
Subject: Could It Work?

Posted by [Speedy059](#) on Fri, 19 Sep 2003 02:15:00 GMT

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Posting this off of my forum from a guy named "Crix".

Quote: what if someone installed renegade to a differrent folder then how would it scan? i know its easy to copy the renegade folder to another location, then uninstall the original. then the registry keys are no longer there to point to the renegade folder. in other words, you could put renegade in C:\program files\games\renegade and have cheats in there, because it will only scan C:\westwood\renegade\data for cheats (provided the directory still exists) and it wont detect any cheats because the directory will be empty. in other words, in a few clicks anyone can get around renguard. hmm and then all the other cons makes this program inefficient.

Could that be done? Or has the RenGuard team already solved that problem.

Subject: Could It Work?

Posted by [Crimson](#) on Fri, 19 Sep 2003 02:17:21 GMT

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We already took that into consideration. Not my place to reveal how though.

Subject: Could It Work?

Posted by [ShadowFalls](#) on Sat, 27 Sep 2003 09:54:28 GMT

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thats pretty much easy really, a quick registry check will reveal where its located, same thing is used for game patches

Subject: Could It Work?

Posted by [Majiin Vegeta](#) on Sat, 27 Sep 2003 10:02:17 GMT

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heh tell them it will pass it.. and then when they join they get kicked.. and we can have a laugh..
O_o

Subject: Could It Work?

Posted by [destruktv](#) on Sat, 27 Sep 2003 12:37:49 GMT

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A very basic appriach, any script kiddie would try that first . I'd be surprised if the Renguard team

had not covered that. The best way to check what the directory of the (executing) Renegade process is, is ofcourse in its runtime state.

```
CreateProcess(LPCWSTR lpszImageName, LPCWSTR lpszCmdLine,
LPSECURITY_ATTRIBUTES lpsaProcess, LPSECURITY_ATTRIBUTES lpsaThread, BOOL
flInheritHandles, DWORD fdwCreate, LPVOID lpvEnvironment, LPWSTR lpszCurDir,
LPSTARTUPINFOW lpsiStartInfo,
LPPROCESS_INFORMATION lppiProcInfo);
```

The above API function's first parameter by default when windows creates a process specifies the full path and filename of the module (executable) to execute.

This parameter can easily be checked to determine (running) Renegade's directory.

Ofcourse there are other issues that need to be considered even after that, but to bypass this, we already require some skills that most "lame kids who cheat" don't have.

Cheers,
D.

Subject: Could It Work?
Posted by [fl00d3d](#) on Mon, 29 Sep 2003 20:37:04 GMT
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turn-on-cheats.bat

```
echo off
cls
echo.
echo.
echo. This batchs moves the cheats into the directory after RenGuard scans it.
echo.
echo.
move c:\westwood\renegade\data\temp\cheat.* c:\westwood\renegade\data
echo.
echo.
prompt $p$g
```

HOW ARE WE GETTING AROUND SOMETHING LIKE THIS?
AND WHAT ABOUT LEGAL MODS?

Subject: Could It Work?
Posted by [Crimson](#) on Mon, 29 Sep 2003 21:50:58 GMT
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Yes, we are dumb enough to scan only once. :rolleyes: :rolleyes:

Subject: Could It Work?

Posted by [Cadet1288](#) on Mon, 29 Sep 2003 21:53:49 GMT

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Does no one have faith in the Renguard project?! Come on guys. I'm sure the Renguard Team has gotten opinions from people who know this stuff.

Subject: Could It Work?

Posted by [Crimson](#) on Mon, 29 Sep 2003 21:56:38 GMT

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Either that or the RenGuard people ARE the people who know this stuff. I know most of the team has fucked around with Renegade quite a bit.

Subject: Could It Work?

Posted by [EnderGate](#) on Mon, 29 Sep 2003 23:50:30 GMT

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I truly hope the RenGuard team doesn't have to entertain much of these questions, rather, expend their though on the development of this solution instead. Especially since many of these questions have already been answered in other posts.

However, if Crimson continues directing you to these answers then she is doing her part to

Subject: Could It Work?

Posted by [Blazer](#) on Tue, 30 Sep 2003 00:26:58 GMT

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```
fl00d3dturn-on-cheats.bat
```

```
echo off
cls
echo.
echo.
echo. This batchs moves the cheats into the directory after RenGuard scans it.
echo.
echo.
move c:\westwood\renegade\data\temp\cheat.* c:\westwood\renegade\data
echo.
echo.
prompt $p$g
```

HOW ARE WE GETTING AROUND SOMETHING LIKE THIS?
AND WHAT ABOUT LEGAL MODS?

There is more than one scan, and its possible to tell the difference between a legal mod and a cheating one. For instance the w3d file can be checked and characteristics of the meshes/vertices etc examined. So, its possible to tell the diference between a different head, and a "big head" which would have a large hitter box area.

ALL of the cheats currently being done are simple file manipulations, dropping edited files into game path. RenGuard will not only stop this but will also discern between "safe" modified files and bad ones.

Subject: Could It Work?
Posted by [Crimson](#) on Tue, 30 Sep 2003 00:29:42 GMT
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EnderGatel truly hope the RenGuard team doesn't have to entertain much of these questions, rather, expend their though on the development of this solution instead. Especially since many of these questions have already been answered in other posts.

However, if Crimson continues directing you to these answers then she is doing her part to

Yes, I understand how they're doing this and how it works, I just don't yet have the expertise to code it myself. I do know the developers are a couple steps ahead of many of you and have already covered ways to get around it that you haven't even thought of yet.

Subject: Could It Work?
Posted by [minsche](#) on Fri, 03 Oct 2003 14:27:04 GMT
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I have faith in professional coding and hope renguard will be a success. But I was put off a little, when diodeone claimed that it would not work. I know and have read all

to tell me again, but anyhow, I was amazed that somebody like him (always top ten) would say something like that...

Subject: Could It Work?
Posted by [htmlgod](#) on Wed, 15 Oct 2003 01:15:59 GMT

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Quote:RenGuard will not only stop this but will also discern between "safe" modified files and bad ones.

That should be interesting..... A program that analyzes my skins and models and decides whether they're "safe" or "bad." How?

Seems like quite a task, I mean how does one define a "bad" model or skin? And then, how does one write a program that determines whether models/skins meet the requirements? Is Big Brother watching?

Subject: Could It Work?

Posted by [Blazer](#) on Wed, 15 Oct 2003 01:46:11 GMT

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htmlgodSeems like quite a task, I mean how does one define a "bad" model or skin? And then, how does one write a program that determines whether models/skins meet the requirements? Is Big Brother watching?

Because of the nature of w3d files. They are not simply image files, they also contain information such as the vertice points and dimensional data, and my checking this its possible to tell that you have a different head on a model, but not a "big head" or that the hitbox is within normal parameters. It is also possible to tell if a file is fan made or WS made (the game developers tools put something in the files that the fan tools do not). Big brother isn't watching, just reading the data that is allready there

Subject: Could It Work?

Posted by [fl00d3d](#) on Wed, 15 Oct 2003 18:07:12 GMT

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Just to verify:

No one has a legal copy of the source code for Renegade or the FDS, correct? I'm assuming that would be a violation of copyrights and many other things? Curious.

Subject: Could It Work?

Posted by [Crimson](#) on Wed, 15 Oct 2003 21:19:43 GMT

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If someone had a "legal" copy of the source code, it wouldn't be a violation of anything. What a contradiction in terms!

And who said ANYTHING about having source code?
