Subject: RenGuard Logical Diagram
Posted by Blazer on Thu, 20 Nov 2003 00:44:21 GMT
View Forum Message <> Reply to Message

This is just a basic diagram I created to help explain how Renguard will work. This is just a simplified graphical "big picture" view of how the system works.

EDIT: ugh the pic is a bit large, sorry it's a first draft, I will scale it down and make it more understandable. I just wanted to get something out here to help people understand how RG works.

Subject: RenGuard Logical Diagram
Posted by Majiin Vegeta on Thu, 20 Nov 2003 01:27:56 GMT
View Forum Message <> Reply to Message

hmm not how i thought.. but ok

btw..the pic looks great except those kiddy arrows showing direction of communication O_o

Subject: RenGuard Logical Diagram
Posted by IRON FART on Thu, 20 Nov 2003 03:35:08 GMT
View Forum Message <> Reply to Message

I didn't know there were any master servers.
Is that needed?

What if you decide not to cheat ever again, but you are still banned from every server using RenGuard?

Should be more like:

SSC --join request--> Server --checking client--> SSC-> Server (A-OK message)

And it should check that every time because if you are permanently banned from every server at once for cheating once, it''ll kill the game.

Subject: RenGuard Logical Diagram
Posted by exnyte on Thu, 20 Nov 2003 04:01:51 GMT
View Forum Message <> Reply to Message

IRON-FARTAnd it should check that every time because if you are permanently banned from every server at once for cheating once, it''ll kill the game.

No it wouldn't. For one, not everyone cheats, so the game will still go one. For two, you shouldn't be cheating in the first place. If you're cheating, you deserve not to be able to play on ANY server. Period.

Subject: RenGuard Logical Diagram
Posted by kopaka649 on Thu, 20 Nov 2003 04:20:09 GMT
View Forum Message <> Reply to Message

IRON-FARTWhat if you decide not to cheat ever again, but you are still banned from every server using RenGuard?
I dought anyone will decide to cheat with Renguard But anyway, there should be a warning system, first time cheating = temp ban for say, 1 week, next time is perm ban.

Subject: RenGuard Logical Diagram
Posted by Majiin Vegeta on Thu, 20 Nov 2003 04:29:40 GMT
View Forum Message <> Reply to Message

IRON-FARTI didn't know there were any master servers.
Is that needed?

will save on that tiny bit of bandwith it will use

as the server just needs the messages to kick them.. i think O_o

---

Subject: RenGuard Logical Diagram
Posted by gibberish on Thu, 20 Nov 2003 05:43:19 GMT
View Forum Message <> Reply to Message

First time banning might be advantageous from the stand point that if someone invents a new cheat people may not want to try it in case RenGuard catches it ......
Because they will be banned if it does. :sneaky:

However on the flip side it could create a lot of panic if RenGuard accidently incorrectly identifies a new map/mod as a cheat and bans a bunch of people. :twisted:

Subject: RenGuard Logical Diagram
Posted by exnyte on Thu, 20 Nov 2003 06:34:25 GMT
View Forum Message <> Reply to Message

gibberishHowever on the flip side it could create a lot of panic if RenGuard accidently incorrectly identifies a new map/mod as a cheat and bans a bunch of people. :twisted:

In the event that this happens, RenGuard is fixed, those who are wrongly banned are unbanned and all is well. There should never be a reason for someone to even "test" a cheat in a public server, so a Zero-Tolerance attitude should be enforced. There is no reason to give cheaters multiple chances.

Subject: RenGuard Logical Diagram
Posted by Blazer on Thu, 20 Nov 2003 06:58:28 GMT
View Forum Message <> Reply to Message

I dont believe we are implementing a global ban...the master servers are there to verify the integrity of the files on the clients. AFAIK if you are banned from a server for cheating, you aren't banned from ALL the RG servers. There may be an option for server owners to use a global ban list, those details are still being discussed.

Subject: RenGuard Logical Diagram
Posted by gibberish on Fri, 21 Nov 2003 10:52:13 GMT
View Forum Message <> Reply to Message

Its actually better to kick them first.

Because you can page them once they get back to the lobby.
This has the advantage that any text will not scroll off the screen since it will be in one of the popup windows.

Hence if its a noob who needs to download Renguard its easier for them to write down the download intructions.

Gib.

Subject: RenGuard Logical Diagram
Posted by Majiin Vegeta on Fri, 21 Nov 2003 13:14:47 GMT
View Forum Message <> Reply to Message

gibberishIts actually better to kick them first.

Because you can page them once they get back to the lobby.
This has the advantage that any text will not scroll off the screen since it will be in one of the popup windows.

Hence if its a noob who needs to download Renguard its easier for them to write down the download intructions.

Gib.

when you get kicked.. you cant see kicked messages.. untill you join a new game or join the chat room.. most people dont know this

---

Subject: RenGuard Logical Diagram
Posted by Crimson on Fri, 21 Nov 2003 16:38:17 GMT
View Forum Message <> Reply to Message

That's because most programs are coded to page them immediately after the kick. They need to actually page them about 2-3 seconds later.

Subject: RenGuard Logical Diagram
Posted by Majiin Vegeta on Fri, 21 Nov 2003 23:24:52 GMT
View Forum Message <> Reply to Message

CrimsonThat's because most programs are coded to page them immediately after the kick. They need to actually page them about 2-3 seconds later.

hmm :S

 i was paged have a dozen times after i got kicked out of a server.. i had to join the chat channel before i could see the messages O_o

how about it PM them once they join give it 5 seconds then kick them.. O_o

---

Subject: RenGuard Logical Diagram
Posted by gibberish on Sat, 22 Nov 2003 00:56:31 GMT
View Forum Message <> Reply to Message

This is fine for small pieces of infomation such as:

"You are about to be kicked because you are cheating"

However if you want to give more complex information or a URL to download something, the player will need more time to grab a pen and paper to write it down (Before it scrolls off the screen).

I will have a play tonight, to see if I can be paged after I am kicked.

Subject: RenGuard Logical Diagram

Posted by gibberish on Sat, 22 Nov 2003 04:08:31 GMT
View Forum Message <> Reply to Message

You appear to be correct (at least in WOL mode).

If someone is kicked from a game. There appears to be a bug in Renegade that they no longer receive pages in the Lobby. The only way I could find to re-enable the pages was to log out of WOL and back in again.

NOTE: If the messages are send immediately after the kick and before the player clicks on the "You were kicked" message the messages appear (faintly) on the top left of the screen.

Gib

Subject: RenGuard Logical Diagram
Posted by Blazer on Sat, 22 Nov 2003 06:04:44 GMT
View Forum Message <> Reply to Message

Don't forget that a message will be sent to the renguard client as well. So even if you get the exit to desktop bug or something, the Renguard client will still have a message that you were kicked, and why.

Subject: RenGuard Logical Diagram
Posted by IRON FART on Sat, 22 Nov 2003 08:43:44 GMT
View Forum Message <> Reply to Message

That would be a good idea.
Having a message box:
"You were kicked from XXXXXXXXXXXXX Server for attempting to cheat"

lol that reminds me........
Renguard will kick people before they can actually cheat, right?
Isn't that like Minority Report??
LOL

Stop a crime, before it happens......rofl

Subject: RenGuard Logical Diagram
Posted by Majiin Vegeta on Sat, 22 Nov 2003 11:38:03 GMT
View Forum Message <> Reply to Message

BlazerDon't forget that a message will be sent to the renguard client as well. So even if you get the exit to desktop bug or something, the Renguard client will still have a message that you were

kicked, and why.

but those without renguard wont recive that message

Subject: RenGuard Logical Diagram
Posted by Blazer on Sat, 22 Nov 2003 13:30:56 GMT
View Forum Message <> Reply to Message

Majiin VegetaBlazerDon't forget that a message will be sent to the renguard client as well. So even if you get the exit to desktop bug or something, the Renguard client will still have a message that you were kicked, and why.

but those without renguard wont recive that message

Can't please all of the people all of the time. If they can't see by the name of the server, the various pages they will get etc, to know anything about RenGuard, then I guess too bad for them. I don't think we want to abandon the whole anti-cheat project just because a couple of people will get kicked and they are too dumb to read a forum or server messages

---

Subject: RenGuard Logical Diagram
Posted by rm5248 on Wed, 26 Nov 2003 00:01:35 GMT
View Forum Message <> Reply to Message

you should probably make it so that it doesn't work on unladderd games. because most cheats, i belive, only work in unladderd games. that would be very stupid if you kicked somebody from an unladderd game if the cheat does not give them any help on ladder points. and wasnt the point of unladderd games to make it so that you can cheat? or just for practice?

and will this just be for the servers that download renguard, or will it be for all servers wether they want it or not?

Subject: RenGuard Logical Diagram
Posted by warranto on Wed, 26 Nov 2003 01:09:29 GMT
View Forum Message <> Reply to Message

rm5248you should probably make it so that it doesn't work on unladderd games. because most cheats, i belive, only work in unladderd games. that would be very stupid if you kicked somebody from an unladderd game if the cheat does not give them any help on ladder points. and wasnt the point of unladderd games to make it so that you can cheat? or just for practice?

 :rolleyes: :rolleyes:

Quote:and will this just be for the servers that download renguard, or will it be for all servers

wether they want it or not?

This has been answered already. Regardless, no it won't be manditory. However, if a server is running renguard you'll need it as well in order to play on it.

Subject: RenGuard Logical Diagram
Posted by flyingfox on Thu, 27 Nov 2003 10:31:06 GMT
View Forum Message <> Reply to Message

Quote:The CA and MS interact at intervals..

First of all can you tell me the space of time between these intervals? Because this could mean someone could slip the cheats in after they log into the server, for a few minutes just to big-head on someone they don't like & kill them, then take the cheats back out if they have enough time. Then again because of this you may not want to tell people the space between the intervals.

Subject: RenGuard Logical Diagram
Posted by Blazer on Thu, 27 Nov 2003 11:42:24 GMT
View Forum Message <> Reply to Message

random

Subject: RenGuard Logical Diagram
Posted by Crimson on Thu, 27 Nov 2003 20:48:56 GMT
View Forum Message <> Reply to Message

You can't take the cheats on and off at will. You have to restart the game for them to take effect at all and if you try, usually Renegade will crash on the next map. And if you do leave and try to come back, you will be scanned again.

Subject: RenGuard Logical Diagram
Posted by U927 on Thu, 27 Nov 2003 21:03:29 GMT
View Forum Message <> Reply to Message

Heh, I want to see people's reactions when I yell "OMGF LEIK *player name* IS CHEETIGN!!!!1111 BNA HMI!!!" on a RenGuard server. :twisted:

Subject: RenGuard Logical Diagram
Posted by OnfireUK on Sun, 30 Nov 2003 23:33:31 GMT
View Forum Message <> Reply to Message

---

warrantorm5248you should probably make it so that it doesn't work on unladderd games. because most cheats, i belive, only work in unladderd games. that would be very stupid if you kicked somebody from an unladderd game if the cheat does not give them any help on ladder points. and wasnt the point of unladderd games to make it so that you can cheat? or just for practice?

 :rolleyes: :rolleyes:

Quote:and will this just be for the servers that download renguard, or will it be for all servers wether they want it or not?

This has been answered already. Regardless, no it won't be manditory. However, if a server is running renguard you'll need it as well in order to play on it.

hmmm i was thinking about this...
Firsty , If u need renguard to play on the server, then that means u cant get in without it :
I assume u just cant join, i.e. join button doesnt come up ?
Or do u get kicked if u dont have it ?

Secondly, what kind of CHEATER wud get renguard and have cheats ON thats just F**cking stupid....

thanks..
Fire

Subject: RenGuard Logical Diagram
Posted by exnyte on Mon, 01 Dec 2003 08:55:49 GMT
View Forum Message <> Reply to Message

OnFireUKSecondly, what kind of CHEATER wud get renguard and have cheats ON thats just F**cking stupid....

This is exactly why it's being made... No point in cheats if there is something looking for them. And this something just happens to be required for you to play in said server. See... we don't need a diagram! Although it is nice.

Subject: RenGuard Logical Diagram
Posted by zoogly on Tue, 09 Dec 2003 22:54:01 GMT
View Forum Message <> Reply to Message

How about when a cheat is detected the person is kicked. When they are kicked they are paged with a warning AND the file that they were kicked for. that way false bans could he solved. Next time that person is caught with a cheat on that server they are banned.

Subject: RenGuard Logical Diagram
Posted by mac on Wed, 10 Dec 2003 00:00:21 GMT
View Forum Message <> Reply to Message

The client knows what file is bad and informs the player..

Subject: RenGuard Logical Diagram
Posted by General Havoc on Sun, 14 Dec 2003 10:55:33 GMT
View Forum Message <> Reply to Message

1) What happens if you join a RenGuard enables server and you don't have the client?

2) Do all of te Renegade files have the same integraty in different language version of Renegade?

Subject: RenGuard Logical Diagram
Posted by Adavanze on Sun, 14 Dec 2003 11:01:31 GMT
View Forum Message <> Reply to Message

Im guessing that you will need the client to join the server, or version mismatch. Problems with this is it might open up another sub net like objects.ddb mods do when you put them in your data folder before logging into WOL.

Subject: RenGuard Logical Diagram
Posted by mac on Sun, 14 Dec 2003 15:46:51 GMT
View Forum Message <> Reply to Message

AdavanzeIm guessing that you will need the client to join the server, or version mismatch. Problems with this is it might open up another sub net like objects.ddb mods do when you put them in your data folder before logging into WOL.

If you do not have the RenGuard Client, and you join a RenGuard Enabled Server, you will be paged (WOL) or get a public host message (GSA) with the url for RenGuard and you will be kicked shortly afterwards.

There is no version mismatch.

Subject: what accountability?
Posted by spotelmo on Fri, 19 Dec 2003 08:11:04 GMT
View Forum Message <> Reply to Message

what sort of accountability/assurances are you offering that when they download renguard they are not putting malicious code on their computers?

---

i've known the people associated with this project for a long time and can say i trust them as much as possible considering i've never actually met them face to face, but, this is still client side/server side app which if done by unscrupulous people can permanently damage someone's computer or transmit information to the 'master server' which the owner does not want transmitted.
you've already stated that things like serial numbers are transmitted to the server. you say it's encrypted before transmit and i believe you, but what assurances do people have that it is not de-encrypted on the other end or that other info can't/won't be sent?
i assume you are not going to put your source code out there for everyone to see(that would be stupid on your part).

the easy answer on your part would of course be to say "if you don't trust us, screw you don't install and then see how many good games you can get into"
i of course am as excited as most other people about this app and applaud the work you have all done. perhaps it's just that i'm used to some accountability being required anytime something is created that can affect so many people.
perhaps if you could offer some sort of 'real' contact point? i.e. a phone number or address or p.o box or a real name or two. just something to assure people that they are not installing something on their computers that transmits data to a third party which was made by a group of anonymous people on the web.
i wouldn't want to set you guys up for a bunch of unwanted spam or even real threats to your safety, just maybe if you could think about what i've said and come up with something acceptable to you all.
i realize none of you are making any money off this but it is still a good business practice to provide aome accountability and recourse to your 'customers'.

thanks and again, great work!
spot

Subject: Re: what accountability?
Posted by Scorpio9a on Fri, 19 Dec 2003 12:23:34 GMT
View Forum Message <> Reply to Message

spotelmowhat sort of accountability/assurances are you offering that when they download renguard they are not putting malicious code on their computers?
i've known the people associated with this project for a long time and can say i trust them as much as possible considering i've never actually met them face to face, but, this is still client side/server side app which if done by unscrupulous people can permanently damage someone's computer or transmit information to the 'master server' which the owner does not want transmitted.
you've already stated that things like serial numbers are transmitted to the server. you say it's encrypted before transmit and i believe you, but what assurances do people have that it is not de-encrypted on the other end or that other info can't/won't be sent?
i assume you are not going to put your source code out there for everyone to see(that would be stupid on your part).

the easy answer on your part would of course be to say "if you don't trust us, screw you don't install and then see how many good games you can get into"
i of course am as excited as most other people about this app and applaud the work you have all

done. perhaps it's just that i'm used to some accountability being required anytime something is created that can affect so many people.

perhaps if you could offer some sort of 'real' contact point? i.e. a phone number or address or p.o box or a real name or two. just something to assure people that they are not installing something on their computers that transmits data to a third party which was made by a group of anonymous people on the web.

i wouldn't want to set you guys up for a bunch of unwanted spam or even real threats to your safety, just maybe if you could think about what i've said and come up with something acceptable to you all.

i realize none of you are making any money off this but it is still a good business practice to provide aome accountability and recourse to your 'customers'.

thanks and again, great work!
spot

The serial encryption is only a 1 way encryption, meaning we can't decrypt it, it isn't even possible to do that at all for security reasons, and besides
give me a good reason why we would want to get the serial keys from you?

The serial key is used to identify a person, nothing more.

We are not transmitting passwords and such to the RenGuard server, only Renegade related info is sent to the renguard server.

The source code of RenGuard will not be available, like you said, that would be pretty stupid.

Every version of RenGuard will be heavily tested before we release it to make sure nothing critical can happen to your pc by RenGuard.

I don't know about that real contact thing, that would be something that an other person on the team could answer, but by giving our real name's shouldn't help much, besides almost everyone that know's us knows our real name's.

Subject: Re: what accountability?
Posted by spotelmo on Fri, 19 Dec 2003 14:29:13 GMT
View Forum Message <> Reply to Message

Scorpio9aspotelmowhat sort of accountability/assurances are you offering that when they download renguard they are not putting malicious code on their computers?
i've known the people associated with this project for a long time and can say i trust them as much as possible considering i've never actually met them face to face, but, this is still client side/server side app which if done by unscrupulous people can permanently damage someone's computer or transmit information to the 'master server' which the owner does not want transmitted.
you've already stated that things like serial numbers are transmitted to the server. you say it's encrypted before transmit and i believe you, but what assurances do people have that it is not de-encrypted on the other end or that other info can't/won't be sent?
i assume you are not going to put your source code out there for everyone to see(that would be

stupid on your part).

the easy answer on your part would of course be to say "if you don't trust us, screw you don't install and then see how many good games you can get into"
i of course am as excited as most other people about this app and applaud the work you have all done. perhaps it's just that i'm used to some accountability being required anytime something is created that can affect so many people.
perhaps if you could offer some sort of 'real' contact point? i.e. a phone number or address or p.o box or a real name or two. just something to assure people that they are not installing something on their computers that transmits data to a third party which was made by a group of anonymous people on the web.
i wouldn't want to set you guys up for a bunch of unwanted spam or even real threats to your safety, just maybe if you could think about what i've said and come up with something acceptable to you all.
i realize none of you are making any money off this but it is still a good business practice to provide aome accountability and recourse to your 'customers'.

thanks and again, great work!
spot

The serial encryption is only a 1 way encryption, meaning we can't decrypt it, it isn't even possible to do that at all for security reasons, and besides
give me a good reason why we would want to get the serial keys from you?

The serial key is used to identify a person, nothing more.

We are not transmitting passwords and such to the RenGuard server, only Renegade related info is sent to the renguard server.

The source code of RenGuard will not be available, like you said, that would be pretty stupid.

Every version of RenGuard will be heavly tested before we release it to make sure nothing critical can happen to your pc by RenGuard.

I don't know about that real contact thing, that would be something that an other person on the team could answer, but by giving our real name's shouldn't help much, besides almost everyone that know's us knows our real name's.

if you created the algorythm that encrypted it, then yes you can decrypt it.
as for heavily testing, i'm sure you would test it and i trust that the people named would not try anything funny. but, what about the average player who doesn't know any of you? how does he know that you or someone on your team isn't some wse reject out to destroy the cyber world?
as for what is being transmitted, how would we know(without some intensive detective work which most players wouldn't know how to do) that what you say you are transmitting is what you are actually transmitting?

i, for one, do know many of your real names. but, many players may not know anything except that they got a pop up saying they need something called renguard to play on any good servers.

do you get what i'm getting at?

Subject: RenGuard Logical Diagram
Posted by Crimson on Fri, 19 Dec 2003 16:29:52 GMT
View Forum Message <> Reply to Message

There are pre-made algorithms out there that can encrypt one-way. An example is MD5. The only way to go backwards is brute force... and frankly I think we'd all rather spend $9 for a new game if we needed a serial.

Subject: RenGuard Logical Diagram
Posted by Blazer on Fri, 19 Dec 2003 16:51:29 GMT
View Forum Message <> Reply to Message

As Crimson said, there are many one-way crypts that can be done on data. One-way meaning the data is encrypted and it is IMPOSSIBLE to decrypt it. This is what RG will do with your serial before it is sent anywhere. We then get a scrambled version of your serial that looks nothing like your real one, but that scrambled version can still be used to do comparisons against ones in a banlist etc.

Please read a book or google search on Cryptography and one-way algorithmns before you call us liars. We really have no interest in stealing your $9 serial number, I promise.

As for the whole "oh no im installing an application on my computer that *could* do bad things etc etc etc", umm its that way with ANY application. Every windows update you install, everything you download from the internet, etc. The question is do you trust the source, and are they accountable for any problems. While we cannot make you trust us, we certainly promise that RG is both secure and does not steal anything from you. While the system itself is fairly complex, individual components of the system are relatively simple. There is no chance of something going "wrong" and accidentally deleting your hard disk or anything like that.

I suggest that you take the normal precautions when installing RG that you would with anything you download from the internet, but speculating on the bad things that any program you install could do, will only make you worry yourself to death

---

Subject: RenGuard Logical Diagram
Posted by spotelmo on Fri, 19 Dec 2003 17:22:03 GMT
View Forum Message <> Reply to Message

BlazerAs Crimson said, there are many one-way crypts that can be done on data. One-way meaning the data is encrypted and it is IMPOSSIBLE to decrypt it. This is what RG will do with your serial before it is sent anywhere. We then get a scrambled version of your serial that looks nothing like your real one, but that scrambled version can still be used to do comparisons against

---

ones in a banlist etc.

Please read a book or google search on Cryptography and one-way algorithmns before you call us liars. We really have no interest in stealing your $9 serial number, I promise.

As for the whole "oh no im installing an application on my computer that *could* do bad things etc etc etc", umm its that way with ANY application. Every windows update you install, everything you download from the internet, etc. The question is do you trust the source, and are they accountable for any problems. While we cannot make you trust us, we certainly promise that RG is both secure and does not steal anything from you. While the system itself is fairly complex, individual components of the system are relatively simple. There is no chance of something going "wrong" and accidentally deleting your hard disk or anything like that.

I suggest that you take the normal precautions when installing RG that you would with anything you download from the internet, but speculating on the bad things that any program you install could do, will only make you worry yourself to death

first, i never called you a liar. second, i didn't know that you guys weren't setting up the encryption yourselves.
as for the things i download from the internet, i rarely download anything unless i know the source and how to seek recourse from that source if something goes wrong i.e. reputable businesses with published contact points.
i'm also not worried about anything going 'wrong' accidentally. i am simply stating that many people(including me) are putting their trust in a group of people they know only over the net if at all.

as i said before, i trust those i've been told about who are working on this but, i think it would be a good idea for you guys to offer some sort of real contact point for the possibly hundreds of people who will be downloading your product simply because a server message told them they have to.

Subject: RenGuard Logical Diagram
Posted by Crimson on Fri, 19 Dec 2003 22:16:43 GMT
View Forum Message <> Reply to Message

RenGuard.com is registered in my legal name and address. I'm willing to stand behind the work of these guys.

Subject: RenGuard Logical Diagram
Posted by Ninjatime on Fri, 19 Dec 2003 22:25:54 GMT
View Forum Message <> Reply to Message

first off i think this is gonna be the greatest thing to come to rene. just cuz cheats r killing renegade. second i was wondering if timers will count as a cheats c4/beacon timers?

Subject: RenGuard Logical Diagram
Posted by Blazer on Fri, 19 Dec 2003 23:27:23 GMT
View Forum Message <> Reply to Message

Ninjatimesecond i was wondering if timers will count as a cheats c4/beacon timers?

RenGuard will not block any sound files. Being the creator of a C4/Beacon timer I don't see anything wrong with using them

Subject: RenGuard Logical Diagram
Posted by spotelmo on Sat, 20 Dec 2003 07:07:35 GMT
View Forum Message <> Reply to Message

CrimsonRenGuard.com is registered in my legal name and address. I'm willing to stand behind the work of these guys.

thanks, that's exactly the type of accountability i was talking about.

Subject: RenGuard Logical Diagram
Posted by OnfireUK on Tue, 23 Dec 2003 00:40:08 GMT
View Forum Message <> Reply to Message

errrrrrrrrrrrrrrrrrrrrrrrrr
meanwhile...

Onfire downloads all sorts of crap off the internet without any worry of "accountability" hehehe

Be carefree, ya only live once and hey, if things mess up u can always claim benefits and be a fraud

Subject: RenGuard Logical Diagram
Posted by spotelmo on Tue, 23 Dec 2003 06:33:19 GMT
View Forum Message <> Reply to Message

OnFireUKerrrrrrrrrrrrrrrrrrrrrrrrrrr
meanwhile...

Onfire downloads all sorts of crap off the internet without any worry of "accountability" hehehe

Be carefree, ya only live once and hey, if things mess up u can always claim benefits and be a fraud

i have too much sensitive material on my comp to be carefree. i prefer to keep my job and my freedom. but if carefree works for you...more power to ya!

Subject: RenGuard Logical Diagram
Posted by ghostSWT on Wed, 31 Dec 2003 22:51:57 GMT
View Forum Message <> Reply to Message

i personaly don't know any of you creators of RenGuard client, what would be stoping you from make a SubSeven like ad on to it? and screwing with ppl's comps/files....

Subject: RenGuard Logical Diagram
Posted by Blazer on Wed, 31 Dec 2003 23:54:41 GMT
View Forum Message <> Reply to Message

Nothing. We could even just have it format your drive when you first run it, or make your modem dial 911 a hundred times until the police come to your house and hassle you...but oh wait...we aren't pathetic hackers, script kiddies, and troublemakers like the ones we are trying to STOP.

Feel free to virus scan and take whatever precautions you would with any other app that you download from the net. Ironically people install 0-day warez, cracks, and god knows what else every day without question, but an application developed by known honest individuals gets all this doom-saying :rolleyes:

Subject: RenGuard Logical Diagram
Posted by Cpo64 on Thu, 01 Jan 2004 00:30:58 GMT
View Forum Message <> Reply to Message

I trust them, because if they did put some sort of virus on it, there would be a big 'ol witch hunt, and the RG staff's heads would litter the floor   :twisted:

Subject: RenGuard Logical Diagram
Posted by ghostSWT on Thu, 01 Jan 2004 00:31:19 GMT
View Forum Message <> Reply to Message

now that i think of it i do dl some ******.exe files with out thinking twice about it and runing them (as long as my firewall/virus scaner don't bitch out them). so you are 100% right.