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Subject: Question

Posted by [snipesimo](#) on Tue, 16 Dec 2003 20:51:10 GMT

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Sorry if this has been asked before but oh well. What is being done about clickbots?

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Subject: Question

Posted by [IRON FART](#) on Wed, 17 Dec 2003 02:43:03 GMT

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Who uses clickbots?

They are useless.

---

---

Subject: Question

Posted by [Majiin Vegeta](#) on Wed, 17 Dec 2003 09:49:43 GMT

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old ones are useless.. whos to say newer ones are not better..

ive seen people with "i never miss accuracy" before.. the second i jump round corners.. its crazy  
O\_o

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Subject: Question

Posted by [sniper12345](#) on Wed, 17 Dec 2003 11:25:06 GMT

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Er....what are clickbots?

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Subject: Question

Posted by [longbow](#) on Wed, 17 Dec 2003 15:01:34 GMT

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If you don't know, it's best it stays that way.

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Subject: Question

Posted by [snipesimo](#) on Wed, 17 Dec 2003 23:04:23 GMT

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anyone?

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Subject: Question

Posted by [Blazer](#) on Thu, 18 Dec 2003 03:06:59 GMT

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Clickbots rely on skinning the characters heads a special color. By default RG does not disallow skins, but it does have an option to set "pure mode" which disallows even skins (for tournaments and the like). It will be up to the server admin to enable this or not.

---

Subject: Question

Posted by [npsmith82](#) on Thu, 18 Dec 2003 04:53:22 GMT

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BlazerClickbots rely on skinning the characters heads a special color. That's not entirely true. There's other ways to determine if an enemy is in the crosshair...

---

Subject: Question

Posted by [Blazer](#) on Thu, 18 Dec 2003 08:01:54 GMT

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Yeah the dot in the middle turns red. There's not much that can be done about that sort of thing, except for scanning memory for known clickbot code. In my testing none of the clickbots worked well enough to pose much of a threat except in sniping games against nonmoving targets.

---

Subject: Question

Posted by [snipesimo](#) on Thu, 18 Dec 2003 20:24:24 GMT

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I know they aren't very effective, but I was just curious if anything was being done. Because every other cheat I encountered I found a logical way for RG to stop it, but I drew a blank for clickbots.

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Subject: Question

Posted by [eh4canada](#) on Sat, 20 Dec 2003 05:36:02 GMT

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here's a question:

What's RG gonna do when it finds that someone is using a file it doesn't like.... I'm a little worried about it not liking the bright sniper skins that most of the HT members and mods use on our servers to spot snipers easier (it's a no-sniper server), what happens when I forget to take these files out? (happens once in a while when I play on other servers) Will RG ban me or report my IP or something like that just for making an honest mistake?

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Subject: Question

Posted by [kopaka649](#) on Sat, 20 Dec 2003 05:46:24 GMT

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I'm pretty sure you wouldn't be able to join the game, that's all.

---

Subject: Question

Posted by [Crimson](#) on Sat, 20 Dec 2003 21:45:35 GMT

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Yeah, it will take a LOT to be banned from RenGuard servers, and only RenGuard staff will be able to do it. If RenGuard has any problems with your files, you'll just be kicked. I believe you'll also be auto-allowed so you can remove the offending files and get back in.

---

Subject: Question

Posted by [IRON FART](#) on Sun, 21 Dec 2003 01:42:55 GMT

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Quote:

Yeah, it will take a LOT to be banned from RenGuard servers, and only RenGuard staff will be able to do it.

I don't think only allowing RenGuard staff to place a global is fair in any situation. That player, although stupid enough not to catch the hint of not cheating the first time, will not be able to play on any renguard servers in WOL or GSA. And thats a bit too far, and unneccesary. Especially seeing as a player with cheats won't be able to join an RG server, there is no need to ban.

I'm sure many would disagree with having a select few having power to ban globally.

---

Subject: Question

Posted by [Aircraftkiller](#) on Sun, 21 Dec 2003 03:50:42 GMT

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It's their program, not yours, if you disagree with how it works there is always the option of not using it.

---

Subject: Question

Posted by [npsmith82](#) on Sun, 21 Dec 2003 04:06:28 GMT

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It would be easy to have a button in the RenGuard client, that will move ALL skins from the Data dir, temporarily into a subdir.

---

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Subject: Question

Posted by [Cpo64](#) on Sun, 21 Dec 2003 08:11:45 GMT

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IRON-FARTQuote:

Yeah, it will take a LOT to be banned from RenGuard servers, and only RenGuard staff will be able to do it.

I don't think only allowing RenGuard staff to place a global is fair in any situation. That player, although stupid enough not to catch the hint of not cheating the first time, will not be able to play on any renguard servers in WOL or GSA. And thats a bit too far, and unneccesary. Especially seeing as a player with cheats won't be able to join an RG server, there is no need to ban.

I'm sure many would disagree with having a select few having power to ban globally.

I would think "a LOT" means something along the lines of hacking the RG client etc...

---

Subject: Question

Posted by [Crimson](#) on Sun, 21 Dec 2003 11:46:01 GMT

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IRON-FARTQuote:

Yeah, it will take a LOT to be banned from RenGuard servers, and only RenGuard staff will be able to do it.

I don't think only allowing RenGuard staff to place a global is fair in any situation. That player, although stupid enough not to catch the hint of not cheating the first time, will not be able to play on any renguard servers in WOL or GSA. And thats a bit too far, and unneccesary. Especially seeing as a player with cheats won't be able to join an RG server, there is no need to ban.

I'm sure many would disagree with having a select few having power to ban globally.

ROFL LMAO OMG \*catches breath\*

OK, once again, I said it would take a lot. I didn't say what it would take a lot \*OF\*. Your reply implies you think one time being caught with cheats = global ban. Well, you couldn't be more wrong.

Also, let's look at all the systems that have "a select few [with] power to ban globally"...

n00bstories IRC, a trusted few can ban you from the network...

Any state/country/entity with a police force, omg "a select few" ie. police, judge, jury, can ban you from the state/country/entity by sending you to jail...

Need I go on, really? If we created the RenGuard network, then we can determine who can and can't use said network. It's our right.

It's also the right of a server owner to participate in this. As a server owner, it's within your rights to determine the rules of your server, who can play in your server, and who's banned. If I'm paying for my bandwidth and I don't want you using it, it's well within my rights to say you can't use it. Now, if a server owner says that they only want RenGuard-verified players in their servers, that's their right.

What I want to know is WHY every time we tell you the slightest bit about how RenGuard works, someone has to jump on our asses. Get over it. We're not here to screw you all over and control you for fuck's sake. It's just a game. We just want the fucking cheating assholes out of our servers. It's quite simple. We spend several hours a day talking about RenGuard and we're pretty sure we're doing this the best we can given what we have to work with.

Now please, quit nitpicking.

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Subject: Question

Posted by [spotelmo](#) on Sun, 21 Dec 2003 18:09:37 GMT

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npsmith82It would be easy to have a button in the RenGuard client, that will move ALL skins from the Data dir, temporarily into a subdir.

you really want this app to be powerful enough to move files around on your computer?

i prefer it's stated purpose of validating the game to keep cheaters from ruining the experience for us all.

---

---

Subject: Question

Posted by [Crimson](#) on Sun, 21 Dec 2003 21:04:58 GMT

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I was going to suggest that to the team, npsmith... Like, have links to "load pure mode" = no skins, etc... then you could even use it to load/unload fun stuff like the Matrix conversion. Like, use it to save your own configurations of custom files and name them.

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Subject: Question

Posted by [Jelly](#) on Mon, 22 Dec 2003 00:45:17 GMT

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I am an avid DoD player which uses the half life engine. Now I suppose with the right programming you can make an engine aim which alters no files at all. Here is the definition

instead it modifies the memory in your RAM Half-Life runs on. From there the hack has

hack uses this information to aim for your, hence they name Engine-Aim, using actual game data to aim for the cheater. This style of Aimbot is very dynamic and customizable. The hack can watch for players anywhere around the cheater, including right behind the cheater, turn 180 degrees and kill the enemy, or only aim at players close to their crosshairs, to help lower suspicion about the

This and XQZ style can both have built in wallhacks which as us modders know is a very simple thing to do. Do you think Renguard can stop something such as this since MD5 checksums and so forth will not work

---

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Subject: Question

Posted by [Aircraftkiller](#) on Mon, 22 Dec 2003 01:58:08 GMT

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---

You're so clueless it isn't even funny.

Wallhacks aren't made by altering the memory in Renegade. They're made by altering W3D files.

---

---

Subject: Question

Posted by [Jelly](#) on Mon, 22 Dec 2003 02:51:28 GMT

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Now your a dumbass ACK you don't even know how the wallhacks for renegade are made and your supposed to be some big mapper lmao I laugh in your face.

---

---

Subject: Question

Posted by [Aircraftkiller](#) on Mon, 22 Dec 2003 02:58:19 GMT

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---

I do know how they're made, you fucking idiot! You think with all the people I know, and all the time I've spent working with this game, that I wouldn't know that editing a W3D terrain file with a certain editing program makes meshes disappear, thus allowing you to kill people through walls?

---

---

Subject: Question

Posted by [Blazer](#) on Mon, 22 Dec 2003 03:02:22 GMT

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JellyThis and XQZ style can both have built in wallhacks which as us modders know is a very simple thing to do. Do you think Renguard can stop something such as this since MD5 checksums and so forth will not work

The current wallhacks in use employ modified w3d's of the levels. There is also a "transparent wall hack" which turns all the textures to alpha blend, which doesnt allow you to shoot through them, but does allow you to see through everything. RenGuard will block any w3d mods to stop these kinds of hacks. As far as the hacks you mentioned, if you know anything about CS/Halflife hacks in general (and it sounds like you do), then you should know it is exponentially easier to hook into the HL engine than Renegade. Nothing is impossible to do of course, but to make an auto aimbot for Renegade that functioned as well as the CS ones do, would take more effort than I believe anyone is willing to expend. And, if any obvious cheats come up once RenGuard is out, we will be here to modify it to stop it, meanwhile the global ban list will also keep cheaters from ruining our games.

Note to everyone, please don't flame Jelly, he brings up a valid point, and I am happy to answer any questions about RG and discuss possible exploits.

---

---

Subject: Question  
Posted by [Bombario](#) on Mon, 22 Dec 2003 06:34:30 GMT  
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---

lol.

Jelly, originally my thought was that you might as well have just insulted the Russian mafia, since ACK probably has the whole gaming world on his side, but so far it looks like this corner of the net still allows free speech !

---

---

Subject: Question  
Posted by [IRON FART](#) on Mon, 22 Dec 2003 06:35:36 GMT  
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Whoa....

Crimson, calm down.....

I meant that if someone was caught and kicked from cheating in loads of servers, and still didn't understand not to cheat...it seems retarded to ban them from virtually all servers on GSA/WOL.

But i dont want to get into this any further...

Quote:

There is also a "transparent wall hack" which turns all the textures to alpha blend, which doesnt allow you to shoot through them, but does allow you to see through everything.

My gfx card does that...With multiple games too. On most Renegade maps (esp. C&C\_Alpine) I can see right through the tunnels, walls, buildings...  
It has happened with other GeForce cards before also.

---

---

Subject: Question

Posted by [Jelly](#) on Mon, 22 Dec 2003 06:57:21 GMT

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Now ACK it seems you think that the current wallhack uses w3d models which is partially true for maps such as mesa. I guess the wallhacks were not fully analyzed but im willing to help if needed. The current wallhack allows u to see and shoot and yet I created one where it literally gets rid of anything blocking your view, see a small thing to show u how a wall would be and you are able to shoot through them. all simply done through a program which I will not mention here. Renguard will most likely counter this no problem but I believe the one that blaze and I concocted (sp?) is alot more dangerous then the current ones available. Please if you want more info Crimson may grab me through msn. or leave me a msg here.

---

Subject: Question

Posted by [Crimson](#) on Mon, 22 Dec 2003 08:47:11 GMT

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---

If someone became banned from RenGuard, that's why we have and will have forums... for that n00b to come and try to defend his case. I guess we won't even know the criteria for being banned until something happens that makes it necessary.

---

Subject: Question

Posted by [Blazer](#) on Mon, 22 Dec 2003 09:57:49 GMT

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The only wallhacks I have personally tested are one that involves modified maps (actually the .w3d of the terrain) for the official levels. It looks like total shit, but you can see and shoot through everything with all bullets except tank shells for some reason (I think because they are models themselves). I noted that on these maps bullets would not travel through PTs, so you could hide behind them from a wallhacker, but they can still zoom in on and shoot your ankles/feet

The other wallhack is a program which converts all the textures in a map to alpha blend, making them transparent. You cannot shoot through them, but you can see everything from base to base.

RG will stop both of these kinds of wallhacks. As for tampering with the memory space of Renegade, there is supposed to be builtin protection for that (Im sure everyone at one point or another has seen the host message "Data tampering detected on player X". I doubt anyone is going to go all out and try to do code injection, but if they do we will adapt, and it countering anything "they" come up with will be 10x less work than they had to put in to do it, so staying ahead of the hackers shouldn't be a problem.

---

Subject: Question

Posted by [Jelly](#) on Mon, 22 Dec 2003 19:15:17 GMT

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well blazer I know which wallhacks you mean with the w3d files and I also am familiar with the texture ones but there is this one blaze and I concocted which uses the texture type format but allows you to shoot with anything through the walls like i said earlier if u need info on how we made this that should be np.

---

---

Subject: Question

Posted by [Aircraftkiller](#) on Mon, 22 Dec 2003 19:58:25 GMT

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---

He's saying he set the materials of the level to permeable settings, something like Steam Permeable, Water Permeable, or anything like that which will cause bullets to travel through meshes.

You didn't discover anything, and that is hardly a problem because of the way that Permeable materials work. Most times they deflect your projectiles in another direction.

---

---

Subject: Question

Posted by [Jelly](#) on Mon, 22 Dec 2003 22:47:48 GMT

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---

No ACK once again your wrong.

---

---

Subject: Question

Posted by [Aircraftkiller](#) on Mon, 22 Dec 2003 22:48:38 GMT

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---

Perhaps you're just misinformed, did you ever consider that?

---

---

Subject: Question

Posted by [Jelly](#) on Mon, 22 Dec 2003 22:52:01 GMT

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No ACK maybe you are misinformed. It seems you were informed you know everything about renegade and you also seem to be informed that your always right no matter what. ACK your wrong just give up. Later you may ask crimson or blazer how i did it and you will act like you knew all along

---

---

Subject: Question

Posted by [U927](#) on Mon, 22 Dec 2003 23:01:57 GMT

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Jelly has reached the point where he can say nothing else except "NO IM RITE ADN UR RONG!!!!1111".

This just shows who is the real winner here.

---

---

Subject: Question  
Posted by [Jelly](#) on Mon, 22 Dec 2003 23:03:06 GMT  
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---

Another ACK worshipper how sad.

---

---

Subject: Question  
Posted by [U927](#) on Mon, 22 Dec 2003 23:15:55 GMT  
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---

JellyAnother ACK worshipper how sad.

I find it funny how you think I'm an ACK worshipper. I'm not rising in his defense, I'm simply sick and tired of you uselessly spewing out garbage irrelevant to the topic at hand.

Unless you have something useful to say, don't say anything at all.

---

---

Subject: Question  
Posted by [Jelly](#) on Mon, 22 Dec 2003 23:19:19 GMT  
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Really so stopping cheaters is useless garbage interesting shows me something about you. ACK suggested ideas and I said no that is not correct because it is not. He had valid points but did not apply to what I was meaning. Basically what you just told me was the discussion of different ways of hacking is useless garbage and should be stopped because that is all this thread is about or can you not read

---

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Subject: Question  
Posted by [U927](#) on Mon, 22 Dec 2003 23:26:09 GMT  
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JellyNo ACK maybe you are misinformed. It seems you were informed you know everything about renegade and you also seem to be informed that your always right no matter what. ACK your wrong just give up. Later you may ask crimson or blazer how i did it and you will act like you knew all along

In case you haven't figured it out yet, I am refering to this post.

---

---

Subject: Question

Posted by [\[REHT\]Spirit](#) on Tue, 23 Dec 2003 00:25:20 GMT

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Wouldn't changing the material type not be a texture edit? That points out an obvious thing. And if that is more than a texture edit, can he not go farther than change the material type? :rolleyes:

---

Subject: Question

Posted by [NHJ BV](#) on Tue, 23 Dec 2003 10:46:23 GMT

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JellyReally so stopping cheaters is useless garbage interesting shows me something about you. ACK suggested ideas and I said no that is not correct because it is not. He had valid points but did not apply to what I was meaning. Basically what you just told me was the discussion of different ways of hacking is useless garbage and should be stopped because that is all this thread is about or can you not read

Perhaps you should mention why Ack is wrong, instead of mindlessly shouting that he's wrong

---

Subject: Question

Posted by [Jelly](#) on Tue, 23 Dec 2003 14:03:18 GMT

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Ty is tirelessly working on a wallhack and if I were to explain exactly how I did it would that not allow him to make one and it would probably help any other cheaters on these boards. It is more a thing of security than holding anything back.

---

Subject: Question

Posted by [IRON FART](#) on Tue, 23 Dec 2003 16:53:29 GMT

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If he is IP banned from here, he wont even be able to read any of it.

---

Subject: Question

Posted by [Crimson](#) on Tue, 23 Dec 2003 17:24:58 GMT

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---

His IP is dynamic, very dynamic... I can't just ban his whole ISP.

---

Subject: Question

---

Posted by [Blazer](#) on Tue, 23 Dec 2003 22:53:06 GMT

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Jellywell blazer I know which wallhacks you mean with the w3d files and I also am familiar with the texture ones but there is this one blaze and I concocted which uses the texture type format but allows you to shoot with anything through the walls like i said earlier if u need info on how we made this that should be np.

Yeah I imagine it would be similar to the one that changes all the textures to alpha blend, except that it would make all the textures permeable to bullets. This would allow you to shoot through rocks, walls, mountains, etc, if you could see what you were aiming at. Kind of like the railgun in the movie "Eraser". I really hope people aren't so desperate to cheat that they start trying to do crap like this. I was hoping everyone would just be content to simply play the game and not have a tug of war between RG and hackers, but we WILL respond to any cheats that pop up and find a way to block them.

---

---

Subject: Question

Posted by [Aircraftkiller](#) on Tue, 23 Dec 2003 22:55:59 GMT

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---

He could also just set the W3D properties of everything without the projectile collision option, that would work too.

---

---

Subject: Question

Posted by [Blazer](#) on Tue, 23 Dec 2003 22:58:00 GMT

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---

AircraftkillerHe could also just set the W3D properties of everything without the projectile collision option, that would work too.

Yeah thats my guess. Not a crushing advantage, although it would be funny to install it on a server and watch the AGT own people through tunnel walls

---

---

Subject: Question

Posted by [warranto](#) on Tue, 23 Dec 2003 23:24:28 GMT

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Oh sure.. and now it goes from <base defence> has aimbot to <base defence> has wall hack!

hmm... this would be a hilarious thing to see.

---

---

Subject: Question

Posted by [Jelly](#) on Wed, 24 Dec 2003 00:22:04 GMT

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Imao good idea ack that would be interesting in a clanwar on our server having a clan yelling WTF is going on. Oh well I was just picturing that one very funny. Anyway guys answered some of my questions since I was really interested into the hooking into the memory to cheat and I as not a heavy programmer myself I would not know such an answer. And yes Ty does have a very dynamic IP. I know mine changes every couple of hours actually it goes through a cycle of Ips it is an interesting program. Anyway nuff of me blabbing if I come across any other possibilities I will be sure to ask here.

---

---

Subject: Question

Posted by [Jelly](#) on Wed, 24 Dec 2003 00:32:46 GMT

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You guys seen this shit? I dunnot wtf it is lol. <http://home.comcast.net/%7emzrebski/wtf1.mpg>

---

---

Subject: Question

Posted by [Blazer](#) on Wed, 24 Dec 2003 05:22:28 GMT

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It looks like 3 things to me.

1. Lag showing a Nod soldier standing in tiberium without getting hurt.
  2. Someone using lame brightly colored sniper skins.
  3. Someone using the clear sniper scope
- 

---

Subject: Question

Posted by [warranto](#) on Wed, 24 Dec 2003 06:37:19 GMT

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Translation of number 2 and 3:

I can't snipe well so I need bright skins and a modded scope to help me!

---

---

Subject: Question

Posted by [Jelly](#) on Wed, 24 Dec 2003 14:50:06 GMT

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na I dont think it was lag because that gives enough time for the soldier to get a little damage

---