
Subject: Proxy

Posted by [ExEric3](#) on Mon, 04 Jul 2005 05:13:44 GMT

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Will be support RENGUARD PROXY servers? Or already supports? How him I shall compel so as went through port 8080? THX

Subject: Re: Proxy

Posted by [dead6re](#) on Mon, 04 Jul 2005 07:35:45 GMT

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I very much doubt it will. It would mean that they would have to send your real ip. RenGuard on WOL checks that you are online by using your ip adress so im not sure this will be impleted and some peeps might try to cheat.

Subject: Re: Proxy

Posted by [mac](#) on Mon, 04 Jul 2005 07:46:00 GMT

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The next version will support a Proxy Server for it's HTTP operations where it is getting the server list.

The renguard connection itself will still require a real network connection.

Subject: Re: Proxy

Posted by [Renegade](#) on Fri, 08 Jul 2005 22:56:58 GMT

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Makes sence, how can you play online without being online lol.

Subject: Re: Proxy

Posted by [tlucas](#) on Sat, 16 Dec 2006 15:32:13 GMT

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When will this new, proxy enabled version be released?

Subject: Re: Proxy

Posted by [0x90](#) on Sat, 16 Dec 2006 16:33:06 GMT

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tlucas wrote on Sat, 16 December 2006 16:32 When will this new, proxy enabled version be released?

next wednesday. it will be a hybrid anticheat for renegade and duke nukem forever.

regards,
0x90

Subject: Re: Proxy
Posted by [Blazer](#) on Sat, 16 Dec 2006 22:40:07 GMT
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I still can't figure out why an obviously intelligent person would be so hellbent on destroying a game that such (relatively) few people like to play. It just doesn't make sense, because if you get off on fucking with people or destroying peoples fun, why not target a larger gaming community like CS or BF.

Subject: Re: Proxy
Posted by [CarrierII](#) on Sat, 16 Dec 2006 23:23:16 GMT
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I'm with Blazer, 0x90, you are an arse. A great big, irritating, immature, fucking stupid, idiotic, moronic fool. WHY EVEN BOTHER. You are sadder than any internet gamer. Get off your PC, and stay off it. You bastard.

Subject: Re: Proxy
Posted by [0x90](#) on Sun, 17 Dec 2006 04:03:14 GMT
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CarrierII wrote on Sun, 17 December 2006 00:23 I'm with Blazer, 0x90, you are an arse. A great big, irritating, immature, fucking stupid, idiotic, moronic fool. WHY EVEN BOTHER. You are sadder than any internet gamer. Get off your PC, and stay off it. You bastard.

i dont really think that _this_ is with blazer. because you are impolite while blazer isnt. i have never been impolite to your community or something so its really unfair talking to me this way!

initially i only wanted to proof that the current RG is useless and i hoped that you are going to release a new version soon. im really sorry that it went this way. i know this sounds stupid but im serious. blazer, i added you on msn. i would really like to talk to you seriously and without prejudice.

regards
0x90

Subject: Re: Proxy
Posted by [Spoony](#) on Sun, 17 Dec 2006 08:01:20 GMT
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0x90 wrote on Sat, 16 December 2006 22:03i dont really think that _this_ is with blazer. because you are impolite while blazer isnt.
i have never been impolite to your community or something so its really unfair talking to me this way!

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regards
0x90

Do Renegade a favour and stop trying to destroy it. Thanks.

Subject: Re: Proxy
Posted by [Nightma12](#) on Sun, 17 Dec 2006 09:53:37 GMT
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0x90 wrote on Sat, 16 December 2006 22:03CarrierII wrote on Sun, 17 December 2006 00:23I'm with Blazer, 0x90, you are an arse. A great big, irritating, immature, fucking stupid, idiotic, moronic fool. WHY EVEN BOTHER. You are sadder than any internet gamer. Get off your PC, and stay off it. You bastard.

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regards
0x90

with your skill level, even if RG 1.04 was released.. how long would it take it for you to crack it?

perhaps RG 1.03 was useless... but it was all that was needed to stop the random n00b.

Subject: Re: Proxy

Posted by [Goztow](#) on Sun, 17 Dec 2006 12:30:07 GMT

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I'm with nightma12 on this one. BHS could make a superb RG, being 200 % better than the current one, but there will always be a way of bypassing it. Internet security is just a big joke and most of the blame should go to the people that figured IP-adresses were long enough as they are, considering we're running out of them, so dynamic ip's have made an entrance.

You're clearly an intelligent person 0x90. I cannot believe your reasons to release cheats for Renegade would be the same as, e.g. someone like cyberpunk.

Feel free to add me on msn, I'll PM you my adress. Maybe we can have a chat. Or maybe not. We'll see.

Subject: Re: Proxy

Posted by [Carrierll](#) on Sun, 17 Dec 2006 19:22:03 GMT

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In a way you're right, in releasing that cheat, you were wrong.

Subject: Re: Proxy

Posted by [Canadacdn](#) on Sun, 17 Dec 2006 22:48:15 GMT

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Holy year-old topic bump, Batman!

Subject: Re: Proxy

Posted by [Spoony](#) on Mon, 18 Dec 2006 07:19:23 GMT

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In what surreal way is he "right"?

Subject: Re: Proxy

Posted by [Carrierll](#) on Mon, 18 Dec 2006 11:58:32 GMT

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In the fact that I was rude. Pity he couldn't use his obvious talent for back-engineering for something helpful *cough* w3d engine *cough*

I think he didn't do it all single handedly, but he's still got a wasted talent.

Subject: Re: Proxy

Posted by [Blazer](#) on Mon, 18 Dec 2006 19:41:23 GMT

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The sad truth is that *anything* on or in a computer system can be hacked, given enough skill and time to do so. It is impossible for RenGuard, or any other product, to stop someone with intimate knowledge of x86 assembly and the windows kernel. For example, the only other anti-cheat software that I know of, "PunkBuster" is routinely bypassed by a select few. Another example is Microsoft's "Genuine Advantage". Yet another example is things like hacked XBoxes, hacked DirecTV satellite cards, etc. All of these are super-secure systems, yet they are often bypassed by people who have the skill to do so, but they also usually have a burning interest in the bypass. For the directv hackers, its free movies or porn, for xbox hackers, its free games.

As far as I know, 0x90 doesn't play Renegade at all, which is why I wondered what his motivation was in creating and distributing RenGuard bypasses. I have not talked to him on MSN yet, but I suspect that his motives may be simply to "force" us to make RenGuard better. Sadly though as I mentioned, no matter how good it is, someone like him can still get around it.

Note that this does not mean that RenGuard is useless. The average n00b gamer does not know x86 assembly, windows APIs, and certainly has no desire to hack their windows kernel just so they can load up some bigheads and cheat at Renegade.

RenGuard 1.04 goes a long way towards blocking things that 1.03 does not, as well as less bugs, more features, and complete compatibility with all systems. Someone like 0x90 will always be a problem though, as I said anything on a computer can be hacked, hopefully RenGuard can make it a pain in the ass enough that it stops 99.9% of the cheating. If things get out of hand we can always start doing weekly updates to RenGuard - the bypassers would have to spend considerably more time re-bypassing than it takes us to update and release, so the cat and mouse game will continue until they just give up and leave us in peace.

There are lots of other things that help too, like the development of server-side cheat detection (the server simply does not allow WeaponX to do more than Y damage). Having the cheat detection in the server instead of the client gives the hackers less to work with.

Subject: Re: Proxy

Posted by [0x90](#) on Mon, 18 Dec 2006 20:57:53 GMT

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well said and full ack.

but, like i already said once about renguard1.04, dont expect me to spend so much time and work into bypassing this. i also have to earn my money to pay my apartment and all the other bills since i also got a "normal" reallife.

no one pays for renguard bypasses (yet)

there will only be a bypass if its (very) easy to do, but i really hope you wont do me that favour!

@msn: sorry for not beeing able to talk to me until now but i just never "catched" you online. im pretty sure we'll do this soon.

and for the serverside cheat detection. this will be one of the best things you can do to keep a game (almost) cheat free. its just like improving the renegade protocol which is -sadly- very bad and it just invites people to cheat. just like the damage-handling: the client tells the server how much damage it did to which object. thats stupid and normally an absolute "no go".

but who cares.. you just cant change this now anyways.

but this serverside system like dragonguard is a good idea. it should be easy to detect if a player with a specific weapon is doing more damage (from a larger distance and so on) than hes allowed to.

though this still wont help against aimbot/esp/wallhack and other clientside "modifications". so a new renguard is still needed.

regards from germany,
0x90

Subject: Re: Proxy

Posted by [Spoony](#) on Tue, 19 Dec 2006 01:09:49 GMT

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0x90 wrote on Mon, 18 December 2006 15:57i also have to earn my money to pay my apartment and all the other bills since i also got a "normal" reallife.

This is the part I have trouble believing...

Subject: Re: Proxy

Posted by [Ryu](#) on Tue, 19 Dec 2006 04:45:14 GMT

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MaidenTy1 wrote on Mon, 18 December 2006 19:090x90 wrote on Mon, 18 December 2006 15:57i also have to earn my money to pay my apartment and all the other bills since i also got a "normal" reallife.

This is the part I have trouble believing...

Same.

Subject: Re: Proxy

Posted by [Cat998](#) on Tue, 19 Dec 2006 09:52:29 GMT

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Eric3 wrote on Mon, 04 July 2005 07:13 Will be support RENGUARD PROXY servers? Or already supports? How him I shall compel so as went through port 8080? THX

To come back to the topic, don't you just have to enable it in the Internet explorer proxy settings ?

Subject: Re: Proxy

Posted by [Ox90](#) on Fri, 22 Dec 2006 18:29:18 GMT

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Cat998 wrote on Tue, 19 December 2006 10:52 Eric3 wrote on Mon, 04 July 2005 07:13 Will be support RENGUARD PROXY servers? Or already supports? How him I shall compel so as went through port 8080? THX

To come back to the topic, don't you just have to enable it in the Internet explorer proxy settings ?

this would only affect the display of the MOTD page (the top big part of renguard) since this loads via a "http request".

im sure this is more about connecting to the renguard master server via a proxy. this would be more a socks proxy than a http proxy anyways but.. i also doubt someone will add this feature, because it would be a built-in,easy possibility to 'hide' your real ip address. and why should this be needed anyways? i dont know any situation where outgoing connections are blocked (until youre using it at home with your own, private internet connection). but even most internet connections in internet cafes or "at work" for example arent blocking outgoing connections.

it could be easily fixed by offering renguard service on a standard port which will most likely be allowed just like the http (80) or the https (443) port. (just if the BHS webserver and renguard server arent running on the same machine/hostname/ip)

regards
