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Subject: Quick Question

Posted by [Serenity](#) on Thu, 18 Sep 2003 11:55:55 GMT

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Client/Server ... so in order to play on a Renguard protected Server you have to download MORE crap just to play on it ... which in other words is Spy software. Sorry this is only my opinion ... and bashing me for adding this is expected, so np ...

I host a server on GSA and am a MOD for Renstation servers on WOL ... our players don't want to have to D/L something just to play, I mean alot of our players are running out of disk space as it is because of mappacks and all the renegade files. Why not just a server proggy, makes more since ... maybe I am just a stupid arrogant moron but me knowing and having experience in program development I know it can be done, but it is your proggy and good luck on it.

I'm just trying to help and not trying to bash anyone here. Just giving my opinion.

Anyway G/L.

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Subject: Quick Question

Posted by [Aircraftkiller](#) on Thu, 18 Sep 2003 12:02:50 GMT

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Well, your opinion obviously isn't very informed.

You're correct in the assumption that it is "spyware," after all, the RenGuard team \*did\* publically state that it would scan the Renegade folder for unauthorized files that allow people to cheat the game.

To turn a long post into a shorter one: If you don't like it, then don't download it. Just don't bitch when the cheaters come into your server because they have nowhere else to go.

EDIT: I checked out that website in your sugnature. WTF?

"Description:

C&C\_BasinTS, C&C\_bridge, C&C\_Canyon, C&C\_City\_Flying\_Exp, C&C\_BunkersTS, C&C\_City\_Flying, and C&C\_Conquest\_Island

Creator:

Serenity"

Uhhh... You realize I created BunkersTS, BasinTS, modified Flying Exp?

Please don't put my levels into "map packs" without even asking me for permission, first. I made them, I say where they're distributed and who distributes them.

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Subject: Re: Quick Question

Posted by [Blazer](#) on Thu, 18 Sep 2003 14:25:18 GMT

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SerenityClient/Server ... so in order to play on a Renguard protected Server you have to download MORE crap just to play on it ... which in other words is Spy software. Sorry this is only my opinion ... and bashing me for adding this is expected, so np ...

I host a server on GSA and am a MOD for Renstation servers on WOL ... our players don't want to have to D/L something just to play, I mean alot of our players are running out of disk space as it is because of mappacks and all the renegade files. Why not just a server proggy, makes more since ... maybe I am just a stupid arrogant moron but me knowing and having experience in program development I know it can be done, but it is your proggy and good luck on it.

I'm just trying to help and not trying to bash anyone here. Just giving my opinion.

Anyway G/L.

The word "spyware" is a bit extreme. It does scan your renegade directory for unauthorized files, so call it what you wish, as long as you call punkbuster, and your antivirus software the same thing

As for the disk space issue, don't worry it will be VERY small due to being coded in pure ASM.

I realize having to download something to play is a pain in the ass, but trust me, having a 7 tank flame rush stopped by a minigunner using the damage hack is quite a bit more of a pain.

The download will be small, running it will be as seamless as possible. We will also incorporate extra features so server owners get some added benefit besides being cheat free, like a MOTD so they can post their website for the server etc.

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Subject: Quick Question

Posted by [Crimson](#) on Thu, 18 Sep 2003 14:30:11 GMT

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Serenity, you have a few options.

- 1) Don't download RenGuard. Then all the servers you can play on are where the cheaters will be.
- 2) Download RenGuard, and know the servers you are on are populated with only legit players.
- 3) Program your own solution.

But, yes, we do believe there's a way to run a program just with the server to check for cheaters, but it will apparently take significantly longer to code because the details haven't been worked out yet. RenGuard is a solution that can be produced in a much more timely manner.

"which in other words is Spy software" - No, it's not. You're just using RenGuard to prove you are playing legitimately. Is a retina scan spying? Is a password spying? No. RenGuard is a way to prove to an FDS that you are playing legit. The server owners make the decision to use it. If they say they only want RenGuard users on their servers, then that's their call as server owners.

Hope this clarifies.

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Subject: Quick Question

Posted by [Griever92](#) on Thu, 18 Sep 2003 15:25:52 GMT

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Your accusation that Renguard is Spyware is completely blown out of proportion. Yes, Renguard will scan files on Your computer, but think of it as a Security Feature. Then there's the fact that, im probably not gonna se Ads popping up everywhere when i install Renguard, i wont be sending any information other than a list of files in my /Renegade/Data folder.

So quit your complaining, what Crimson said is completely true in the manner that its your choice as a server owner to Install it or not.

just remember, you will be overrun by cheaters if you don't install it, then no Legit player will even appreciate your servers. i myself am starting to get a little impatient with your servers, which is a problem, since your servers are the only ones that give me decent ladder points.

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Subject: Quick Question

Posted by [Speedy059](#) on Thu, 18 Sep 2003 20:47:12 GMT

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Quote:i myself am starting to get a little impatient with your servers, which is a problem, since your servers are the only ones that give me decent ladder points.

Which servers?

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Subject: Quick Question

Posted by [Adavanze](#) on Thu, 18 Sep 2003 21:04:59 GMT

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You realise that all of the people who dont want cheating will download this, so the people who cheat will be left without it to play on servers with many other cheaters. After this is released, WOL will be full of cheaters all playing together.

Punkbuster was very successful, no reason this wont be.

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Subject: Quick Question

Posted by [boma57](#) on Thu, 18 Sep 2003 21:33:53 GMT

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Crimson...there's a way to run a program just with the server to check for cheaters, but it will apparently take significantly longer to code because the details haven't been worked out yet. RenGuard is a solution that can be produced in a much more timely manner.

A stitch in time saves nine.

---

For as long as games have been playable online, online players have had to deal with hackers.

I'd rather put up with cheaters in Renegade for a few months longer in anticipation for a whole and complete prevention tool rather than get a "quickfix" in a few weeks.

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Subject: Quick Question

Posted by [Crimson](#) on Fri, 19 Sep 2003 00:41:46 GMT

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It's not like the current fix won't be VERY effective. If we didn't have complete faith in it, we wouldn't do it.

The other method will be even more effective in theory, but it's still experimental and not completely researched yet. I wouldn't know how many months it would take to get out.

Yeah, a stitch in time saves nine, but not all Renegade players are that patient.

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Subject: Quick Question

Posted by [Serenity](#) on Mon, 22 Sep 2003 15:40:38 GMT

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Aircraftkiller

To turn a long post into a shorter one: If you don't like it, then don't download it. Just don't bitch when the cheaters come into your server because they have nowhere else to go.

EDIT: I checked out that website in your signature. WTF?

"Description:

C&C\_BasinTS, C&C\_bridge, C&C\_Canyon, C&C\_City\_Flying\_Exp, C&C\_BunkersTS, C&C\_City\_Flying, and C&C\_Conquest\_Island

Creator:

Serenity"

Uhhh... You realize I created BunkersTS, BasinTS, modified Flying Exp?

Please don't put my levels into "map packs" without even asking me for permission, first. I made them, I say where they're distributed and who distributes them.

For one it states that I made the mappack ... If you would have taken the time to read the agreement ... !! I'll remove them that's not a problem, they aren't in rotation anymore anyway.

Quote:Griever92 wrote

i myself am starting to get a little impatient with your servers, which is a problem, since your servers are the only ones that give me decent ladder points.

You'll have to take that up with speedy, renstation Fastc0nn servers are his.

Now Aircraftkiller states that its spyware and Crimson states that it isn't .. alittle confused here, anyway ... say when its ready I download this ... will my spyware removal software remove it or make it where it doesn't funtion?

And Crimson thank you for your reply because yours seemed more helpful. And I am glad to hear that you are trying to accomplish a stand alone. That would probably be the best move, either way ... cheaters have to be eliminated.

Thank You Good Day

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Subject: Quick Question

Posted by [Crimson](#) on Mon, 22 Sep 2003 16:54:28 GMT

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Spyware typical targets your browsing activities. RenGuard doesn't go anywhere near your browser. There is no activity in RenGuard that would trigger a spyware detection scheme.

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Subject: Quick Question

Posted by [Ugauga01](#) on Mon, 22 Sep 2003 17:11:27 GMT

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<censored>

C&C Bridge was done by my friend.

Edit: Do not use profane Language here!

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Subject: Quick Question

Posted by [Speedy059](#) on Mon, 22 Sep 2003 19:49:03 GMT

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Quote:For one it states that I made the mappack

She made the mappack, not the maps....read it more carefully.

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Subject: Quick Question

Posted by [Aircraftkiller](#) on Tue, 23 Sep 2003 15:45:14 GMT

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So? How much work could POSSIBLY have went into making a "map pack" when ALL THE WORK was done for her? That's bullshit, this community seems to think that people like myself will take being spit on and keep working for you... Fuck that, respect what we do and what we ask of you. We, as level artists for this game, provide you with entertainment beyond that of what the original development team did. Myself more so, considering I AM the development team left on Renegade, and I don't even get PAID to do this for people like you.

Do you understand? They take out the level readme files, they take out all the important parts of the zip file - like the Scripts.dll\Scripts2.dll - and pass it off as "well I put the map pack together."

Am I the ONLY one who sees something wrong with this??

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Subject: Quick Question

Posted by [DaveGMM](#) on Tue, 23 Sep 2003 15:54:53 GMT

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Nope.

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Subject: Quick Question

Posted by [Xtrm2Matt](#) on Tue, 23 Sep 2003 15:58:02 GMT

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When the Maps are released to the Public you have no say in what happens to them. Bitch all you want, it wouldn't make any difference

Although you made the maps, everyone will know, but they can do what the hell they want.

So hey.. i'm guna go rename i dunno.. C&C\_Metropolis.mix, redo the Readme file and say i made it, then make it public. What you going to do? All honestly you can't do nothing.

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Subject: Quick Question

Posted by [Aircraftkiller](#) on Tue, 23 Sep 2003 16:31:02 GMT

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I can expect Warranto to come in here eventually and say otherwise.

There is a number of things I can do to the contrary of what you think. I can easily press charges for infringement upon my intellectual property. Everything I have made for Renegade has been copyrighted.

Before doing that, I would contact every major C&C site and inform them of the thievery, then make sure you're never going to get any real downloads on the level. A blacklist, if you will.

---

Just because something is put into the public domain doesn't mean it's free for public modification and plagiarism. If this were so, you wouldn't be getting subpoenas from the RIAA for downloading copyrighted \*.mp3 files, now would you??

Bitch all YOU want, but remember, without people like me doing this for you because of the basic respect between user and artist, YOU HAVE NOTHING. Nothing except some "skins" and some sound replacements.

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Subject: Quick Question

Posted by [Xtrm2Matt](#) on Tue, 23 Sep 2003 16:45:47 GMT

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AircraftkillerBefore doing that, I would contact every major C&C site and inform them of the thievery, then make sure you're never going to get any real downloads on the level. A blacklist, if you will.

You can't be banned from a website / downloading without a Domain Ban. This is easy to get around, New IP or Proxy.

AircraftkillerJust because something is put into the public domain doesn't mean it's free for public modification and plagiarism. If this were so, you wouldn't be getting subpoenas from the RIAA for downloading copyrighted \*.mp3 files, now would you??

I download what i want when i want. I download MP3's.. Movies.. Games.. anything, have i been caught? No. Will i get caught? 1/9999999 chance i will.

I didn't say its free for Modification and Plagarism, i said rename a file and make a Readme file. Not modify the Map or anything like that.

P.s. Sue me.

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Subject: Quick Question

Posted by [Aircraftkiller](#) on Tue, 23 Sep 2003 17:14:34 GMT

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You can't rename the file because it won't work. I dare you, \$5 says you won't be able to play Metropolis if you rename the mix file at all.

Did you read what I wrote? This isn't "IP banning," it's "I'll have them prevent you from putting files on their websites for download, and they'll shun you for being a thief."

You seriously have a lack of morals. What the fuck is wrong with you?

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Subject: Quick Question

Posted by [warranto](#) on Tue, 23 Sep 2003 17:45:46 GMT

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AircraftkillerI can expect Warranto to come in here eventually and say otherwise.

I'm sorry, but I have to Laugh out loud at this. Nothing bad ment by it, but I guess I do have some sort of reputation (for better or for worse) on these forums.

On topic though, strictly speaking -the so called "Black and White" (not a racial connection, another name would be right [white] or wrong [black] {think of good and evil color representations}) Law- it is illigal to use other peoples work and call it your own, or cause the assumption to be that you are calling it your own. No body can create a colection of items without specifying who the original author/creator is. Whether it be a collection of poems, a collection of books, or in this case a collection of maps. However, as with every aspect of the law it's open to debate. Is it really that serious? Unfortunatly the seriousness of it depends on the person who holds the rights to the piece of work.

I don't have all my legal links with me to double check my understanding of this as I'm not at home, but overall this is the case. Now I will check when I get home, there may be some extenuating circumstances in this case regarding intellectual property over physically copyrighted property, that the law can shed light on. If I find any, I'll be sure to post it.

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Subject: Quick Question

Posted by [Serenity](#) on Wed, 24 Sep 2003 16:31:17 GMT

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Thank you Crimson ...

And Aircraft enough with the drama I removed your damn maps. And for your information where I got the maps no read me file was there but there was a scripts.dll ... and I didn't state the the maps were mine ... it states that the mappacks are mine ... there I edited the created by information to make you happy, so scratch ur rear and smile for pete sake, damn!

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Subject: Quick Question

Posted by [Aircraftkiller](#) on Wed, 24 Sep 2003 16:37:40 GMT

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Ignorance is bliss, so I hear.

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Subject: Quick Question

Posted by [Serenity](#) on Wed, 24 Sep 2003 16:40:33 GMT



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I guess so. Plus I do well with my ignorance thank you.

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Subject: Quick Question

Posted by [Crimson](#) on Wed, 24 Sep 2003 16:54:31 GMT

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Not to argue, but ACK always includes a readme. If you got it from a site that's not including the ReadMe, you should let him know so he can rectify the situation.

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Subject: Quick Question

Posted by [Serenity](#) on Wed, 24 Sep 2003 17:52:24 GMT

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When I remember the site that I downloaded it from I will send a pm to him, seeing that whole topic had nothing to do with the out come of the thread. Which is something that should have happened in the first place.

Again thank you.

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Subject: Quick Question

Posted by [Crimson](#) on Wed, 24 Sep 2003 20:12:42 GMT

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Serenity... seeing that whole topic had nothing to do with the out come of the thread...

Such is the nature of forums. I try and split the topics if it's a clean break but it's a lot of work.

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