
Subject: Cheaters & RenGuard?

Posted by [zunnie](#) on Tue, 24 Aug 2004 05:00:14 GMT

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This will scare the shit out of everyone i hope, and then they all download renguard asap. These videos were made just recently and guess what: RenGuard blocks them all ...

cheaters are n00bs correct?

But the people who refuse to run renguard on their servers are even bigger n00bs

Cheaters 'do something' to get their cheats, either make them theirselves (as easy as hell to do that unfortunately) or they look for them download them spread over all the net.

So, looking at it like this, in that way cheaters are more intelligent than server owners who dont run RenGuard i think.

I know exactly what you people are gonna say now and i'll quote it because ive heared that so many times:

Quote:We dont run RenGuard because the server stays empty then.

No shit Sherlock! For as long as there are servers without RenGuard people cant be assed to download RenGuard because they are lazy asses with slow internet connections or an even more logic explanation is:

You can make cheats so freaking easily and the possibilities are unlimited LOL really. You can make a Medium Tank (or any other tank/infantry) do 10% (or more %) more damage to everything it hits for example, trust me: Thats a huge advantage... and guess what: You hardly notice the difference and people can get away with it easily laughing at all of you because they so called "owned you".

And the most funny thing is: RenGuard blocks it lol.

Im going to have to shock you guys before you FINALLY FUCKING FINALLY run RenGuard i guess. So have a look at these two videos shot by the infamous Cyberpunk as he calls himself on Renegade so sit back relax and enjoy this:

n00b cheats that are blocked by RG. [Part One] 25MB

n00b cheats that are blocked by RG. [Part Two] 34MB

Nice huh? I hope i scared the shit out of everyone with this, and something ironic: I hope people will start cheating because of this. Because an increase in cheaters seems to be the only way to get people to run RenGuard on their servers. Ironically..

And: Im not talking to any server owners in particular here, im talking in common here. So dont feel as if i attack you or something. This is just the truth.

Seeya on a RenGuard protected server. And for you who refuse to run it:

You Are An Ignorant Idiot

[zunnie]

Subject: Cheaters & RenGuard?
Posted by [PermaGrin](#) on Tue, 24 Aug 2004 05:28:35 GMT
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But your are attacking people. You are attacking the people that dont run RenGuard by calling them morons and idiots. Im sure thats the best approach to selling a product. :rolleyes:

Subject: Cheaters & RenGuard?
Posted by [Crimson](#) on Tue, 24 Aug 2004 05:54:29 GMT
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He's not selling it. No one is. He didn't make this video, he's just showing you who's playing in your servers while you think moderators are enough to protect it.

Subject: Cheaters & RenGuard?
Posted by [Alkaline](#) on Tue, 24 Aug 2004 06:05:04 GMT
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Seriously you rg server owners need to stfu :rolleyes: Your worse then those Jesus freaks at Mardi grass...

the rest of the server owners will run rg if they want, these cry baby posts won't do jack shit.

if we saw some jackass hacker doing this in game, obviously he would be banned :rolleyes:

rater not be 100% perfect full time protection (which not even RG does because I know for a fact rg network goes down and or ssc crashes) than not have anyone to play against.

Subject: Cheaters & RenGuard?
Posted by [PermaGrin](#) on Tue, 24 Aug 2004 07:14:09 GMT
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CrimsonHe's not selling it. No one is. He didn't make this video, he's just showing you who's playing in your servers while you think moderators are enough to protect it.

He is trying to use a scare tatic to get people to use RenGuard.

Subject: Cheaters & RenGuard?
Posted by [Crimson](#) on Tue, 24 Aug 2004 08:03:40 GMT
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It's not a "scare tactic". It's the truth. This guy obviously got away with cheating in this game for

quite some time... imagine how many others aren't being caught....

Subject: Cheaters & RenGuard?

Posted by [zunnie](#) on Tue, 24 Aug 2004 08:31:28 GMT

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CrimsonIt's not a "scare tactic". It's the truth. This guy obviously got away with cheating in this game for quite some time... imagine how many others aren't being caught....

Yea, thats my point.. Not every n00b uses the cheats like in the video, there are alot more subtle ways to cheat and trust me: Nobody will see the difference because you can easily hide it..... And RenGuard blocks it all and yet alot of server owners think they are 'well aware of cheats" .. lol.. . .

I bet even alot of good players get banned from servers for cheating because the mod got owned.

[zunnie]

Subject: Cheaters & RenGuard?

Posted by [ohnou812](#) on Tue, 24 Aug 2004 09:11:44 GMT

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Let's make this comparison. Door locks on a car keep honest people honest. If they weren't honest they would break the window on the car and take what they want anyway. Renguard on a server keeps honest people honest. As long as there are servers without Renguard there will be generally honest people that will cheat. Just my .02 cents!

Subject: Cheaters & RenGuard?

Posted by [stahlei](#) on Tue, 24 Aug 2004 09:41:21 GMT

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The cheaters themselfe are morons, there i agree. But i think server owners who do not use a full functional cheat protection are morons too. The biggest problem is, that you play a lot with kind and good players you think. And other players you think are cheater cause they own you. It makes a lot of mischief between the players if you cannot determine if they cheat or not. Whole clans are in war because of that mischief. With renguard there is no more crying like bigheader, damage hacker oder cheater.

The last very bad Reaction i had: I was playing on the german server of U-F, normally known as very kind and skilled players. Map was islands. I was in fron of the nod base with a med pounding a the hand. Besides of me there was a mrls attacking nod ref. "Suddenly" the nod ref was destroyed. U-F did a gmeover NOW. I asked why and they said there was a cheater in gdi who destroyed nod ref. But it wasn a cheater, it was a freaking mrls who shot at ref over a minuted

and no one in the nod base was interested in that fact.

I hate that mischief. Therefore i said to U-F: "I'll be back on your server if you install renguard".

Subject: Cheaters & RenGuard?

Posted by [snipesimo](#) on Tue, 24 Aug 2004 10:21:36 GMT

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I agree, shut up zunnie. I play on many servers that have valid reasons for not running RG. So stop trying to be Bush and blindly lead people into something with the scare stuff. Its not hard to know when someone is cheating with a % increase.

If you think ANYONE is a bigger n00b then a cheater, that just proves that you truly are THAT stupid.

But hey, thanks for insulting a couple hundred people before anyone even replied. I'm sure calling everyone who reads your post, including the ones that run RG, and ignorant idiot, will get you some well deserved respect. :rolleyes:

Subject: Cheaters & RenGuard?

Posted by [stahlei](#) on Tue, 24 Aug 2004 10:40:32 GMT

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No snipe, i disagree, you cannot really decide if someone does 10 or 20% more damage or is a skilled sniper who shoots a you with a pistol every time hitting your head. You are dead very fast in both cases. I often hear the ppl screaming cheater. Not at me, but at some skilled ppl in our clan...

Subject: Cheaters & RenGuard?

Posted by [Renx](#) on Tue, 24 Aug 2004 11:46:19 GMT

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No matter how he said it, he's still right. As long as there are servers that refuse to run renguard, the majority of ones that do will stay empty.

Subject: Cheaters & RenGuard?

Posted by [Xtrm2Matt](#) on Tue, 24 Aug 2004 12:13:03 GMT

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So basically, what your saying is, because I refuse to run RenGuard, because I like my populated server most of the day, that i'm a n00b? I tell you this. I don't take kind to cheats and cheaters. It was only yesterday when I banned another cheater from my server.

It's true, RenGuard does generally de-populate servers. Most people don't want to download RenGuard, most people don't trust it, most people just don't want it. I run it everytime I play Renegade, it doesn't mean to say that I play in RenGuard servers. Infact, most of the servers I play in don't run RenGuard! Only The Pits and the n00bstories servers do, as far as I'm aware.

You can't force a server owner to run RenGuard. Sure, you can bitch about it.. whine about it.. cry about it.. but at the end of the day; no-one cares! We pay for the servers, we run them, you don't. You can whine and bitch all you want about how sucky our servers are because we don't run RenGuard, but we pay for them, therefore we do whatever the fuck we want with them.

I have enough Moderators and Administrators both in-game and in IRC to run my server cheat-free without RenGuard. As I mentioned before, Moderators work in-game together. KoTPaine thought he saw a cheater, I immediatly checked it out within a minute of him questioning it (instant repair). Within that minute, I kicked and banned the cheater. I trust my Moderators and Administrators. If I didn't, I would probably run RenGuard. But no, hence I don't run RenGuard.

It's not the fact I don't like RenGuard, it's great. It's stopped the majority of the cheats, but the end of the day it will never stop all cheats available. But yes, the majority it will. People will always find a way around that, that doesn't bother me at all. Providing we keep our servers cheat-free, that's fine with me.

The only other reason I don't run RenGuard on my server is because it managed to clear my full capacity server (32 players..) in a matter of seconds because no-one downloaded, installed and ran RenGuard. I'm not going to force my players to download RenGuard, to be hoenst no-one can do that.

So yeah, until I don't trust my Moderators, I will keep my server RenGuard-free. I feel happy enough to leave my server without me anywhere near it, and my Moderators will gladly kick and ban all cheaters.

Subject: Cheaters & RenGuard?

Posted by [WNxTilly](#) on Tue, 24 Aug 2004 12:32:53 GMT

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I think everyone here all have valid points but I think what Zunnie is trying to say is.

As long as there are servers that don't run renguard people will never download it (or just run it) to play on a server that runs renguard.

I just wished that everyone just ran it because if you have it running it doesn't stop you from playing in normal servers so when you changed over to a rengaured server then there would be no problems cos you are already running it.

Please Please Please install and run renguard. This would solve so many of the problems that occur. For this reason I tend to only play in Renguarded server such as TFW, WNx and the FanMaps servers.

Tilly

Subject: Cheaters & RenGuard?

Posted by [JPNOD](#) on Tue, 24 Aug 2004 13:11:53 GMT

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The main reason why i stopped playing Ladder Games for ladder (LARGE servers) 50 player/40 ecta for the big points thats why i retired and made July 2004 as my last ladder whore run. And started playing SMOll games sometimes big games. Because ive had games.. were lets say GDI only has barracks. with 3 mins left. They are obviously out of money only bar. Then we get like '5 apc's wich own the inf with easy, 3 nukes back of bar gets disarmed in 1 sec. Most of the time Cheaters are on GDI too.

wich causes a loss.

anyways just my idea. Im not willing to run renguard my own and seeing other serves full. SMALL games are already hard to fill up. We all go run it.. and see what hapens then, if not well im just staying for that eventualy in a small game a cheater is easier to find.

Subject: Cheaters & RenGuard?

Posted by [JPNOD](#) on Tue, 24 Aug 2004 13:15:50 GMT

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oh and about the damage, like someone hosting's advantage is fair, I know that u can play on a dedi.. but there more to tweak with the renegade settings too. and that gave me scary conclusions

Subject: Cheaters & RenGuard?

Posted by [smwScott](#) on Tue, 24 Aug 2004 14:16:40 GMT

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There really is no point to be made here. It is no ones place but the server owners to decide what they run on their server. If they choose to run Ren Guard, then fine. If they choose to rely on moderator protection, then fine. If they choose to create a server that allows and encourages cheats, then fine. It is their server, their money, their fucking business. Everyone else is merely a guest in their server.

Telling someone they're morons for not running Ren Guard and that you think they should run Ren Guard is about like telling someone how you think they should decorate their house, and then start whining when they don't do it that way.

Not to mention that you are in no way forced to play on their server if you want to play online. There are many available options to choose from. If you choose to play on someones server then you should be prepared their way with their rules.

Subject: Cheaters & RenGuard?

Posted by [snipesimo](#) on Tue, 24 Aug 2004 16:55:58 GMT

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The reason I think its stupid to push for RenGuard right now is because there is currently no properly working SSC available besides closed source scripts.

MAYBE when BRenBot 1.36 is released, and there are no major bugs, you can do another push for this.

Not to mention the countless RG Spec problems that I have proposed to be fixed, and nothing.

Subject: Cheaters & RenGuard?

Posted by [cowmisfit](#) on Tue, 24 Aug 2004 17:29:11 GMT

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All those movies are sound to me, no video.

Subject: Cheaters & RenGuard?

Posted by [Homey](#) on Tue, 24 Aug 2004 17:33:30 GMT

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It is their servers, they can do as they wish. I personally don't RG on my old computer because it actually does slow it down slightly in renegade. So just because someone doesn't run RG on their pc, or server makes them an idiot?

Subject: Cheaters & RenGuard?

Posted by [Crimson](#) on Tue, 24 Aug 2004 17:38:18 GMT

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Relying on moderators to protect your server is like having a police force that won't respond to your 911 call until after you're dead. All the cheat detection force in the world doesn't stop the fact that the outcome of the game is already changed. That one vehicle he destroyed might have taken out the ref, which would have prevented someone from affording a Mobius... which would have prevented him from successfully beaconing the pedestal and defending it... every missed shot, every wrong step, can change the winner of a game.

And it IS my business when other servers don't run RenGuard. Because it's those servers that aren't encouraging gamers to download it. However, at a given time, only 10-20% of people using RenGuard are playing on servers that take advantage of it. That means that during the day there are 400-500 gamers who have taken their step to be cheat-free, but the server they like to play on isn't taking the next step to protect them.

There are currently 613 players logged into RenGuard, 150 of which are currently playing on

RenGuard-protected servers.

That means there are 463 players who are playing somewhere else. It could be that a lot of your community is already using it and you just don't know it.

I have made a couple posts in the Renguard MOTD encouraging those gamers to try out some RenGuarded servers instead of their usual one. I think it's working, because the numbers of players on protected servers have been increasing a lot lately.

And before you insult zunnie, he runs all of the "FANMAPS" servers and pays a couple hundred bucks a month to run them, and he's had a lot of success with them.

It is no fun for me to have to take time out of playing to investigate a cheater. I have more respect for my moderators than that. They are back in the good ol' days when you only had to kick tank theives, general rule breakers, and people who lose their temper.

BRenBot 1.35 works great for me...

Subject: Cheaters & RenGuard?

Posted by [snipesimo](#) on Tue, 24 Aug 2004 17:49:58 GMT

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I never at one point said moderating is better. I think when it comes to sniper servers, its pretty easy, but elsewhere it might be pretty hard. My point is the software is flawed, the system is flawed, and it doesn't even block all the cheats.

Sure, loads of people run RenGuard, but like you said, its useless if the servers don't. 15/16 players in a non-RG AoW server could be running RG, but the one player who isn't could be the one who is cheating.

The servers have every right not to run RG considering the state its in right now. Because when theres client problems, the server owners get blamed for starting to run RG.

Subject: Cheaters & RenGuard?

Posted by [Crimson](#) on Tue, 24 Aug 2004 17:59:52 GMT

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It takes 10 seconds.

[05:05] [@n00bsvr04]: Player mcloud354 joined the game

[05:06] [@n00bsvr04]: Host: mcloud354 is being kicked by RenGuard for: You need RenGuard to play on this server

[05:06] [@n00bsvr04]: Player mcloud354 left the game

[05:06] [@n00bsvr04]: mcloud354 was kicked

Knock off the lies.

Subject: Cheaters & RenGuard?
Posted by [snipesimo](#) on Tue, 24 Aug 2004 18:10:36 GMT
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My mistake, done and done. Removed.

Subject: Cheaters & RenGuard?
Posted by [Xtrm2Matt](#) on Tue, 24 Aug 2004 18:10:52 GMT
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Actually, that's not what my BRenBot says. It kinda says "ja must run rg to be here so begone" and it kicks them straight away.

Subject: Cheaters & RenGuard?
Posted by [Nightma12](#) on Tue, 24 Aug 2004 18:14:56 GMT
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thats because it pages them first

Subject: Cheaters & RenGuard?
Posted by [Blazer](#) on Tue, 24 Aug 2004 20:32:43 GMT
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Xtrm2MattInfact, most of the servers I play in don't run RenGuard! Only The Pits and the n00bstories servers do, as far as I'm aware.

Yesterday there were over 60 (sixty) servers running RG

Subject: Cheaters & RenGuard?
Posted by [YSLMuffins](#) on Tue, 24 Aug 2004 20:39:54 GMT
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The only reason why servers aren't populated is because there are servers without Renguard. If this attitude is kept up, people will just search for another server. But when there are no more servers without Renguard, players will finally start to use the program. So if you think about it, if you blame Renguard for depopulating your servers, you are actually blaming yourself, because you are contributing to the problem.

Renguard is flawed? The system doesn't block all cheats? I don't buy it. It's the moderating system that is flawed. How the hell are you supposed to pick out the cheater that randomly blows up vehicles on both teams, without a score jump at all? Or when beacons are magically disarmed? The ability to ban such obvious and idiotic cheaters only supports a false sense of security. A smart cheater isn't as much of an oxymoron as you think. It's the smart cheaters that can lurk past the moderating team.

That's why I haven't played in so long--I can't trust the majority of the teammates and opponents I don't know well to have such good sportsmanship, and it's just not enjoyable anymore. I am really itching to start up Renegade again, though, but if servers continue to choose to not require Renguard on their servers or only half solutions, then cheaters will still run rampant.

The only problem I see with Renguard is the SSC, and I just hope that this is resolved soon.

Subject: Cheaters & RenGuard?

Posted by [Blazer](#) on Tue, 24 Aug 2004 21:19:09 GMT

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Moderators are great at kicking obvious cheaters like ones witnessed blowing up a vehicle in one shot and the like. The REAL problem in Renegade today is the non-obvious cheaters. The ones that use bones.ini or object.ddb hacks that only give them a SLIGHT advantage. An example...yesterday I was playing in a non-RG server...I was a GDI soldier...full health, and met a Nod soldier in the tunnel...he had just a tiny sliver of red health left...could have spit on him and he would have died...we both started firing simulataneously. I killed him, which was not unexpected, but what WAS unexpected was that he killed me too! We both fell dead and said "lol"...but meanwhile Im thinking "why the hell didnt he die first?". I know that 3 bullets directly to my head would kill me, but one bullet in his foot should have taken him out...

Did I miss the first few shots?

Were his shots doing more damage than they should?

Was he using bones.ini so that his body shots counted as head shots?

If it were an RG server, there is no wondering anytime you die under questionable circumstances. I have seen people post in various forums, IRC, in-game chat etc that they prefer subtle cheats to the "OMG IM BLOWING UP EVERYTHING UNTIL I GET KICKED" tactic.

Think about this:

1. A repair gun that repairs 10% faster than normal.
2. Bullets that do 10% more damage than normal
3. Being able to see stealth from 600 meters
4. Having ALTERNATE fires for specific weapons that are one-shot kill

If you had all of the above....could any mod, or any player on your team notice you were cheating? Can anyone really tell that your tank is repairing that much quicker than the guy you are battling? Probably not but guess who will win the confrontation every time...the cheater.

Even if you are suspected of cheating, since you have your cheat weapons on the alt-fire, you can easily pass any "shoot me in the foot" tests and the like that mods perform on suspected cheaters.

How many times have you been sniped while stealth, or seen when you think you shouldn't have?

Its these subtle cheaters that are the true threat to fair gameplay. At least when someone is blowing up everything like that idiot in the video, he gets kicked and you think the game is fair again. These subtle cheaters never get noticed unless they admit it...so there you are busting your ass trying to help your team win the game, thinking its a fair fight...but all along the outcome is allready determined if there are undetectable cheaters in the game.

They WILL win...thats why they are using the subtle cheats...to win. The guys like in that video dont care about winning...they just want to piss people off...you can tell that guy thinks very highly of himself and he totally gets off on wreaking havoc and making people angry at having the game ruined. The subtle cheaters are a different animal. They don't want anyone to know they are cheating...they want to be sneaky, they want to win. Maybe they like being MVP, or having people think they are really good. Maybe they like killing people most of the time so they can say "haha I pwned you"...maybe they just like the thrill of knowing they have a secret advantage. Who knows, but I can assure you that people ARE using these subtle cheats, and there is NO way they can be stopped, except for either using RenGuard, or some sort of server-side code which examined the location, rate of fire, and damage level of every projectile fired.

RenGuard stops every cheat that guy in that video is using, but more importantly it blocks the cheats that you are NOT seeing. The ones that your teammate standing right next to you could be using and you not know about.

The #1 reason that non RG servers seem to be populated more than RG servers is that gamers are lazy...its nothing personal to any one of them, its just the nature of people in general, that if they can play something without downloading or installing, they will take the path of least resistance and play somewhere else. If Renegade did not have an auto-updater built in to update it to 1.037, I can guarantee there would be a lot of people still hosting and playing the unpatched version

Sadly theres not much we can do to change human behavior, but BHS will do everything we can to make the installation and use of RG as easy as possible. Our main goals are securing fair gameplay, fixing bugs, and adding majority-approved enhancements.

Subject: Cheaters & RenGuard?

Posted by [snipesimo](#) on Wed, 25 Aug 2004 02:25:50 GMT

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YSLMuffins

Renguard is flawed? The system doesn't block all cheats? I don't buy it.

Actually it doesn't block ALL cheats. But the ones it does block, it blocks perfectly. I can think of two cheats off the top of my head it doesn't stop. But hopefully in 1.1 it will.

Subject: Cheaters & RenGuard?
Posted by [Blazer](#) on Wed, 25 Aug 2004 02:54:46 GMT
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Hmmm...by all means let me know what these super cheats are

Subject: Cheaters & RenGuard?
Posted by [snipesimo](#) on Wed, 25 Aug 2004 04:25:21 GMT
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They are in no way super cheats. One of them sucks to use, and the other just gives a small sight advantage. They are both in-game f8 commands, so I think you already know that you need an auto-complete feature to block them. If you still don't know what I am talking about I can PM you the specifics.

Subject: Cheaters & RenGuard?
Posted by [mac](#) on Wed, 25 Aug 2004 04:35:59 GMT
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What might be needed are more reasons for server admins to run RenGuard. CP1 is a good way to promote that

Preparing a core patch1 info site mainly for server admins, which tells them the advantages of having CP1-enabled clients, which typically all use renguard. It'll have a server list where interested server admins can sign in, so others see how many like it.

Subject: Cheaters & RenGuard?
Posted by [terminator 101](#) on Wed, 25 Aug 2004 12:03:57 GMT
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Question: If many people are lazy to download the RenGuard, wouldn't it be possible to make the renguard an auto-download? Just like when you join any Half Life or UT servers, it automatically downloads any mods, maps that are on the server, and if you don't want to have the mod, you can stop the download, but you will not be able to play on that server. This sort of works like a virus, except it does no harm.

Subject: Cheaters & RenGuard?
Posted by [cheesesoda](#) on Wed, 25 Aug 2004 12:30:11 GMT
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If more and more servers would run RG, I would use RG. I have RG, and it's on my desktop, BUT the servers I moderate are the servers I play, and the servers I play don't run RenGuard. When I

get my server up (which looks like it's going to be pushed back another month due to the nice \$100 calculator I need for my algebra class) I will surely run RenGuard.

Subject: Cheaters & RenGuard?
Posted by [zunnie](#) on Wed, 25 Aug 2004 13:14:53 GMT
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Xtrm2MattActually, that's not what my BRenBot says. It kinda says "ja must run rg to be here so begone" and it kicks them straight away.

Thats how i like it actually. I put a timer on IRC that will do a Personal AdminMSG 1 second after they joined saying "RenGuard AntiCheat is Required here: Download it @ <http://www.RenGuard.com> or be kicked.", another timer will qkick them from the game 2 seconds after they joined. Why? Simple: In 10 seconds a cheater can do quite some damage to a fair game. Im not gonna give cheaters 10 seconds chance of cheating on my servers while RenGuard is enabled. So yea: No RG? Be Gone!

[zunnie]

Subject: Cheaters & RenGuard?
Posted by [JPNOD](#) on Fri, 27 Aug 2004 10:11:41 GMT
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Fastc0nn is probly going to run RG again, Id say other large servers folow!

Subject: Cheaters & RenGuard?
Posted by [revenue](#) on Fri, 27 Aug 2004 12:29:21 GMT
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omg zunnie what have u done.. that video gives a website address to the cheats!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
now more people will have it....1!!!!

Subject: Cheaters & RenGuard?
Posted by [cheesesoda](#) on Fri, 27 Aug 2004 12:32:38 GMT
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revenueomg zunnie what have u done.. that video gives a website address to the cheats!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! now more people will have it....1!!!!
Practically everybody knows about that site. It's not a big suprise.

Subject: Cheaters & RenGuard?
Posted by [revenuke](#) on Fri, 27 Aug 2004 13:34:32 GMT
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O.o i didnt..... and probably a lot of other people....

Subject: Cheaters & RenGuard?
Posted by [genetix](#) on Fri, 27 Aug 2004 14:42:01 GMT
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revnuke is right. Since I saw this movie posted I have seen more and more of the cheats the site provides in renegade games.

Subject: Cheaters & RenGuard?
Posted by [cheesesoda](#) on Fri, 27 Aug 2004 14:43:33 GMT
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It's not from the movies, plus if the servers would run RenGuard, you wouldn't be seeing more and more of those cheats, you'd be seeing less and less. In other words, run RenGuard.

Subject: Cheaters & RenGuard?
Posted by [revenuke](#) on Fri, 27 Aug 2004 17:49:57 GMT
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Quote:plus if the servers would run RenGuard, you wouldn't be seeing more and more of those cheats, you'd be seeing less and less. In other words, run RenGuard.

so u mean zunnie posted this so people can get cheats and every1 will be mad of cheaters so they eventually will get RG?

Subject: Cheaters & RenGuard?
Posted by [cheesesoda](#) on Fri, 27 Aug 2004 17:55:35 GMT
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No. I mean that zunnie posted those movies to show the power of the cheats and make people realize that servers need to run RenGuard to be completely safe from those.

Subject: Cheaters & RenGuard?
Posted by [zunnie](#) on Fri, 27 Aug 2004 18:08:16 GMT
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I dont care if there are more people who start cheating now because of the link in the video. Fact is it wont be on mine because its running RenGuard.

End.

[zunnie]

Subject: Cheaters & RenGuard?

Posted by [revenuke](#) on Fri, 27 Aug 2004 22:26:45 GMT

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zunnie! dont care if there are more people who start cheating[zunnie]

lol u dont but some do... i play on tfsrv all the time and there is no cheater in months...my point is that IF people want a cheater free game to go RG servs, if they dont care then go to other servs.. there are always some empty RG srvs...

why r u forcing everyone to play on rg srvs... u do if you want, if other dont play on rg srvs then its their loss...

Subject: Cheaters & RenGuard?

Posted by [YSLMuffins](#) on Sat, 28 Aug 2004 15:26:14 GMT

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It's one thing to be ignorant, but it's another to be apathetic.

Subject: Cheaters & RenGuard?

Posted by [Beanyhead](#) on Sat, 28 Aug 2004 16:07:16 GMT

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These videos don't make me want to install RenGuard... They are convincing me to download the hacks that this guy made. Congratulations!

Subject: Cheaters & RenGuard?

Posted by [terminator 101](#) on Sat, 28 Aug 2004 16:12:05 GMT

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No one still answered my question:

Would it be possible to make it so that when you join Renguard-protected server, the RenGuard would auto-download and install on your computer?

Subject: Cheaters & RenGuard?
Posted by [zunnie](#) on Sat, 28 Aug 2004 16:14:04 GMT
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Thats not possible.

Subject: Cheaters & RenGuard?
Posted by [zunnie](#) on Sat, 28 Aug 2004 16:17:47 GMT
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revenue

lol u dont but some do... i play on tfsrv all the time and there is no cheater in months...my point is that IF people want a cheater free game to go RG servs, if they dont care then go to other servs.. there are always some empty RG srvs...

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zunnie dont care if there are more people who start cheating now because of the link in the video.

Fact is it wont be on mine because its running RenGuard.

End.
[zunnie]

Subject: Cheaters & RenGuard?
Posted by [by_ruddles](#) on Sat, 28 Aug 2004 19:26:53 GMT
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Well, we started running renguard (full, no semi-renguard) and I can be sure that we have never had less cheats on the server. Why? 'Cos pretty much no fecker comes on. 2 24 player server, and for 2 minutes we had 10 players in total. On both server. Overall. Keep in mind before we started running renguard we had 2 24 player servers that between 7 in the morning and midnight rarely had less then 20 players per server on them.

The rest of the time they have both been empty. Im all for anti-cheat, but its only as good as the number of people that use it. Now we have 2 options, either keep running it and pay for servers no one uses, or stop running it and have full servers that we have to do some actual admin work on.

So while some of you look at the renegade community from your high horse, calling every server owner that doesn't run renguard n00bs or other such hilarious names, just remember that some of us are trying to do our part to clean the game up, but getting nowhere fast. So thanks for all your help on the matter. Abuse and pointless name calling really help motivate people. :rolleyes:

But hell, what do other servers matter eh? Not like a community is suppose to help each other,

work together and achieve something worthwhile. No, this one seems to be here for a few people to get their daily fix of 1337-ism, even if it is in a community that is dwindling in numbers. Hell, what does it matter if you flame that new person for the skin they finally made and are proud of. Its not like constructive criticism would help them or anything. Hell, if they never come back what does it matter, its not like a community needs fresh ideas and new people to carry on. Not like any of you were ever new to all this (I digress, but its just something I've noticed).

But please, feel free to look down on this post and FACT servers because we are struggling to be anti-cheat. Maybe attempt a nice flame war, or just point out my spelling mistakes. Don't feel I have the slightest valid point in all this. After all we have only been running 3 months, what possible contribution could Fireon make to a 1337 group of people such as you eh?

Subject: Cheaters & RenGuard?

Posted by [Scythar](#) on Sat, 28 Aug 2004 20:08:51 GMT

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Most server runners are mature people, who are able to make their own decisions. Whether they want to run full RG, semi-RG or no RG at all is their own business, and I doubt these "If you don't run RG this happens you you" -threads are going to change anything, except create more arguments (*Looks at Zunnie*). I do understand that you're working hard to promote RG, which is a good thing, but don't do it in the wrong way.

Subject: Cheaters & RenGuard?

Posted by [cheesesoda](#) on Sat, 28 Aug 2004 20:51:10 GMT

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ScytharMost server runners are mature people, who are able to make their own decisions. Whether they want to run full RG, semi-RG or no RG at all is their own business, and I doubt these "If you don't run RG this happens you you" -threads are going to change anything, except create more arguments (*Looks at Zunnie*). I do understand that you're working hard to promote RG, which is a good thing, but don't do it in the wrong way.

MOST server runners are mature. A lot of server owners are running servers only because they have the money for it.

Most server owners don't want to run RenGuard because their servers will be empty. Well, instead of saying "fuck it" and staying away from RenGuard, stand strong and help promote RenGuard.

Subject: Cheaters & RenGuard?

Posted by [Blazer](#) on Sat, 28 Aug 2004 23:39:42 GMT

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There will always be less players in RG servers until the community as a whole runs RG. Think about this:

A man invents a car that runs on compressed hydrogen gas, basically only costing the owner \$5 per month for fuel. This car is great, but nobody wants to buy one because the gas stations do not have hydrogen pumps. Nobody will EVER buy one until the gas stations support it. But the gas stations won't convert because there aren't enough people with hydrogen cars...sound familiar?

Subject: Cheaters & RenGuard?

Posted by [terminator 101](#) on Sun, 29 Aug 2004 01:54:05 GMT

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Good point Blazer. Here is another example: When the cars were first invented, the gas stations were rare and there were no maps for them, so most people used horses instead. It took years before horses were vitrually "gone", and gas stations became as common as Drinking milk everi day.

This means that eventually almost all servers will probably run renguard, but it will take some time.

Subject: Cheaters & RenGuard?

Posted by [EnderGate](#) on Sun, 29 Aug 2004 05:15:24 GMT

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Many people have their heart in the right place, their intentions. But fail to observe what the other is saying or the thought in the message. I admit, I didn't not read every post of this thread.

Plain and simple, RenGuard is a good thing.

Subject: Cheaters & RenGuard?

Posted by [SuperTech](#) on Sun, 29 Aug 2004 21:44:38 GMT

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I have to say the reasons given for not running RenGuard in this thread are pretty lame. The best reason given that I saw was "because it's my server and I can do with it what I want". Where is the spirit of fair game play? On the servers I have been on without RenGuard, the moderators are usually not there. Everyone usually gets pretty pissed and leaves when ONE PERSON ruins the WHOLE game for 40 people. If it weren't for RenGuard, I think everyone would eventually fold up shop on Renegade or engage in "cheat vs. cheat" tactics. Actually, "cheaters vs. cheaters" might be interesting to watch: no one can advance because everyone can blow the crap out of everyone else!

There, I had my say.
