Subject: editing the map itself to get around renguard
Posted by Nightma12 on Tue, 28 Oct 2003 17:14:17 GMT
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sorry if this has aready been coverd   but anyway

the cheaters could edit the map itself and add temp presets into it to gain themselfs a way around renguard   i dunno how your gonna sort this out but good luck.... maybe check it against the one thats being run server side?

Subject: editing the map itself to get around renguard
Posted by Crimson on Tue, 28 Oct 2003 17:15:30 GMT
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Already taken care of

Subject: editing the map itself to get around renguard
Posted by Majiin Vegeta on Tue, 28 Oct 2003 20:53:36 GMT
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CrimsonAlready taken care of

thats your reply to everything

Subject: editing the map itself to get around renguard
Posted by Crimson on Tue, 28 Oct 2003 21:42:14 GMT
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Majiin VegetaCrimsonAlready taken care of

thats your reply to everything

Maybe that's because we are trying to cover everything, and the guys on the team know loads about the engine. But you already knew that right?

Subject: editing the map itself to get around renguard
Posted by Nightma12 on Wed, 29 Oct 2003 13:02:41 GMT
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good

but what happens if one person has an older/newer version of the map thanthe host?

Subject: editing the map itself to get around renguard
Posted by Blazer on Wed, 29 Oct 2003 20:27:14 GMT
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Nightma14good

but what happens if one person has an older/newer version of the map thanthe host?

Renguard will tell you that the maps do not match.

Subject: editing the map itself to get around renguard
Posted by Cpo64 on Thu, 30 Oct 2003 01:53:35 GMT
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would be cool if renguard could have a auto download for maps to

I don't know if that would work tho, would it?

Subject: editing the map itself to get around renguard
Posted by Crimson on Thu, 30 Oct 2003 02:11:14 GMT
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Actually once RenGuard is out there, we plan world domination... actually, just community news and maps and such since we'll have a way to communicate with you all.

Subject: editing the map itself to get around renguard
Posted by Jaspah on Thu, 30 Oct 2003 03:02:39 GMT
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If only you guys could operate the MOTD when logging into WOL...

Subject: editing the map itself to get around renguard
Posted by ShadowFalls on Thu, 30 Oct 2003 10:00:24 GMT
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I like the idea of a World Domination kidn of thing for Renegade, you know, never before seen maps as you hafta take over areas which battle could last for days on end or even hours. now thats what I call fun Renguard isn't gonna be the easiest thing to get working efficiently but I am certain that one day perhaps it may be

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