
Subject: RENGUARD and BIATCH
Posted by [tthom=\[UN\]=](#) on Sat, 01 Sep 2007 04:57:54 GMT
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everyone knows how so many biatches about RG, but we just want to formally thank RENGUARD and BIATCH for all their help with Renegade.

Subject: Re: RENGUARD and BIATCH
Posted by [AoBfrost](#) on Sat, 01 Sep 2007 05:00:29 GMT
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....I dont use either because

1. I want renegade to start when i click renegade, plus my weapon replacments dont work with it
2. i dont need biatch when our server has a self made anti cheat that detects everything like biatch, big head, dmg, pt distance, building health, the usual haxz0rs.

but then again I will say thank you because it has helped many servers that previously didnt have any anti cheat besides moderators ingame, so really it is doing a better job than no anti cheat at all.

Subject: Re: RENGUARD and BIATCH
Posted by [Crimson](#) on Sat, 01 Sep 2007 06:51:56 GMT
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Congratulations, you get the asshole of the week award.

(Not you tthom, you're awesome)

Also, dipshit, BIATCH is an server-side anti-cheat so good luck trying to detect it as a cheat...

Subject: Re: RENGUARD and BIATCH
Posted by [Starbuzz](#) on Sat, 01 Sep 2007 07:28:23 GMT
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I am lolling so hard right now! LOL

Subject: Re: RENGUARD and BIATCH
Posted by [nikki6ixx](#) on Sat, 01 Sep 2007 07:36:08 GMT
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AoBfrost wrote on Sat, 01 September 2007 00:00

1. I want renegade to start when i click renegade

I know, because waiting two seconds, and then clicking the "Renegade" button on the bottom left of the box totally uses up valuable time, and energy.

Subject: Re: RENGUARD and BIATCH
Posted by [Goztow](#) on Sat, 01 Sep 2007 08:23:29 GMT
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Quote: plus my weapon replacments dont work with it
There's a reason for that!

Subject: Re: RENGUARD and BIATCH
Posted by [EvilWhiteDragon](#) on Sat, 01 Sep 2007 09:59:16 GMT
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AoBfrost wrote on Sat, 01 September 2007 07:00....I dont use either because

1. I want renegade to start when i click renegade, plus my weapon replacments dont work with it

Yeah, so nasty that Renguard blocks big weapons too, how are you supposed to cheat with that :/
Quote:

2. i dont need biatch when our server has a self made anti cheat that detects everything like biatch, big head, dmg, pt distance, building health, the usual haxz0rs.

Yay, let's do everything double, it's not like we have anything else to do. Now please put your not publicly released anti cheat software somewhere where the sun doesn't shine.

Btw, did stewie made it? If so, he learned the basics for it from StealthEye, which coincidently is the main coder behind BIATCH.

Quote:

but then again I will say thank you because it has helped many servers that previously didnt have any anti cheat besides moderators ingame, so really it is doing a better job than no anti cheat at all.

So you're trying to say you already had a serverside anticheat like BIATCH before BIATCH was released or around the same time BIATCH was released? If so, WHY THE FUCK DIDN'T YOU RELEASE IT, DUMB FUCK!

Subject: Re: RENGUARD and BIATCH
Posted by [Cat998](#) on Sat, 01 Sep 2007 10:21:28 GMT
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AoBfrost wrote on Sat, 01 September 2007 07:00i dont need biatch when our server has a self made anti cheat that detects everything like biatch, big head, dmg, pt distance, building health, the usual haxz0rs.

I think this topic isn't about your server or what it is running, therefore noone is interested in it.

I want to thank Stealtheye, Ghostshaw and HTT-Bird, they are doing a great job with developing biatch. They are spending much time on thinking about new ways to block cheats serverside

Also thanks to renguard that reduced the amount of cheaters for a long time.

Subject: Re: RENGUARD and BIATCH

Posted by [=HT=T-Bird](#) on Sat, 01 Sep 2007 11:55:07 GMT

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Seye + Ghost + EWD + 'Bird + Cat = OWNED!!!! Seriously, BIATCH has gone far beyond my expectations!

Subject: Re: RENGUARD and BIATCH

Posted by [Goztow](#) on Sat, 01 Sep 2007 12:47:12 GMT

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Ow, I wanted a mention as being the one u killed with the chats u blocked .

Subject: Re: RENGUARD and BIATCH

Posted by [DutchNeon](#) on Sat, 01 Sep 2007 13:59:35 GMT

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BIATCH is ok but it has its faults, bannes are 90% Accurate, but there are some bugs with some scripts, for example Wep Packs and Wep drop scripts. Renguard isnt rilly good, but its ok, it stops the easiest cheats..

But Overall, They can compete with other anti cheat programs like VAC (Steam) and Punkbuster.

Subject: Re: RENGUARD and BIATCH

Posted by [Cat998](#) on Sat, 01 Sep 2007 15:33:40 GMT

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It's allot harder to develop anticheating tools for Renegade, than for any other game.

for example VAC is developed by Steam, and Steam has the source code of all the games, so they have it kinda easy to code anticheating. And I haven't heard that it's very effective...

Subject: Re: RENGUARD and BIATCH
Posted by [Dave Anderson](#) on Sat, 01 Sep 2007 16:11:40 GMT
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VAC isn't effective at all. People still use wall cheats, aimbots, over sized hitboxes, etcetera. Its pretty sad.

Subject: Re: RENGUARD and BIATCH
Posted by [Craziac](#) on Sat, 01 Sep 2007 16:49:15 GMT
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Quote: Btw, did stewie made it? If so, he learned the basics for it from StealthEye, which coincidentally is the main coder behind BIATCH.

Noes, my scripts are only in my testing server and Fncall's New Maps.

But yes, StealthEye helped me a lot ...

By the way AoBfrost, 1. BIATCH isn't a cheat... 2. Building Damage is calculated server side...

Subject: Re: RENGUARD and BIATCH
Posted by [Slave](#) on Sat, 01 Sep 2007 17:23:51 GMT
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AoBfrost wrote on Sat, 01 September 2007 00:00
2. i dont need biatch when our server has a self made anti cheat that detects everything like biatch; big head, dmg, pt distance, building health, the usual haxz0rs.

made a microscopic edit to frost's post, so it might make more sense to the people who complained about biatch being a cheat.

Subject: Re: RENGUARD and BIATCH
Posted by [jnz](#) on Sat, 01 Sep 2007 18:25:07 GMT
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AoBfrost wrote on Sat, 01 September 2007 06:00
2. i dont need biatch when our server has a self made anti cheat that detects everything like biatch, big head, dmg, pt distance, building health, the usual haxz0rs.

What server?

Subject: Re: RENGUARD and BIATCH

Posted by [Renx](#) on Sat, 01 Sep 2007 18:39:19 GMT

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Dave S. Anderson wrote on Sat, 01 September 2007 13:11 VAC isn't effective at all. People still use wall cheats, aimbots, over sized hitboxes, etcetera. Its pretty sad.

VAC isn't designed to block anything. It detects it, then people review the detection manually and the ban is placed after the incident.

Subject: Re: RENGUARD and BIATCH

Posted by [Xpert](#) on Sat, 01 Sep 2007 19:12:02 GMT

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AoBfrost wrote on Sat, 01 September 2007 01:00

2. i dont need biatch when our server has a self made anti cheat that detects everything like biatch, big head, dmg, pt distance, building health, the usual haxz0rs.

Good job at being an asshole and blabbering about a non public mod no one gives a shit about. The thread was tthom=[UN]= publicaly saying thank you for Renguard and BIATCH not a "HEY THIS MOD I HAVE IS COOLER THAN YOURS" type of bs.

SSAOW 1.5 with modified scripts.dll and other tools and ingame features that was given to you by someone from gz0ne correct?

Nothing special. The person himself who made those custom scripts even uses BIATCH with the mod.

Subject: Re: RENGUARD and BIATCH

Posted by [EvilWhiteDragon](#) on Sat, 01 Sep 2007 23:11:16 GMT

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Xpert wrote on Sat, 01 September 2007 21:12 AoBfrost wrote on Sat, 01 September 2007 01:00

2. i dont need biatch when our server has a self made anti cheat that detects everything like biatch, big head, dmg, pt distance, building health, the usual haxz0rs.

Good job at being an asshole and blabbering about a non public mod no one gives a shit about. The thread was tthom=[UN]= publicaly saying thank you for Renguard and BIATCH not a "HEY THIS MOD I HAVE IS COOLER THAN YOURS" type of bs.

SSAOW 1.5 with modified scripts.dll and other tools and ingame features that was given to you by someone from gz0ne correct?

Nothing special. The person himself who made those custom scripts even uses BIATCH with the mod.

Thanks for your support Xpert. I am happy to see that there are at least some people around with common sense.

Subject: Re: RENGUARD and BIATCH
Posted by [AoBfrost](#) on Sat, 01 Sep 2007 23:18:06 GMT
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Crimson wrote on Sat, 01 September 2007 02:51 Congratulations, you get the asshole of the week award.

(Not you tthom, you're awesome)

Also, dipshit, BIATCH is an server-side anti-cheat so good luck trying to detect it as a cheat... I meant it detects everything like biatch does, not it detects biatch as a cheat...

I didnt mean to sound the way I did the last post, but I am grateful biatch and rengaurd do exist, because some players dont use skins/weapon mods so it helps keep them from cheating since they would be using rengaurd, and servers running biatch obviously catches cheaters, I dont mean to beat down on the two if i made it sound like I was, sorry.

And Xpert, no one gave us the mod, we made it ourselves

Subject: Re: RENGUARD and BIATCH
Posted by [DutchNeon](#) on Sun, 02 Sep 2007 00:47:25 GMT
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Im pretty sure your script isnt 100% selfmade, proolly some stuff from ssaow (as lots of servers do).

Subject: Re: RENGUARD and BIATCH
Posted by [Adad](#) on Sun, 02 Sep 2007 03:10:43 GMT
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Lol.
Sorry AoBfrost, I don't know what else to say.

Subject: Re: RENGUARD and BIATCH
Posted by [Starbuzz](#) on Sun, 02 Sep 2007 04:29:46 GMT
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Adad wrote on Sat, 01 September 2007 22:10Lol.
Sorry AoBfrost, I don't know what else to say.

LOL...that's what I am thinking too. Poor AoBfrost...super-pwned by everyone from the highest of the chain of command to the lowest followers.

Subject: Re: RENGUARD and BIATCH
Posted by [AoBfrost](#) on Sun, 02 Sep 2007 04:31:44 GMT
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Ya this is my problem, I always intend to do 1 thing, then end up doing another thing and changing the topic and making people angry because I miss-said something in a way....

Subject: Re: RENGUARD and BIATCH
Posted by [Starbuzz](#) on Sun, 02 Sep 2007 04:33:12 GMT
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It's ok...you are cool.
