
Subject: I've Been Thinking...

Posted by [Burn](#) on Mon, 29 Nov 2004 20:12:12 GMT

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Some people might find what I have to say more obvious, and some people might find it more interesting. Whatever the case, just think about it...

Does modding/map making actually educate people about the games engine, which can lead to online cheating and hacking? This may sound obvious, but when you're making a mod or map, are you not digging in the games engine to do so? If you get good enough at modding a game, I'd think, that you should easially be able to hack, shouldn't you? Making new weapons require editing the weapon's file (as far as I know.) So, someone could really use this knowledge to hack the game online if they wanted to.

I'm only speaking theoretically, not making a statement. I'm also not accusing any modders of this game of hacking.

Share your thoughts about this... I'd like to hear them.

Subject: I've Been Thinking...

Posted by [cheesesoda](#) on Mon, 29 Nov 2004 20:16:28 GMT

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RenGuard. That's all you need. It detects added files (including skins/texture maps) and changed files as well.

Subject: I've Been Thinking...

Posted by [Lance3066](#) on Mon, 29 Nov 2004 21:01:07 GMT

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Why the heck do you think there are so many cheaters? Because the game was mean't for modding, and people somehow found out how to cheat...

Subject: I've Been Thinking...

Posted by [Naamloos](#) on Mon, 29 Nov 2004 21:32:40 GMT

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About 80% of all ren players know how to make "cheats", if not more.

Good thing there is RG for renegade itself. But for all those mods for it...

Subject: I've Been Thinking...

Posted by [Pendullum](#) on Mon, 29 Nov 2004 21:41:07 GMT

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that figures way to high m8.... Id say about 30% know how to cheat, 20% dont and the other 50% are n00bs and morons

Subject: I've Been Thinking...

Posted by [Naamloos](#) on Mon, 29 Nov 2004 21:57:59 GMT

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Well, that would have been a year ago, but now...

Edit: 50% know how to make em, and the rest are all idiots and n00bs!!!! jk

Subject: I've Been Thinking...

Posted by [icedog90](#) on Mon, 29 Nov 2004 22:21:05 GMT

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"Modding" Renegade doesn't involve messing with the engine's code because it's not open source.

Cheats aren't that hard to make, such as big head. As long as you use RenGuard you're fine.

Subject: I've Been Thinking...

Posted by [glyde51](#) on Mon, 29 Nov 2004 23:19:56 GMT

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Lance3066Why the heck do you think there are so many cheaters? Because the game was mean't for modding, and people somehow found out how to cheat...

The game was BUILT around the easy modding factor.

Subject: I've Been Thinking...

Posted by [cheesesoda](#) on Mon, 29 Nov 2004 23:27:34 GMT

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That's what he said.

Subject: I've Been Thinking...

Posted by [Burn](#) on Tue, 30 Nov 2004 19:59:27 GMT

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RenGuard solves, I'd say, 95%+ the amount of cheaters/hackers out there. But, everything is possible, and every game is hackable. All it takes is someone bored one day, they have some reverse programming skills, and they just let loose. And, if they were to find anything they'd just spread the word to everyone who wants it.

Sadly, that's the truth, and no one can really argue with me about that, no matter how well-programmed or encrypted the game is. Eventually, someone will spend the time to crack it, mainly because they have no lives.

I've noticed lately that when companies release a PC game, they're not just releasing a game, but a utility. In that, companies most likely will leave the games coding open so users can create custom maps, mods, etc. They do this so their online community will flourish, and usually an expansion pack to that game is intended. For example, Half-Life, and the user-created mod, Half-Life Counterstrike. That's a technique that's been used by game designers for quite some time now. However, they do realize (sometimes) that in doing this that they might increase the chance of cheating if their game is usable for online play.

So, while I was thinking about this concept, I came to the conclusion that in modding, users can sometimes draw knowledge from that and use it to cheat. Now, as said before, I'm not pointing any fingers at any modders for Renegade out there, nor am I specifically talking about Renegade.

As evidence, the game I mentioned before called Battlezone released a game and a map-maker. Though, there was this one person that wanted to dig deeper into it, and eventually he got enough support to be able to extract the compressed (unencrypted) files for the game. From there, the most incredible mods for that game could be created, but at the same time, the worst hackers arose. Some of the best modders for that game were also the best hackers (I know hackers can't be good, but you know what I mean).

Anyone else follow me now?

Subject: Re: I've Been Thinking...

Posted by [Dave Mason](#) on Wed, 01 Dec 2004 01:16:17 GMT

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Burn! I've Been Thinking...

Uh oh! Run For your lives!!! Save yourselves!!!

Only joking

I reckon online cheating is becoming ridiculous. I just played in the only server anywhere near full at 1:15 and there were about 5 obvious cheats in there.

Then half of the rest were noobs leaving the other 30% to be good clan players.

Renegade is slowly being absorbed by utter noobs and cheats. That's why I'm so glad Renguard stops most. Only reason this server was so full of cheats was 'cause they were running partial mode or half-mode or whatever it's called.

Subject: I've Been Thinking...

Posted by [_ToXiN_](#) on Wed, 01 Dec 2004 03:08:46 GMT

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<http://www.urbandictionary.com/define.php?term=hacking&r=f>

<http://www.urbandictionary.com/define.php?term=hacker&r=f>

<http://www.urbandictionary.com/define.php?term=hack&r=f>

I think the last defines it the best.

"1. To program a computer in a clever, virtuosic, and wizardly manner. Ordinary computer jockeys merely write programs; hacking is the domain of digital poets. Hacking is a subtle and arguably mystical art, equal parts wit and technical ability, that is rarely appreciated by non-hackers. See hacker."

There, talking about scripting, engine knowledge that is advanced (Dante or SK levels) is essentially the same as Hacking.

A Hacker when it comes to servers and such will mostly look and poke around, and if he's nice enough he'll inform someone of the security risk, the 'black hat' version of this will destroy anything in sight.

Trivial, I know, but yes, with enough knowledge either could be done, a hacker could improve something greatly or destroy it totally.

Hacking in my opinion is a grey zone.
