
Subject: Renegade dying?

Posted by [Psyncor4](#) on Sat, 26 Aug 2006 00:54:19 GMT

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I have been a big Renegade fan and either kicked most of your butts or got mine kicked by most of the people here over the years. I also modded on TWA when they where up and running. Renguard may have saved Renegade in the short term from all the hacks. And I am really grateful for the hard work the programmers have put into making it happen. But I have not been able to use Renguard since I updated Norton. And having uninstalled Norton and tried every trick I have found in all the forums I still get "Error can't initialize service"

It seems as I read the posts that less and less people are able to use Renguard and more and more servers are insisting upon it. It is only a matter of time before every good player is going to be accused of cheating and required to use Renguard. (plus, just the other day 3 players came into a game, none of them mods, didn't bother playing just forcerg'd everyone 1,2,3 and then left)

Maybe 1.04 is the answer but it is beginning to appear that it will never be released.

Say it isn't so.

Psyncor4

Subject: Re: Renegade dying?

Posted by [light](#) on Sat, 26 Aug 2006 04:23:29 GMT

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RenGuard didn't save Renegade, it just made moderators lazy (in my opinion). It did initially give protection, but where there is a system there is a bypass, and that's exactly what's happened with 1.03. (Leading to the false sense of security people had with 1.03, followed by the realisation that RG wasn't foolproof)

There are also heaps of servers that don't require it, I haven't had it for ages and have always been able to find a server to play in.

But no, Renegade isn't dying. I play in RG-free servers, and it's still as fun as ever.

Subject: Re: Renegade dying?

Posted by [PlastoJoe](#) on Sat, 26 Aug 2006 05:54:27 GMT

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So...you uninstalled Norton, right? And it's still uninstalled...and you uninstalled, then reinstalled Renguard, right?

Subject: Re: Renegade dying?
Posted by [Psycor4](#) on Sat, 26 Aug 2006 10:54:41 GMT
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I agree that nothing is better than having a good mod. And every solution like Renguard invites a counter - like the arms race.

And yes, I uninstalled Norton, uninstalled, reinstalled, used regedit tricks listed in responses to the same problem in this forum etc. etc.

I do notice that svkp.sys is showing a size of 0 K. I doubt that is right and the Renguard install is not replacing it. I did see link somewhere to pick up a copy but the link is broken.

See you in the RG free servers.

Subject: Re: Renegade dying?
Posted by [danpaul88](#) on Sat, 26 Aug 2006 15:28:28 GMT
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maybe double check and delete svkp.sys manually before reinstalling RG? If the RG installer sees it already exists it probably does not bother to update it.

Subject: Re: Renegade dying?
Posted by [R315r4z0r](#) on Wed, 30 Aug 2006 22:46:43 GMT
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IMO, renguard made the whole "OMG YOUR CHEATING!! KICK!!111!" thing worse.

I have been in a game where people would stand there, with a sniper and I would headshot them. Then they would say I was cheating. So I tell them "!Rg me"

then they do, but they still get me kicked anyway. Its cause no one trusts renguard anymore. It has made the renegade community MORE chaotic then it already was...

Subject: Re: Renegade dying?
Posted by [luv2pb](#) on Thu, 31 Aug 2006 17:23:15 GMT
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I don't think there is any one at this point that believes RG does any good. Sure there is the whole "good faith" thing but that is pretty much BS. IF 1.04 ever does come out (something I believe will happen less and less every time I come to these forums) I think that the reputation it once had is crushed to nothing. No one will put stock in it and rely on it like they once did regardless of whether it is effective and unbyassable.

Subject: Re: Renegade dying?

Posted by [Kamuix](#) on Fri, 01 Sep 2006 03:39:48 GMT

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About the dying part, even if Renegade is dying, its dying very VERY slowly, most of the old games that died online were not because the games were old, it was because of the crappy Online setup, for example C&C95. It could only be played 1 vs 1.

Because of that alot of people play Red Alert 1 Online through GSA, i wish someone had created a better set up for C&C95.

Any game from Tiberian Sun and up have alot of people still playing on them.

Subject: Re: Renegade dying?

Posted by [terminator 101](#) on Fri, 01 Sep 2006 06:24:01 GMT

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Kamuix wrote on Thu, 31 August 2006 23:39 alot of people play Red Alert 1 Online through GSA And all of(or 99%) them are fucking noobs that play custom maps only, where you are either insanely fast or you lose (because in those maps, you acquire infinite amounts of cash). So the whole game turns into who can move the hand faster, click faster, and does not get tired after clicking on the sidebar to build something almost EVERY two seconds(seriously). If you have no problem with those things, you will have fun on GSA.

They are so fucking noobs, that I played against one of them on the official maps(the ones that don't give you infinite amounts of cash) and I smoked him badly.

If GSA was the only place to play RA1, the game would be dead LONG time ago.

Recommendation: NEVER play RA1 on GSA unless you have known the people that you are going to play with for some time.

Subject: Re: Renegade dying?

Posted by [Goztow](#) on Fri, 01 Sep 2006 06:31:12 GMT

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I read the "Renegade is dying" topics already 3 years ago. I'm not going anywhere else until I can't find 10 players to get some decent game...

Subject: Re: Renegade dying?

Posted by [Kamuix](#) on Fri, 01 Sep 2006 20:25:10 GMT

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Terminator 101 wrote on Fri, 01 September 2006 02:24Kamuix wrote on Thu, 31 August 2006 23:39alot of people play Red Alert 1 Online through GSA

And all of(or 99%) them are fucking noobs that play custom maps only, where you are either insanely fast or you lose (because in those maps, you acquire infinite amounts of cash). So the whole game turns into who can move the hand faster, click faster, and does not get tired after clicking on the sidebar to build something almost EVERY two seconds(seriously).
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If GSA was the only place to play RA1, the game would be dead LONG time ago.

Recommendation: NEVER play RA1 on GSA unless you have known the people that you are going to play with for some time.

Thats true, i remember playing RA1 online awhile ago, they all played this one map that came with a free version of RA1, And all they did was build trails of buildings and abunch of War Factories.

Subject: Re: Renegade dying?

Posted by [fl00d3d](#) on Fri, 01 Sep 2006 22:02:12 GMT

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I use NIS on Windows 2000 and I've never had any problems with RenGuard (aside from the occassional overruns).

You need to remove the old firewall entries for RenGuard each time you update it since NIS recognizes it as a new program altogether. If you reinstall NIS you will obviously need to add firewall permission for the program. Give the RenGuard executable full permissions to and from the internet and add the RG network IP to your trusted list for best performance. As long as you're comfortable with that (I am).

As for people saying RG made the community worse I beg to differ. I have been playing since demo and the community was going to hell when the cheats first came out. If RenGuard had not come out just in time, the community would have been MUCH smaller by now - and 90% of the cheaters wouldn't have been blocked. It is true that RenGuard is not foolproof. No one denies that. But people who blame RenGuard for this and that or who say they refuse to run it on their servers because it's not foolproof are complete fools themselves. SOME security is better than NONE. I recommend using a combination of both (RG and good moderation). Let RenGuard catch the "non geek (ie. unable to bypass) cheaters" and the mods can catch the rest.

Subject: Re: Renegade dying?

Posted by [Goztow](#) on Sat, 02 Sep 2006 10:19:42 GMT

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Sorry but installing bypasses has become about as easy as installing renguard now. Considering that the bypasses are usually found on the same sites the cheats are found...

Subject: Re: Renegade dying?

Posted by [R315r4z0r](#) on Tue, 05 Sep 2006 20:58:25 GMT

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It may have stopped a lot of cheaters. But has also stopped many innocent people too. Out of all the people banned for cheating, only 1/3 of them were probably actually cheating.

I mean, there are people that ban you because you killed a server mod.

"OMG YOU KILLED ME! HAX - BAN!"

Now is that fair?

Subject: Re: Renegade dying?

Posted by [Spetz5](#) on Tue, 05 Sep 2006 22:54:35 GMT

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I have to agree with razor, I've seen that alot, were mods just abuse their powers. I'm afraid to go into RG servers now, because from what I've seen, the second I fire my rifle, someones gonna say i cheat, and ban me. RG cant help me because it doesnt work on my computer. So that being said, im a sitting duck in most servers.

Subject: Re: Renegade dying?

Posted by [Goztow](#) on Wed, 06 Sep 2006 06:50:51 GMT

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Spetz5 wrote on Wed, 06 September 2006 00:54I have to agree with razor, I've seen that alot, were mods just abuse their powers. I'm afraid to go into RG servers now, because from what I've seen, the second I fire my rifle, someones gonna say i cheat, and ban me. RG cant help me because it doesnt work on my computer. So that being said, im a sitting duck in most servers. I've said this before but noone seems to do it: post on the server owner's forum and explain your situation, asking not to forcerg you.

Subject: Re: Renegade dying?

Posted by [trunkskgb](#) on Mon, 11 Sep 2006 14:24:52 GMT

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It has been dying for the past few years and everytime I log on via RG, it always detects at least 150 RG users. Of course, theres probably about 400 non-RG users out there too. Out of all my friends and former clan mates, myself and only a hand full of others still play. So, to say the least it has gotten less popular over the years sure.

Psycor4, you modded the TWA server? Well, I was part of that clan. That was the last time that clan (now DA) had seen a lot of action on their server. Consistent action I should say.

RG has been of little help for me. Ok, people might not trust people nowadays. I'm kind of 50/50 on it. I like to think of myself as a good Sniper. I get RG'd all the time and accused. However when someone else is getting HS on me a lot. Chances are he is probably a good sniper. I'll still RG him to make sure. That's about the only thing RG has done for me, and gave me somewhat minimal protection from being kicked. Although I have gained the trust of a few of the current servers mods and people who police the server. Black-Brigade, UN Rules. I'm a little unsure of UN Rules though. Far more people to keep track of. I also provide SS's quite often. Sometimes I'll offer them myself just so I can also add them to my scrapbook which you can view here lol.

<http://annextrunks.com/Renegade/screenshots.html>

Subject: Re: Renegade dying?

Posted by [DOD-KRONIC KILLER](#) on Wed, 13 Sep 2006 09:22:57 GMT

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lol so i aint tha only one with those complaints lol
i havnt played in a year and have to hold back in games or i get acused of cheatin lol
renguard dont even work on my comp winx64 lol even when it did a year ago when i stopped
playin still got kickd with rg lol

Subject: Re: Renegade dying?

Posted by [Goztow](#) on Wed, 13 Sep 2006 10:26:47 GMT

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DOD-KRONIC KILLER wrote on Wed, 13 September 2006 11:22lol so i aint tha only one with
those complaints lol
i havnt played in a year and have to hold back in games or i get acused of cheatin lol
renguard dont even work on my comp winx64 lol even when it did a year ago when i stopped
playin still got kickd with rg lol

Ow lol, rofl, lol, u are so funny!

Subject: Re: Renegade dying?

Posted by [fI00d3d](#) on Wed, 13 Sep 2006 10:59:24 GMT

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razorblade001 wrote on Tue, 05 September 2006 16:58It may have stopped a lot of cheaters. But has also stopped many innocent people too. Out of all the people banned for cheating, only 1/3 of them were probably actually cheating.

I mean, there are people that ban you because you killed a server mod.

"OMG YOU KILLED ME! HAX - BAN!"

Now is that fair?

So are you complaining about RenGuard or are you complaining about the server owners/admins/mods? RenGuard is a program that attempts to stop people from cheating. It is not foolproof. No one claims that it is. However, it filters out MOST of the cheaters at the expense of some *N00B* mods kicking/banning innocent people; but that is not the fault of RG.

I recommend that if you are a good player, cannot get RG to work on your computer, and find yourself facing frequent criticism that you listen to what Goztow wrote and confront the owners/admins/mods directly. If that doesn't work ... find a new server with more reliable and less ignorant staff.

The problem is not so much the war against cheating and the use of RenGuard. No. The problem is more the fact that anyone can afford a gameserver these days ... half of them are ignorant ... and another 25% are power-hungry children.

Yes, RenGuard has problems and YES it may have some responsibility for the ignorance out there. But for the most part the community is dying because of the community itself ... the people. And if you have any hope in this game staying alive a little bit longer, you need to be more supportive of people like BHS who slave over making anticheats and programs that help make your gaming experience a more POSITIVE one; not one that kills the game. -_-

Subject: Re: Renegade dying?

Posted by [tonyrolm](#) on Thu, 14 Sep 2006 07:45:36 GMT

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Quote:The problem is not so much the war against cheating and the use of RenGuard. No. The problem is more the fact that anyone can afford a gameserver these days ... half of them are ignorant ... and another 25% are power-hungry children.

Re: Renegade dying? Wed, 13 September 2006 05:59

fI00d3d:

I had to laugh reading that last part.

Classic thanks for that.

It does get a little old being accused of cheating all the time.

The better run server communities do listen to reason and will add you to their RenGuard ignore list if you ask them in their forums.
Good players are getting a bad rap due to the cheats out there, it's gotten some peeps paranoid. I can say I get suspicious quite a bit especially when I'm in the game and getting pistol killed from across the field. What up with that.. skill yea right.
Tony
