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Subject: lan-exploit?

Posted by [howang](#) on Sat, 24 Sep 2005 14:34:37 GMT

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Some days ago, I have changed some files on my server & try to connect to it for a test, but I get this message from RG:

"Your attempt to use the lan-exploit has been logged and will be reviewed."

And it kill my game2.exe (renamed renegade main binary file).

I exit RG and try to open Renegade & connect to my server again, but it shows the same message & kill my renegade again.

Finally, I try to use the game2.exe directly (this mean I don't use RG), and the Renegade die after the map is loaded. Then I think that it is my server problem, & I restore the modified files on my server, connect it with RG again and all work fine.

My question is, will this lead to a ban on my nick? I am so worry...

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Subject: Re: lan-exploit?

Posted by [Renx](#) on Sat, 24 Sep 2005 14:41:17 GMT

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No, just ignore it.

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Subject: Re: lan-exploit?

Posted by [danpaul88](#) on Sun, 25 Sep 2005 15:28:26 GMT

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what IS this lan-exploit anyway? I keep hearing about it but never found out what it's supposed to be?

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Subject: Re: lan-exploit?

Posted by [Kanezor](#) on Wed, 28 Sep 2005 17:51:38 GMT

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danpaul88 wrote on Sun, 25 September 2005 10:28 what IS this lan-exploit anyway? I keep hearing about it but never found out what it's supposed to be?

The LAN-exploit describes the situation which would occur if you try to use two machines behind the same NAT/IP address in a malicious manner.

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Subject: Re: lan-exploit?

Posted by [=HT=T-Bird](#) on Wed, 28 Sep 2005 20:39:15 GMT

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Kanezor wrote on Wed, 28 September 2005 12:51danpaul88 wrote on Sun, 25 September 2005 10:28what IS this lan-exploit anyway? I keep hearing about it but never found out what it's supposed to be?

The LAN-exploit describes the situation which would occur if you try to use two machines behind the same NAT/IP address in a malicious manner.

How does that work?

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Subject: Re: lan-exploit?

Posted by [danpaul88](#) on Wed, 28 Sep 2005 20:57:10 GMT

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I have 3 or 4 PC's (and laptops) sharing the same internet connection at any point in time, so how come I never get this LAN exploit? (although if I did I would complain bitterly ^^)

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Subject: Re: lan-exploit?

Posted by [Dr. Lithius](#) on Thu, 29 Sep 2005 03:12:32 GMT

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Joseph Collins wrote on Tue, 27 September 2005 06:41...From what I gather, the "LAN Exploit" is what happens when you have something eating up all your bandwidth which causes the other players on your screen to not move as they should(IE walking in a straight line instead of bobbing and weaving, dodging bullets, etc.), as well as causing you to be harder to hit. As stated in another topic, this can happen when you play Renegade while running P2P programs such as Shareaza or LimeWire, or even if, say, someone else on your network is running another game(such as Guild Wars) or something. The most simple answer to this problem is to close all P2P programs, as well as any that constantly send or receive any substantial amount of data, and close any other online games you might have open on any of the computers in your home network.

In short, if you really lag, you can easily destroy other players due to the fact that, even if they're moving and jumping on their screens, they could be walking in straight lines on yours. This is considered a "LAN Exploit".

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Subject: Re: lan-exploit?

Posted by [Renx](#) on Thu, 29 Sep 2005 03:31:59 GMT

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No, you're all wrong. It's exploiting a feature in renegade to use a different name on WOL. No

further details required.

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