Subject: RenGuard functionality & Add-ons
Posted by fl00d3d on Sun, 16 Nov 2003 18:02:15 GMT
View Forum Message <> Reply to Message

RenGuard Staff:

I'm pretty sure I've brought this up before, but people keep coming to me critiquing proposed functionalities of your program.

Is it true that you will have add-ons that will include things such as 'community news', file-sharing, etc? I'm 99% true you've already said "yes it will, but the first release will be soley the anticheat".

So aside from answering this question for the community, I would also like to open the floor to discussion about this added functionality.

I personally think it could be cool ... but what if people don't want it. Will you offer different versions? I like the concept of Kazaa ... but I used Kazaa Lite because of all the other built in garbage I don't want.

How do the rest of you feel? I'm interested.

Subject: RenGuard functionality & Add-ons
Posted by xRYaNNx on Sun, 16 Nov 2003 18:03:43 GMT
View Forum Message <> Reply to Message

Yeah... I hope there isn't that file sharing bullshit and community news... all I want is an anti-cheat without all this other crap.

Subject: Re: RenGuard functionality & Add-ons
Posted by mac on Sun, 16 Nov 2003 18:59:56 GMT
View Forum Message <> Reply to Message

Hi fl00ded.

Thank you for your question.

I don't think we planned filesharing for this application. However, I can tell you what we do plan for furture releases.

Community News:
Basically a htmlview inside the client that displays news when opening the client application

Server motd
Each Server will have the opportunity to supply a html-motd and it will be displayed when you connect to the server. This includes the maprotation and various game facts if available.

Autodownloader

Since the Server motd contains the map rotation the client can anticipate that you're missing maps, it will ask you if you want to download & install these maps.

Please note that these are just ideas and they're open for discussion. I like those ideas and would love them to be included.

However, they will be not included in the first release.

fl00d3dRenGuard Staff:

I'm pretty sure I've brought this up before, but people keep coming to me critiquing proposed functionalities of your program.

Is it true that you will have add-ons that will include things such as 'community news', file-sharing, etc? I'm 99% true you've already said "yes it will, but the first release will be soley the anticheat".

So aside from answering this question for the community, I would also like to open the floor to discussion about this added functionality.

I personally think it could be cool ... but what if people don't want it. Will you offer different versions? I like the concept of Kazaa ... but I used Kazaa Lite because of all the other built in garbage I don't want.

How do the rest of you feel? I'm interested.

Subject: Re: RenGuard functionality & Add-ons
Posted by kopaka649 on Sun, 16 Nov 2003 19:03:38 GMT
View Forum Message <> Reply to Message

very interesting but im wondering how this will work:
mac
Server motd
Each Server will have the opportunity to supply a html-motd and it will be displayed when you connect to the server. This includes the maprotation and various game facts if available.

Subject: Re: RenGuard functionality & Add-ons
Posted by mac on Sun, 16 Nov 2003 19:41:07 GMT
View Forum Message <> Reply to Message

kopaka649bery interesting but im wondering how this will work:

Simple. The SSC (Server Side Client) Application will have an option to include this motd. This will be transfered to the client when it connects.

Subject: RenGuard functionality & Add-ons
Posted by kopaka649 on Sun, 16 Nov 2003 20:37:56 GMT
View Forum Message <> Reply to Message

so the client sorta paints and overlay on the screen when you join a game?

Subject: RenGuard functionality & Add-ons
Posted by Neodarrh on Mon, 17 Nov 2003 02:26:49 GMT
View Forum Message <> Reply to Message

While all this info sounds great about news and downloading map, with the already small bandwidth from the anti cheat checking files every once and awhile, wouldnt DLing maps just cause that much more lag on the system?

With all teh bandwidth that rengaurd is most likely going to need servers are going to be 1/2 or less of what they are now, yes they will help to clean out any newb cheaters, but there will be no more 30+ player servers on with rengaurd, at least I dont see this happening while running smoothly in a normal scenario.

GL to your prog though still waiting to see if its all talk or if you really are coming out with a prog to help stop cheaters.

Subject: RenGuard functionality & Add-ons
Posted by Crimson on Mon, 17 Nov 2003 07:09:11 GMT
View Forum Message <> Reply to Message

Nah, RenGuard doesn't use as much bandwidth as you're thinking. Blip on the radar.

I don't think he means "automatic" as in, haha here's the file take it now. It would still be up to you.

Subject: RenGuard functionality & Add-ons
Posted by exnyte on Mon, 17 Nov 2003 07:59:08 GMT
View Forum Message <> Reply to Message

CrimsonNah, RenGuard doesn't use as much bandwidth as you're thinking. Blip on the radar.

I don't think he means "automatic" as in, haha here's the file take it now. It would still be up to you.

Yeah... so it'd be something like a "This server running a map that you don't have, Would you like it now? (Yes/No)" type deal. Although I wouldn't mind the automatic behind the scenes map push either... but either way works... saves me from having to search and download myself... (as if that's very difficult anyway).

Subject: RenGuard functionality & Add-ons
Posted by Crimson on Mon, 17 Nov 2003 09:58:44 GMT
View Forum Message <> Reply to Message

It could be an option...

Download maps automatically?
Yes
No
Prompt me

Subject: RenGuard functionality & Add-ons
Posted by Neodarrh on Mon, 17 Nov 2003 10:37:39 GMT
View Forum Message <> Reply to Message

While rengaurd wouldnt be pulling that much when checking files and such, if you are DLing the maps directly from the server, unless they make it so you can only pull alil at a time which would take forever to dl some maps, it would lag the server due to the fact you are pulling a 1-5mb file from it. Also if you get several people DLing it at the same time it would be horrid to play. Just a thought on the possible down side but I do like the idea if you can make it so people DL maps to so they dont have to look for it.

Subject: RenGuard functionality & Add-ons
Posted by exnyte on Mon, 17 Nov 2003 10:55:32 GMT
View Forum Message <> Reply to Message

NeodarrhWhile rengaurd wouldnt be pulling that much when checking files and such, if you are DLing the maps directly from the server, unless they make it so you can only pull alil at a time which would take forever to dl some maps, it would lag the server due to the fact you are pulling a 1-5mb file from it. Also if you get several people DLing it at the same time it would be horrid to play. Just a thought on the possible down side but I do like the idea if you can make it so people DL maps to so they dont have to look for it.

This would begin to be a problem... but I'm sure this would also be thought about. I'd say the best way to combat this issue may be instead of the person pulling it from the server itself, have either the main server (I remember hearing renguard will have a main server) or other sites that offer these downloads. Just something to keep the bandwidth of the server that is serving the games and may keep download speeds up? Two cents inserted.

Subject: RenGuard functionality & Add-ons
Posted by JointWoop on Mon, 17 Nov 2003 11:35:01 GMT
View Forum Message <> Reply to Message

You just need to limit DL allocated bandwidth/max number of simultaneous downloads etc... if done like this should be able to alter these settings manually

Easiest to just pull the maps from renmaps.com and stick a bit of advertising on the rotations, for further maps.

Subject: RenGuard functionality & Add-ons
Posted by mac on Mon, 17 Nov 2003 11:39:15 GMT
View Forum Message <> Reply to Message

I don't think that downloading from the gameservers directly is such an good idea. I was more thinking about downloading from central location(s), that are dedicated for this purpose.

Subject: RenGuard functionality & Add-ons
Posted by fl00d3d on Mon, 17 Nov 2003 13:04:15 GMT
View Forum Message <> Reply to Message

mac:

Thank you for your answer. Very good ideas (like I said already). I would say make each function that you wish to add to the anticheat an add-in or plugin. Or perhaps make different releases(versions) of RenGuard so people can choose what they want to install. Further, I seriously like Crimson's idea of the Yes/No/Always prompt. Perhaps you can have an options dropdown in your menubar where you can use an option box to choose your preferences.

I think I speak for us all when I say we appreciate this work and anticipate its release. I just hope the progress continues forward and issues such as these get heard (and applied) by the programmers.

/r

Subject: RenGuard functionality & Add-ons
Posted by exnyte on Mon, 17 Nov 2003 13:16:31 GMT
View Forum Message <> Reply to Message

macI don't think that downloading from the gameservers directly is such an good idea. I was more thinking about downloading from central location(s), that are dedicated for this purpose.

This is what I meant, if my explaination didn't make sense.

Subject: RenGuard functionality & Add-ons
Posted by Crimson on Mon, 17 Nov 2003 18:55:04 GMT
View Forum Message <> Reply to Message

NeodarrhGL to your prog though still waiting to see if its all talk or if you really are coming out with a prog to help stop cheaters.

Far cry from the blatant lies you're trying to spread on the GX forums. Retard.

Subject: RenGuard functionality & Add-ons
Posted by Battousai on Mon, 17 Nov 2003 18:57:39 GMT
View Forum Message <> Reply to Message

There's a lot of lazy players who don't download fan maps, it's possible that there will be the same type of problem with Renguard. Do you guys have any good ideas on how to get everyone to download it?

Do you have some kind of coalition of major servers that would be willing to use it?

Subject: RenGuard functionality & Add-ons
Posted by warranto on Mon, 17 Nov 2003 19:39:08 GMT
View Forum Message <> Reply to Message

I think if it acted like a patch update, it would be better. As in here's the file, quit game, connect to a site that has it, download and 'install', restart renegade. A pain to have to go rejoin the server, but if people are worried about it creating to much lag, this is a possible solution.

Subject: RenGuard functionality & Add-ons
Posted by Crimson on Mon, 17 Nov 2003 22:31:24 GMT
View Forum Message <> Reply to Message

RenGuard focus is a little different than a fan map. It will be a challenge to spread the word, but it's out there.

Subject: RenGuard functionality & Add-ons
Posted by gibberish on Tue, 18 Nov 2003 01:31:59 GMT
View Forum Message <> Reply to Message

I would go further than Crimson and say that RenGuard is totally different in that if you don't download a map there are still plenty of other servers to play on.

If RenGuard gets popular there won't be any good servers you can play on without installing it,

hence everyone will effectively be forced to install it, if they wish to continue playing Renegade online.

Gib

Subject: RenGuard functionality & Add-ons
Posted by Crimson on Tue, 18 Nov 2003 01:45:29 GMT
View Forum Message <> Reply to Message

Thanks. That's what I wanted to say, but didn't have time.

Subject: RenGuard functionality & Add-ons
Posted by Neodarrh on Tue, 18 Nov 2003 08:00:09 GMT
View Forum Message <> Reply to Message

I still wish you gl, like gx post said, doubt its coming out cause youve lost several programmers. If you want me to just come in here acting like a jackass fine, fuck you. Was just trying to be diplomatic cause like ive posted on forums, I didnt really have a prob with you or the rengaurd team, just that you keep saying look for updates when there is none besides *So-and-so* has left the project.

Subject: RenGuard functionality & Add-ons
Posted by Crimson on Tue, 18 Nov 2003 08:57:23 GMT
View Forum Message <> Reply to Message

Show me where so many people have left the project and I'll eat a cell phone. No one has left. Dante left once and re-negged within hours. And FearHQ is off the project as a coder because of his time restraints. That's IT.

RenGuard kicked its first cheater today. The protocol is nearly complete. Several pieces remain, but we're on the fast track.

Subject: RenGuard functionality & Add-ons
Posted by NHJ BV on Tue, 18 Nov 2003 11:34:36 GMT
View Forum Message <> Reply to Message

I don't think spreading the word will be that difficult; I see many servers running BR.net as well nowadays...

Subject: RenGuard functionality & Add-ons

Posted by Majiin Vegeta on Tue, 18 Nov 2003 15:49:57 GMT
View Forum Message <> Reply to Message

CrimsonShow me where so many people have left the project and I'll eat a cell phone.

hide your phone DJ ! (i think it was Dj's)

sounds good i hope you can pull this off

hows this motd stuff gonna work.. a seperate window.. when you alt tab or will it overlay in
renegade i doubt you can make it appear like in counter strike
also will this modt run off the server.. or any webstie address you choose?
becuase this is a GREAT idea.. and more people will notice the rules

the maps download can be a bit tricky.. as you have to restart renny before you can play the map..
in my EXP anyway.. renny crashes to desktop on first load :/

Subject: RenGuard functionality & Add-ons
Posted by NeoX on Wed, 19 Nov 2003 01:25:28 GMT
View Forum Message <> Reply to Message

Hello Eveyone I know i dont post much here but i always browse but ne ways as for Renguard
have the auto download features ect wouldnt it be easier to have the player join there server threw
renguard like GSA or make it so the Server Running Renguard send a small file telling you what
maps are running ect like you said then renguard downloads the maps ect from a centeral location
like renmaps.com and then once the maps are installed have a button that says launch
Renengade now. So then it loads renegade connects to the server like GSA. That way there will
be no ackward window flipping as in minimizing renegade ect and it wouldnt waste the game
servers connection while the person is downloading and intalling the maps.

Thats just a thought definitly not for the first relese its only really need for once you add those
extra features. By the way this would also allow the servers HTML webpage be shown before it
just maximizes renegade. But i dont know how hard it would be to make the WOL servers show
up in Renguard. Maybe you could make it so you connect to WOL when you open renguard kinda
like that Renegade buddy chat app that NPsmith made. Ok im done now just a thought i think it
could be done but i aint no seasond programmer i do program but im still learning ne ways look
into it

Peace NeoX

Subject: RenGuard functionality & Add-ons
Posted by NeoX on Wed, 19 Nov 2003 01:32:33 GMT
View Forum Message <> Reply to Message

From http://www.thecodesmith.com

You're able to keep track of your online buddies and find exactly where they are within Westwood Online (Renegade Only).

The following situations are coded for ;

Currently playing online.

If yes - "Playing on server : ServerName."

Browsing the server listings.
Chatting in a Westwood Chat lobby.
Locator switched off.
Renegade server is online/offline.
Player is offline.
Also, from recent testing, the application is already much faster than the buddy list you've been used to within the existing Renegade interface. One reason being that it sends/receives less detailed information.

Syncronize With Your Westwood Online Buddy List

One really useful feature is to download your current buddy list from the Westwood Online servers, you just choose which of your existing buddies you'd like to add, then add them!

Note: To use this feature, you must enter your Westwood Online ID, password and serial number.

Page Your Online Buddies

One of the best features, is that you can page multiple users at the same time that are logged into Westwood Online. Whether you choose to page a player or server - each conversation will be displayed in it's own individual window (similar to YahooPager or MSN Messenger). Allowing you to continue to chat with multiple people at once, with ease.

Note: To use this feature, you must enter your Westwood Online ID, password and serial number.

Extra features

The option to refresh the buddy list automatically, at one minute intervals.
Locate buddies from each of the Westwood servers (USA, Pacific, European).
Open a web browser to display Player Statistics and a Game Summary, by right clicking the list.
Choose to login with a regular-player nickname, or alternatively use the details of your FDS (free dedicated server) to syncronize your buddy list, send and receive pages.
Flood control has also been included as a security precaution, restricting you to send one page, per 5 seconds - this is to prevent intentional and unintentional page flooding.
Command Line Arguments

There are two possible commands you're able to send to the program.

/r   -   Refresh buddy list at startup.
/c   -   Connect to Westwood Online at startup.

To use this feature with any shortcut, the target should look like this:
"C:\Program Files\Renegade BuddyList\RenBuddyList.exe" /r /c

This application was made in VB so i think it will be very possible to do the WOL server listings VIA Renguard. Correct me if im wrong let me know if this is possible.

Subject: RenGuard functionality & Add-ons
Posted by Blazer on Fri, 21 Nov 2003 10:09:12 GMT
View Forum Message <> Reply to Message

If a non renguard client joins a renguard server, they will be paged with info telling them about renguard and where to get it before they are kicked

---

Subject: RenGuard functionality & Add-ons
Posted by exnyte on Fri, 21 Nov 2003 10:21:24 GMT
View Forum Message <> Reply to Message

BlazerIf a non renguard client joins a renguard server, they will be paged with info telling them about renguard and where to get it before they are kicked

Man... did you guys think of everything or what?