMT

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zephhttp://gse.ceoclan.net/Zeph/Loser.wmv

ROFL

Dude you really have got way to much time on your hands.

---

---

Subject: Video for mac|1\*tc

Posted by [gibberish](#) on Tue, 06 Jul 2004 06:59:30 GMT

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---

macNoone releases a different version of the dll, because it is not available. Only BHS members have access to it.

Sorry Mac I think you need to face the fact that this Pandora's box is already way open.

To be honest it was Silent Kane who opened it by releasing the GetPlayerName code. I don't know if he meant for it to get out and personally I feel that having it in the public domain probably is for the best.

But, I am afraid that a scripts.dll programmer with moderate skill can pretty much code any cheat they want and have it trigger on their player name.

A competent player with a very subtle server side cheat can appear to be a God without ever appearing to be cheating. Consider a cheat that increases the damage a player does by about 10 %.

Because games like renegade are very finely balanced, a small change in unit strength will have a useful effect.

Additionally I am pretty certain that a 10% advantage wouldn't be detected, because I coded this for Nod light tanks, (anyone in a Nod light tank on my server used to get a 10% damage bonus against other vehicles). I didn't see a single chat from either Nod or GDI about what was happening.

On a slightly more amusing note you could actually do the reverse and reduce the damage some players do, I doubt they would actually notice the effect but I guarentee they wouldn't do as well :twisted:

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Subject: Video for mac|1\*tc

Posted by [DanSolo](#) on Tue, 06 Jul 2004 07:59:45 GMT

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I agree Gibberish, now that this has been seen by the general public, it will only be a matter of time until it turns up.

Or maybe mac showed it on purpose, so that when it is released, it gives the renguard team more work to do

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Subject: Video for mac|1\*tc  
Posted by [Aircraftkiller](#) on Tue, 06 Jul 2004 08:06:19 GMT  
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Quote:Because games like renegade are very finely balanced,

LOL you must be kidding, please tell me you're kidding...

---

---

Subject: Video for mac|1\*tc  
Posted by [mac](#) on Tue, 06 Jul 2004 09:07:36 GMT  
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Note the difference between a server side "cheat" and a client side cheat. If I put a server side cheat on my server , others will eventually notice it, and your server will not be as popular agin.

Client side cheats, the ones that RenGuard blocks are far more dangerous..

gibberishmacNoone releases a different version of the dll, because it is not available. Only BHS members have access to it.

Sorry Mac I think you need to face the fact that this Pandora's box is already way open.

---

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Subject: Video for mac|1\*tc  
Posted by [DanSolo](#) on Tue, 06 Jul 2004 13:31:47 GMT  
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i can see your point that server side cheats are less popular but they are jsut as harmful for the community.

Ive played several clanwars on the map field, we started off well, taking their harvs and generally camping their base. Next thing we hear that our agt is under attack, so all of us are thinking that we let a stank past, within 4 seconds the agt was dead, and there was an apache with damage hack on, which flew under the map and killed the agt, and then the rest of our buildings, it instantly turned a guaranteed win for us into a loss. Both server side and client side cheats are as dangerous as each other, they can both ruin games.

For the majority of clans, the server side cheat is a big threat, espically on WOL where small games are hosted on home pcs. As Gibberish said the pandoras box is already open.

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Subject: Video for mac|1\*tc  
Posted by [mac](#) on Tue, 06 Jul 2004 15:43:47 GMT  
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When the need arises to check the server for known cheats, RenGuard will support it.

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Subject: Video for mac|1\*tc  
Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 17:14:20 GMT  
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Well. If i wanted to cheat it wouldnt increase the dmg on weapons. Its impossible, to tell, if youre cheating, when you have modded weapons. F/E the secondary pistol fire does 50 dmg or the Nod rifle does 25. The same thing is when you let your gun shoot 10% further than normal. To prevent people using that stuff you should make Renguard easy to activate on a non-dedi server. And ACK : GDI only is too strong on a few maps, especially the flying ones cuz the orca rapes every unit in CCR easily.

---

Subject: Video for mac|1\*tc  
Posted by [zeph](#) on Tue, 06 Jul 2004 17:29:52 GMT  
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---

Quote:HI2U! I R ICECREAM MAN!!  
<3 <3 <3

No you are not. ADMIN: Please remove his signature rights.

---

Subject: Video for mac|1\*tc  
Posted by [gibberish](#) on Tue, 06 Jul 2004 19:03:09 GMT  
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---

macClient side cheats, the ones that RenGuard blocks are far more dangerous..

Presumably you mean dangerous to the community as a whole.

However I believe the real "danger" of cheats is uncertainty, in that if someone kills you and you can't be sure if it was legit, its more of a problem than when you know they cheated. If you know they cheated you just ban them, however if your not sure you start suspecting all good players of cheating after a while.

From the uncertainty standpoint I think that server side cheats are equally dangerous, however there is a lot of stuff that can be done server side that simply can't be done client side.

Although I agree with your position about not releasing binary versions of the BHS development versions of scripts.dll I do not think there remains any significant advantage to keeping any Renegade "Tricks" secret because the only people you are really harming is those with a legitimate interest in enhancing the game.

With the code that has already been made public I could quite easily flood the community with server side hacks most of which would be pretty much undetectable and some of which I will guarantee are undetectable.

Note: I am defining undetectable to be undetectable to players assuming nothing special such as renguard is running on the server.

Additionally I see little point in Renguard enforcing cheat protection server side since a server admin can simply add themselves to the ignore list then run a client side cheat if they want.

Or for that matter they could just stop running renguard on their server.

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Subject: Video for mac|1\*tc  
Posted by [Crimson](#) on Tue, 06 Jul 2004 23:47:13 GMT  
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So play on servers you can trust... like the Pits.

---

---

Subject: Video for mac|1\*tc  
Posted by [DanSolo](#) on Wed, 07 Jul 2004 10:59:26 GMT  
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---

CrimsonSo play on servers you can trust... like the Pits.

Fair point, but it shouldnt get that far in the first place.

---

---

Subject: Video for mac|1\*tc  
Posted by [dead6re](#) on Wed, 07 Jul 2004 11:27:12 GMT  
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---

macWhen the need arises to check the server for known cheats, RenGuard will support it.

But why would you want to do that. If the server includes cheats, then every1 has the cheats. Plus theres no need to check it if its a fds. only ren ingame hosting that isnt so common as it used to be!

---

---

Subject: Video for mac|1\*tc

Posted by [gibberish](#) on Wed, 07 Jul 2004 18:41:01 GMT

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---

DanSoloFair point, but it shouldnt get that far in the first place.

This is my point.

Right now there is no way for you as a player to know that a given server isn't running a cheat.

The only thing you have today is trust in the server administrator.

I am not asking for anyone to do anything about the status quo I just want players to be aware of the situation.

---

Subject: Video for mac|1\*tc

Posted by [gibberish](#) on Wed, 07 Jul 2004 18:46:40 GMT

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dead6reBut why would you want to do that. If the server includes cheats, then every1 has the cheats. Plus theres no need to check it if its a fds. only ren ingame hosting that isnt so common as it used to be!

Ok let me give a clear example.

If I wanted to I could code a server side cheat similar to Final Ren; one shot kill against everything (Players, Tanks, Buildings)

Hell with server side I could code it so that I just shoot one of my buildings and all of the other teams players, tanks and buildings die instantly.

Additionally with the code that allows me to check usernames I could make it so that it confirms that the player name matches my name, so it doesn't work for anyone else.

This example is clearly dumb since no-one would play the game however it demonstrates the power of server side cheats.

---

Subject: Video for mac|1\*tc

Posted by [Twi\\$Ta](#) on Sat, 10 Jul 2004 17:59:03 GMT

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---

AircraftkillerReborn sucks, but that video does not. Quite humorous.

reborn > renalert

---

---



Subject: Video for mac|1\*tc

Posted by [Blazer](#) on Sat, 10 Jul 2004 23:08:13 GMT

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---

RenGuard was created to stop client-side cheats. We were and are not prepared to take on the responsibility of what a sever admin does with his own server. Even if we did that server admins can still !kick an enemy who is planting a beacon, etc...there is no way to stop the advantage a server admin can have when playing on their own server \*if\* they choose to abuse their privledges. Everyone has been in a game where the server admin shut down the server when his team lost their first building...see what I mean? How could RG "protect" against power like that

Moral of the story is don't play on crappy servers whose admins are abusive of their server admin powers.

---

Subject: Video for mac|1\*tc

Posted by [Sir Kane](#) on Sat, 10 Jul 2004 23:09:53 GMT

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---

gibberishTo be honest it was Silent Kane who opened it by releasing the GetPlayerName code.

Too bad I didn't release that. But other people did.  
So next time think twice before coming up with such assumptions.

---

Subject: Video for mac|1\*tc

Posted by [Ty.m.](#) on Sun, 11 Jul 2004 02:14:23 GMT

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---

Silent KanegibberishTo be honest it was Silent Kane who opened it by releasing the GetPlayerName code.

Too bad I didn't release that. But other people did.  
So next time think twice before coming up with such assumptions.

I swear, if you even try to fault me for that in any way..

---

Subject: Video for mac|1\*tc

Posted by [Blazer](#) on Sun, 11 Jul 2004 09:15:48 GMT

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---

Xptek, why do you ask to have your forum account removed, and then create a new one and make it obvious that it's you? :eh:

---

---

Subject: Video for mac|1\*tc  
Posted by [Sir Kane](#) on Sun, 11 Jul 2004 09:24:27 GMT  
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---

That's something completely different, n00b.

---

Subject: Video for mac|1\*tc  
Posted by [Ty.m.](#) on Sun, 11 Jul 2004 18:08:15 GMT  
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---

BlazerXptek, why do you ask to have your forum account removed, and then create a new one and make it obvious that it's you? :eh:

I have other one locked up as best as I can since you or Crimson can't be bothered to do it. But I'm not letting SK sit here and "OMG XPTEK LEAKORED MY SOURCE CODE" when I didn't do it.

Quote:That's something completely different, n00b.

Why do you feel the need to stick n00b after every damn post you make?

---

Subject: Video for mac|1\*tc  
Posted by [Blazer](#) on Mon, 12 Jul 2004 07:35:32 GMT  
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---

He didn't say you did, he said it was "someone else", and I happen to know that he didn't mean you

---

Subject: Video for mac|1\*tc  
Posted by [Ty.m.](#) on Mon, 12 Jul 2004 08:00:06 GMT  
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---

A certain member seems to enjoy using me as a scapegoat. I really can't be sure who you're talking about since 1/2 of you seem to think I'm a good person and the other's (namely Crimson) seem to think I'm the child of the devil.

---

Subject: Video for mac|1\*tc  
Posted by [Ty.m.](#) on Mon, 12 Jul 2004 08:12:34 GMT  
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---

gibberishDanSoloFair point, but it shouldnt get that far in the first place.

---

This is my point.

Right now there is no way for you as a player to know that a given server isn't running a cheat.

The only thing you have today is trust in the server administrator.

I am not asking for anyone to do anything about the status quo I just want players to be aware of the situation.

This has been a possibility long before the ID code got out. My servers have been running a "cheat" for quite a long time that turn admins into invincible chickens with uber high jump and extreme speed. This isn't abused but I'm sure an irresponsible server owner could find something horrible to do with it.

---

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Subject: Video for mac|1\*tc  
Posted by [Jaspah](#) on Mon, 12 Jul 2004 14:31:39 GMT  
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Ah, so that's what that cheat was. I played a game once where the admin had a chicken armed with a Obelisk. I was still wondering how he did that until now.

I wish my server had that, lol.

---

---

Subject: Video for mac|1\*tc  
Posted by [Sir Kane](#) on Mon, 12 Jul 2004 14:56:17 GMT  
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---

Ty.m.  
Why do you feel the need to stick n00b after every damn post you make?  
You'll find "n00b" in my posts when the meant person was acting n00b-ish.

---

---

Subject: Video for mac|1\*tc  
Posted by [Ty.m.](#) on Mon, 12 Jul 2004 18:55:10 GMT  
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---

j4S[p]Ah, so that's what that cheat was. I played a game once where the admin had a chicken armed with a Obelisk. I was still wondering how he did that until now.

I wish my server had that, lol.

Our chicken doesn't have an obelisk...

---

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Subject: Video for mac|1\*tc  
Posted by [renegay3](#) on Thu, 29 Jul 2004 09:05:43 GMT  
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back to the movie....

It is clear that whoever took it had a "clear scope" mod.

If this was on Black-cell, that person would at the least recieve a temp ban. I'm not sure about the rules on n00bstories servers...

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Subject: Video for mac|1\*tc  
Posted by [Twi\\$Ta](#) on Sun, 01 Aug 2004 21:30:15 GMT  
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why is clearscope a server, id use the regular scope if it didnt have that annoying green shit

---

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Subject: Video for mac|1\*tc  
Posted by [imortalfu](#) on Mon, 02 Aug 2004 06:20:11 GMT  
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Moderator - Linux FDS & RenGuard Forums  
Member # 26

What a choice moderator, and what a tear in interests. You work to keep cheating out of Renegade, cheating that you have no control over. Yet you enjoy cheating the way nobody else can, and the way nobody else can stop you. I bet you get off to the fact that you can cheat like you do (and dont call it anything but cheating, you are spawning flametanks out of thin air for your team because you are losing, regardless if it is your server or not you are ruining the game for someone else), I bet you were picked on in highschool because you were some kind of scrawny little pimblefaced nerd, and now you want the chance to do the same to ther people.

There are 3 types of people in this world, The people who walk on others, the people who get walked on, and the people who are kind of in the middle. You were probably the guy who got walked on all the time, and now you want to do the walking to get back at everyone, and your choice playfield to do it is in the safty of your own server, on your favorite game, using glorified cheats to make yourself some kind of godlike figure. And the only reason why people will never call you a n00b for it is because of your affiliation with Crimson and the gang at BHS. So go ahead and keep doing what your doing, you think there aren't people in the other comunities who aren't smart enough to replicate your precious bhs.dll files and to extrapolate new cheats from them, well your ignorance is only surpassed by the fact that you think it's fun to cheat, if only you can do it and nobody else. 10 bucks says that if someone does replicate this cheat and uses it against you in a game you will go apeshit, ban them, ban them from every RG server and ban any instances of there name from ever using RG or playing in a RG server.

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Subject: Video for mac|1\*tc  
Posted by [Weirdo](#) on Mon, 02 Aug 2004 07:21:37 GMT  
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Imortalfu:

I wasn't in the game, but looking at the movie, it looks more like he is just fooling around with his abilities then really using them to win the game. Like all those nuke and ion beacons at the same time.

Actually I find nothing wrong with playing like this. Westwood did a bit the same thing with the beta-testers, since they used the extra characters and the beta testers didn't know what was happening to them.

---

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Subject: Video for mac|1\*tc  
Posted by [imortalfu](#) on Mon, 02 Aug 2004 09:20:13 GMT  
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WeirdoImortalfu:

I wasn't in the game, but looking at the movie, it looks more like he is just fooling around with his abilities then really using them to win the game. Like all those nuke and ion beacons at the same time.

Actually I find nothing wrong with playing like this. Westwood did a bit the same thing with the beta-testers, since they used the extra characters and the beta testers didn't know what was happening to them.

Oh, so spawning like 7 flame tanks when his team was losing, he just let them sit there and was like "I AM ONLY TESTING THIS OUT"

---

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Subject: Video for mac|1\*tc  
Posted by [Weirdo](#) on Mon, 02 Aug 2004 09:31:08 GMT  
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---

imortalfuWeirdoImortalfu:

I wasn't in the game, but looking at the movie, it looks more like he is just fooling around with his abilities then really using them to win the game. Like all those nuke and ion beacons at the same time.

Actually I find nothing wrong with playing like this. Westwood did a bit the same thing with the beta-testers, since they used the extra characters and the beta testers didn't know what was happening to them.

Oh, so spawning like 7 flame tanks when his team was losing, he just let them sit there and was

like "I AM ONLY TESTING THIS OUT"

True, be if he really cared so much about winning, I think he could have won easy on his own, instead of organising a rush. Gaining all the points on his own.

---

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Subject: Video for mac|1\*tc

Posted by [Crimson](#) on Mon, 02 Aug 2004 21:56:30 GMT

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It was a non-laddered server and it was owned and operated by the lead for the RenGuard team, and a director of BlackHand Studios. He's not in this to cheat. These types of functionality can be used in custom maps to create different sorts of game modes, rewards, and functionality to give map makers more power than before.

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Subject: Video for mac|1\*tc

Posted by [chickendippers](#) on Tue, 03 Aug 2004 20:44:01 GMT

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LMAO Crazy! Is this a crazy video or a music video?

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Subject: Video for mac|1\*tc

Posted by [-|XS|-Scarface](#) on Thu, 05 Aug 2004 10:13:42 GMT

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Witch Server is that were you can fly?

Pleas tell me

---