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Subject: Lan exploit???

Posted by [Renardin6](#) on Wed, 04 Jul 2007 20:23:58 GMT

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[22:21] To launch Renegade, please click 'Renegade'.

[22:21] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.

[22:22] You have joined Duke-Gaming Marathon Server.

[22:22] Your attempt to use the lan-exploit has been logged and will be reviewed.

[22:22] You have been disconnected from RenGuard, Renardin.

What the hell? What is the lan-exploit??? I am confused.

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Subject: Re: Lan exploit???

Posted by [Goztow](#) on Wed, 04 Jul 2007 20:33:47 GMT

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False positive, you can ignore .

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Subject: Re: Lan exploit???

Posted by [Renardin6](#) on Wed, 04 Jul 2007 21:00:24 GMT

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yeah not really problem, I reconnected just after and all was ok but he, I wouldn't like to be logged as a cheater.

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Subject: Re: Lan exploit???

Posted by [danpaul88](#) on Wed, 04 Jul 2007 21:11:56 GMT

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Trust me, it happens so often I dont think anyone takes a blind bit of notice of it unless your consistently getting it 9 times out of 10 that you connect....

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Subject: Re: Lan exploit???

Posted by [Canadacdn](#) on Fri, 06 Jul 2007 04:52:00 GMT

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Why does Renguard still try to detect lan-exploiters if it obviously doesn't work?

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Subject: Re: Lan exploit???

Posted by [Goztow](#) on Fri, 06 Jul 2007 06:51:25 GMT

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Canadacdn wrote on Fri, 06 July 2007 06:52 Why does Renguard still try to detect lan-exploiters if it obviously doesn't work?

It DOES work, it's just that there's a lot of false positives.

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Subject: Re: Lan exploit???

Posted by [l2onnie](#) on Wed, 25 Jul 2007 19:41:50 GMT

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Renguard is a piece of shit, plain and simple.. i get that lan-exploit message a lot.. like 4 out of 5 times.. othertimes it just disconnects.. renguard is a piece of shit, i'd prefer everyone being tested when accused then putting up with this shit, its a waste of my life tbh...

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Subject: Re: Lan exploit???

Posted by [cmatt42](#) on Thu, 26 Jul 2007 06:42:39 GMT

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If it's giving you that message so often, stop trying to do the LAN exploit.

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Subject: Re: Lan exploit???

Posted by [Carrierll](#) on Thu, 26 Jul 2007 08:31:16 GMT

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l2onnie wrote on Wed, 25 July 2007 14:41 Renguard is a piece of shit, plain and simple.. i get that lan-exploit message a lot.. like 4 out of 5 times.. othertimes it just disconnects.. renguard is a piece of shit, i'd prefer everyone being tested when accused then putting up with this shit, its a waste of my life tbh...

Because every single player cooperates perfectly with testing...

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Subject: Re: Lan exploit???

Posted by [R315r4z0r](#) on Fri, 27 Jul 2007 06:16:18 GMT

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Renguard at this point in time is kinda worthless.. I mean.. I use it to shut other people up, but when someone is dead set on thinking you cheat, Renguard ain't stopping that.

---

Renguard is sorta like a first line of defense in defending yourself against cheat accusations.

"Hey you shot me through wall"

"!Rg <player1>"

"Ok, you use Rg, must of been lag"

But after that first line of defense fails, your boned!

"OMG that is the 10th time you shot me through a wall"

"You Rg hacker!"

\*ban\*

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Subject: Re: Lan exploit???

Posted by [=HT=T-Bird](#) on Fri, 27 Jul 2007 12:02:47 GMT

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razorblade001 wrote on Fri, 27 July 2007 01:16Renguard at this point in time is kinda worthless.. I mean.. I use it to shut other people up, but when someone is dead set on thinking you cheat, Renguard ain't stopping that.

Renguard is sorta like a first line of defense in defending yourself against cheat accusations.

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"Ok, you use Rg, must of been lag"

But after that first line of defense fails, your boned!

"OMG that is the 10th time you shot me through a wall"

"You Rg hacker!"

\*ban\*

We need to find a way to stop \*cheat name removed\*. That is all there is to it.

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Subject: Re: Lan exploit???

Posted by [luv2pb](#) on Sun, 29 Jul 2007 03:40:23 GMT

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Goztow wrote on Fri, 06 July 2007 02:51Canadacdn wrote on Fri, 06 July 2007 06:52Why does Renguard still try to detect lan-exploiters if it obviously doesn't work?

It DOES work, it's just that there's a lot of false positives.

No it isn't.

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Subject: Re: Lan exploit???

Posted by [Valherran](#) on Sun, 29 Jul 2007 04:03:22 GMT

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Now i just gotta ask, WTF does LAN Exploit actually do to make yourself a cheater?

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Subject: Re: Lan exploit???

Posted by [light](#) on Sun, 29 Jul 2007 04:11:28 GMT

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Valherran wrote on Sun, 29 July 2007 16:03Now i just gotta ask, WTF does LAN Exploit actually do to make yourself a cheater?

The LAN exploit is when you have 2 PCs on the network, one running a clean Renegade + RG and the other running a dirty Ren and no RG.

If you're sharing the same IP, RG on the clean Renegade will say "123.456.789.123" is running RG, even though you have a cheat-loaded Renegade there too.

It was an old trick used a short while after RG was released.

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Subject: Re: Lan exploit???

Posted by [R315r4z0r](#) on Sun, 29 Jul 2007 05:10:01 GMT

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So how can their be a false-positive with that? It is either you have conflicting IPs or you don't...

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Subject: Re: Lan exploit???

Posted by [AoBfrost](#) on Sun, 29 Jul 2007 05:33:36 GMT

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Theres also the BW exploit while in many servers, most servers block it and reset people's bandwidth to default, but ren itself keeps trying to be BW hungry, the way to change this is to set your internet speed in renegade to cable modem even if you have dial up or DSL, i used to get the BW and Lan exploit message all the time until i changed my speed in ren to cable modem (which yes i do use high speed internet with a cable modem)

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Subject: Re: Lan exploit???

Posted by [light](#) on Sun, 29 Jul 2007 10:10:51 GMT

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razorblade001 wrote on Sun, 29 July 2007 17:10So how can their be a false-positive with that? It is either you have conflicting IPs or you don't...

I'm afraid I don't know how RG tries to detect the exploit, so I don't know why it gives false positives.

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Subject: Re: Lan exploit???

Posted by [sloth4urluv](#) on Mon, 30 Jul 2007 03:08:40 GMT

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Renguard fucking sucks, end of story.

I havent been able to play a decent game of renegade since that last patch came out. All it does now is just fuck up and kick me, and when I try to play without it I get kicked because im not running it.

What a worthless piece of shit.

I find renguard more of a pain in the ass than I do the people cheating.

LAN exploit my ass, FUCK RENGUARD!

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Subject: Re: Lan exploit???

Posted by [cmatt42](#) on Mon, 30 Jul 2007 05:20:33 GMT

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There are worse things to complain about than false positives of the LAN exploit.

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Subject: Re: Lan exploit???

Posted by [R315r4z0r](#) on Mon, 30 Jul 2007 05:39:01 GMT

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Whose complaining? I'm not complaining. I never gotten a false-positive before.

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Subject: Re: Lan exploit???

Posted by [Carrierll](#) on Mon, 30 Jul 2007 08:41:06 GMT

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sloth4urluv wrote on Sun, 29 July 2007 22:08Renguard fucking sucks, end of story.

I havent been able to play a decent game of renegade since that last patch came out. All it does now is just fuck up and kick me, and when I try to play without it I get kicked because im not running it.

What a worthless piece of shit.

I find renguard more of a pain in the ass than I do the people cheating.

LAN exploit my ass, FUCK RENGUARD!

So naturally, you have submitted detailed bug reports to BHS, read all FAQs and stickied support topics, and then posted for help in a calm and resonable manner.

Real people made that software, not "some guy from t'net"

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Subject: Re: Lan exploit???

Posted by [luv2pb](#) on Mon, 30 Jul 2007 17:22:23 GMT

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sloth4urluv wrote on Sun, 29 July 2007 23:08 Renguard fucking sucks, end of story. I havent been able to play a decent game of renegade since that last patch came out. All it does now is just fuck up and kick me, and when I try to play without it I get kicked because im not running it.

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LAN exploit my ass, FUCK RENGUARD!

Hey jackass, Renguard has never kicked you for anything and never will. If you are getting kicked it is because you are playing on a n00b server who has a shit bot. Blame them not BHS. The only worthless oiece of shit I see here is your post.

---

Subject: Re: Lan exploit???

Posted by [Tankkiller](#) on Tue, 31 Jul 2007 02:18:30 GMT

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Never mind. anyway, still mod lock this.

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Subject: Re: Lan exploit???

Posted by [cmatt42](#) on Tue, 31 Jul 2007 07:29:53 GMT

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razorblade001 wrote on Mon, 30 July 2007 00:39 Whose complaining? I'm not complaining. I never gotten a false-positive before. I wasn't talking to you or "anybody's complaining".

---

Subject: Re: Lan exploit???

Posted by [sloth4urluv](#) on Tue, 31 Jul 2007 12:58:56 GMT

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Its not like thats the only problem I ever have, it also sometimes kicks me for corrupt map files, or duplicate instance or renegade or other stupid bullshit that im not doing.

Sometime it just wont connect to the renguard network so then I have to play without it. I constantly get annoying popups in the middle of the game telling me that im not running renguard, and then I ultimatley get forecd rg and have to leave the server. Would just turn renguard back on and join, but it dosnt work.

---

All im saying is the software is very half assed done and it causes so much hasle that it makes it almost not worth playing renegade anymore.

And its not like renguard stops the hackers anyways, they still find new way around renguard so its not like its doing anything anyways except pissing me off.

---

Subject: Re: Lan exploit???  
Posted by [CarrierII](#) on Tue, 31 Jul 2007 13:30:27 GMT  
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Then uninstall it and shut-up. Fool.

---

Subject: Re: Lan exploit???  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 31 Jul 2007 22:24:28 GMT  
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CarrierII wrote on Tue, 31 July 2007 09:30Then uninstall it and shut-up. Fool.

He would, but as he said:

Quote:I constantly get annoying popups in the middle of the game telling me that im not running renguard, and then I ultimatley get forecd rg and have to leave the server.

---

Subject: Re: Lan exploit???  
Posted by [CarrierII](#) on Wed, 01 Aug 2007 01:01:55 GMT  
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I can't be bothered to endlessly try to help people who do nothing but whine.

---

Subject: Re: Lan exploit???  
Posted by [sadukar09](#) on Wed, 01 Aug 2007 22:02:01 GMT  
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sloth4urluv wrote on Tue, 31 July 2007 07:58Its not like thats the only problem I ever have, it also sometimes kicks me for corrupt map files, or duplicate instance or renegade or other stupid bullshit that im not doing.

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All im saying is the software is very half assed done and it causes so much hasle that it makes it almost not worth playing renegade anymore.

And its not like renguard stops the hackers anyways, they still find new way around renguard so its not like its doing anything anyways except pissing me off.

Sloth then please, try and make your own anti-cheat software for Renegade WITH a bunch of other people who know how to make cheats WHICH also have the source code of your software You get Renguard for free, you should be happy people took their time to make this. IF they didnt right now Renegade would be infested with wallhack,bighead,\*input random cheat here\* cheaters.Unless you do something about it or help SOLVE the problem, you have NO right to complain.

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Subject: Re: Lan exploit???

Posted by [R315r4z0r](#) on Thu, 02 Aug 2007 05:58:01 GMT

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Don't forget that sometimes some servers stop detecting Renguard on some players. So even if you are running, it shows you as if you don't!

And you get kicked for not having Renguard!

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Subject: Re: Lan exploit???

Posted by [sloth4urluv](#) on Fri, 03 Aug 2007 18:18:47 GMT

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Sorry, just get a little frustrated because I keep getting shit on because of other people. Renguard does catch alot of cheaters, but the person determined to cheat is still going to find there way around rengaurd and cheat anyways.

Infact I believe that there is already a way to get around the new rengaurd so its not really stopping the cheaters, just making more of a pain in the ass for the non cheaters.

Being that im working on reborn it makes it an extra special pain in the ass for me because that means that I cant have any of my models in the data directory because renguard thinks im cheating. Thats just gay.

---

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Subject: Re: Lan exploit???

Posted by [CarrierII](#) on Sat, 04 Aug 2007 09:14:55 GMT

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sloth4urluv wrote on Fri, 03 August 2007 13:18 Sorry, just get a little frustrated because I keep getting shit on because of other people.

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Being that im working on reborn it makes it an extra special pain in the ass for me because that means that I cant have any of my models in the data directory because rengaurd thinks im cheating. Thats just gay.

Installing Renegade twice is the key.

Or go write a batch file that moves them all out of your Ren folder, and then another to put them back in. something like

```
copy C:\westwood\Renegade\data\*.w3d C:\Temp
```

To move them out and this one to put them back in

```
copy C:\Temp\*.w3d C:\westwood\Renegade\data\
```

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Subject: Re: Lan exploit???

Posted by [cmatt42](#) on Sat, 04 Aug 2007 16:13:27 GMT

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Or something that's less of a waste of time, like running game2.exe when you want to mess around with the models.

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Subject: Re: Lan exploit???

Posted by [AlienWorkShop](#) on Wed, 29 Aug 2007 08:40:25 GMT

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That still wont solve the problem of his rengaurd finding invalid files just by using game2.exe, what if he wants to play Multiplayer, using game2.exe will either get him forcerg off the server, or

bugged to death by messages

For the people asking how renguard knows your using a LAN exploit, im assuming its done like this:

1) You join a server on PC1, the Renguard Master Server now knows your in a server, and what IP address your from, and if your using renguard or not.

2) You join another server on PC2, Renguard master server checks against its database to see if your already on a server from the same IP... If you are it kicks you both off the game and tells renguard to display the LAN Exploit message.

Just a general idea of how it works, it might be different.

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Subject: Re: Lan exploit???

Posted by [cmatt42](#) on Wed, 29 Aug 2007 21:43:17 GMT

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AlienWorkShop wrote on Wed, 29 August 2007 03:40 That still wont solve the problem of his renguard finding invalid files just by using game2.exe, what if he wants to play Multiplayer, using game2.exe will either get him forcerg off the server, or bugged to death by messages

Can't handle two concepts at one time or something? If he wants to just test models, he can run game2.exe. There will be no problems with RenGuard because it won't be open.

If he wants to play online without the models, he can remove them and open up game.exe. It's simple.

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Subject: Re: Lan exploit???

Posted by [Caveman](#) on Thu, 30 Aug 2007 23:14:42 GMT

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luv2pb wrote on Mon, 30 July 2007 18:22 sloth4urluv wrote on Sun, 29 July 2007 23:08 Renguard fucking sucks, end of story.

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worthless oiece of shit I see here is your post.

I recall a few times being kicked by Renguard for cheating bad game.exe or bad always.dat

And no I wasn't cheating.

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