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Subject: Has Renguard been hacked?  
Posted by [Jzinsky](#) on Wed, 23 Mar 2005 22:22:21 GMT  
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It's not my complaint, but could it be done so that people can cheat even with RG on?

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Subject: Has Renguard been hacked?  
Posted by [Majiin Vegeta](#) on Thu, 24 Mar 2005 01:07:30 GMT  
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Quote:Has Renguard been hacked?

No

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Subject: Has Renguard been hacked?  
Posted by [Jzinsky](#) on Thu, 24 Mar 2005 01:13:44 GMT  
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Wasn't really asking if it had, more if it was possible?

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Subject: Has Renguard been hacked?  
Posted by [Spoony\\_old](#) on Thu, 24 Mar 2005 01:53:13 GMT  
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I don't know, maybe... until it happens, I wouldn't worry.... last time some tool spent 2 months finding a way round renguard, it took half an hour to fix, if that... gg?

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Subject: Has Renguard been hacked?  
Posted by [flyingfox](#) on Thu, 24 Mar 2005 01:56:26 GMT  
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If someone is using a hack that nobody knows about it can't be a really good one or it would be too obvious they were cheating..mind you it gives them more leeway as too many people think it is unbyassable....

hacks have been made...all the known ones patched against though

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Subject: Has Renguard been hacked?  
Posted by [Oblivion165](#) on Thu, 24 Mar 2005 09:56:08 GMT  
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Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

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Subject: Has Renguard been hacked?

Posted by [Jzinsky](#) on Thu, 24 Mar 2005 13:41:54 GMT

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I've seen a few people being accused of cheating who are running Renguard, so I figured it might be possible with all the mods and such flying around.

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Subject: Has Renguard been hacked?

Posted by [Scorpio9a](#) on Thu, 24 Mar 2005 14:45:07 GMT

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Oblivion165Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

I would say, try it, I don't give you much luck in even finding a "\Data".

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Subject: Has Renguard been hacked?

Posted by [exnyte](#) on Thu, 24 Mar 2005 16:18:48 GMT

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Oblivion165Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

It won't work. RenGuard detects if it's executable has been tampered with. It also checks the packets it's sending out.

Doing such would result in a ban from the RG Network.

(This happened nearly the first day it was released, because someone's game.exe had a virus clamped to it. <http://www.renegadeforums.com/viewtopic.php?t=9743&highlight=>)

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Subject: Has Renguard been hacked?

Posted by [Blazer](#) on Thu, 24 Mar 2005 16:33:38 GMT

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Anything is possible (not the method you mention). RG currently does have a vulnerability that \*could\* be exploited by someone with some major skills, but "as far as I know", the only people with that kind of skill in the community are Silent Kane, jonwil, and v00d00, and I doubt any of them are cheating or helping others cheat

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That being said, RG 1.04 will be released very soon, and it will be closing even that vulnerability.

I figure, if even the people that are making RG can't bypass it, tools like Cyberpunk sure won't be able to

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Subject: Has Renguard been hacked?

Posted by [Oblivion165](#) on Thu, 24 Mar 2005 16:42:48 GMT

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Scorpio9aOblivion165Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

I would say, try it, I don't give you much luck in even finding a "\Data".

Yeah thats why i said hex. You search for the hex-characters. And i think its very possible. Though i support rengaurd very much, so i wont be getting in it or telling what i know and what works. But never think your software is invulnerable, NEVER EVER think that. Always think to yourself "ok this is good, but i need to make it better"

Not saying that rengaurd isnt good, just in general. So far its a nice peice of software.

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Subject: Has Renguard been hacked?

Posted by [Chronojam](#) on Thu, 24 Mar 2005 20:20:25 GMT

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JzinskyI've seen a few people being accused of cheating who are running Renguard, .

Like meeeee. This superstition of the "everybody can hack around Renguard" is really fucking irritating. If somebody finds some quick and easy method, they should put it up here for all to see.

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Subject: Has Renguard been hacked?

Posted by [Jzinsky](#) on Fri, 25 Mar 2005 01:02:45 GMT

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I must admit some of it looks suspicious, some people can manage a double headshot..

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Subject: Has Renguard been hacked?

Posted by [Oblivion165](#) on Fri, 25 Mar 2005 02:43:54 GMT

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Jzinskyl must admit some of it looks suspicious, some people can manage a double headshot..

Big heads, just about the only way to do it. You will hardly ever see the small 50x50 heads lined up. There is too much terrain difference, and movement.

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Subject: Has Renguard been hacked?

Posted by [Blazer](#) on Fri, 25 Mar 2005 10:32:06 GMT

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Oblivion165Scorpio9aOblivion165Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

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Not saying that rengaard isnt good, just in general. So far its a nice peice of software.

That method won't work. If you change even one byte in game or game2.exe, RG will detect it and block you

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Subject: Has Renguard been hacked?

Posted by [Oblivion165](#) on Fri, 25 Mar 2005 10:54:59 GMT

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Thinking to small once again. Takes code to do that function.

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Subject: Has Renguard been hacked?

Posted by [Fooker](#) on Sat, 26 Mar 2005 01:00:55 GMT

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another retarded effort to hack rengaard

\*\* no links to that site on here, retard \*\*

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Subject: Has Renguard been hacked?

Posted by [Renx](#) on Sat, 26 Mar 2005 01:29:24 GMT

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No, taslayer just copied Cyberpunk's entire post and pasted on those boards. It's the exact same bypass, so it doesn't work.

[EDIT] Sorry, just read down a bit and now I see what you're talking about.

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Subject: Has Renguard been hacked?

Posted by [Oblivion165](#) on Sat, 26 Mar 2005 12:25:10 GMT

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Fookeranother retarded effort to hack renguard

\*\* no links of that sort here \*\*

If your refering to me then no, read next time.

Oblivion165

Yeah thats why i said hex. You search for the hex-characters. And i think its very possible. Though i support rengaurd very much, so i wont be getting in it or telling what i know and what works. But never think your software is invulnerable, NEVER EVER think that. Always think to yourself "ok this is good, but i need to make it better"

Not saying that rengaurd isnt good, just in general. So far its a nice peice of software.

And i never saw that topic before.

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Subject: Has Renguard been hacked?

Posted by [Scorpio9a](#) on Sat, 26 Mar 2005 14:46:43 GMT

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Oblivion165Scorpio9aOblivion165Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

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Not saying that rengaurd isnt good, just in general. So far its a nice peice of software.

You aint really smart at all are you? Nobody is that stupid to place things like that in hex, or if you

are referring to a hex-editor then you will still see a string as "\Data", soooooooo....?

Again you won't find any "\Data" string nor anything like it, not even close. You think we are really that stupid?

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Subject: Has Renguard been hacked?

Posted by [Spoony\\_old](#) on Sat, 26 Mar 2005 15:40:39 GMT

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majikent(This happened nearly the first day it was released, because someone's game.exe had a virus clamped to it. <http://www.renegadeforums.com/viewtopic.php?t=9743&highlight=>)  
Actually, no, it didn't. Prox never fucked around with his Renguard.

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Subject: Has Renguard been hacked?

Posted by [Oblivion165](#) on Sat, 26 Mar 2005 17:01:26 GMT

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Scorpio9aOblivion165Scorpio9aOblivion165Whats wrong with lets say hex editing it to read from \Data2 instead of \Data and copying the standard contents of renegade in \data2.

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It was an untested guess. Who knows what you guys would do.

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