Subject: Will Renguard stop Bones?
Posted by nastym4n on Fri, 09 Jan 2004 07:12:23 GMT
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self explanatory.

BH and FR have been around long enough to be easily spotted now, bones is a lot harder to moderate.

Will Renguard stop it?

Subject: Will Renguard stop Bones?
Posted by Crimson on Fri, 09 Jan 2004 07:12:59 GMT
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bones.ini? Yes.

Subject: Will Renguard stop Bones?
Posted by nastym4n on Fri, 09 Jan 2004 07:14:30 GMT
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Great!!

Im not always saying nice things round here, but seriously GJ and thanx for the effort, I really look forward to seeing it working.

Subject: Will Renguard stop Bones?
Posted by supreme9m on Sun, 11 Jan 2004 06:42:57 GMT
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lol... a .ini file is like a data file... it can change the format of a data file like always.dat... the name can be changed and the format of the bone.ini... personally i dont think it will stop it

---

Subject: Will Renguard stop Bones?
Posted by exnyte on Sun, 11 Jan 2004 06:48:36 GMT
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If the name of the .ini file is changed, it would be ignored because then the program wouldn't find the file. The only way to change the name of the .ini file for it to work would be to change the code of the program to look for that file name. By doing that would make a version mismatch and wouldn't allow the person to play. If the file does exist, as far as I can tell, would be compared to a "approved" version of that file and would then be ok'd to play or denied. So either way, as

Crimson said, yes it's covered.

Subject: Will Renguard stop Bones?
Posted by supreme9m on Sun, 11 Jan 2004 06:55:42 GMT
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lol a programer can eazily fix that to protect a brilliant cheat like this.....

Subject: Will Renguard stop Bones?
Posted by exnyte on Sun, 11 Jan 2004 07:50:24 GMT
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I'm sure there is, but if said programmer does do that, the RenGuard staff would then patch RenGuard to stop it. So no point in wasting the time to do so.

Subject: Will Renguard stop Bones?
Posted by Blazer on Sun, 11 Jan 2004 11:55:47 GMT
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renguard will not allow a bones.ini file to exist. You can do what ever "programming" you want, it will be stopped.

Subject: Will Renguard stop Bones?
Posted by xRYaNNx on Sun, 11 Jan 2004 15:54:56 GMT
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[post deleted by mac]

Subject: Will Renguard stop Bones?
Posted by Homey on Sun, 11 Jan 2004 18:12:19 GMT
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Renguard picks up any files that shouldn't be there right? Also does it scan before every game?

Subject: Will Renguard stop Bones?
Posted by Blazer on Sun, 11 Jan 2004 18:31:35 GMT
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Before and during. You cant do any tricks like alt-tab and drop a cheat file in.

Subject: Will Renguard stop Bones?
Posted by stahlei on Sun, 11 Jan 2004 21:06:03 GMT
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If Renegade still exist if Renguard ist ready.......

Hope you will finish it soon!

Subject: Will Renguard stop Bones?
Posted by xRYaNNx on Sun, 11 Jan 2004 21:40:18 GMT
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Mac why would you delete my question? LOL... it's not like it says anything more than the posts about bones.ini... just saying that gives away enough information for anyone.

So can you please answer this simple question? Will lag sniping be stopped by RenGuard YES or NO. Pick one.

Subject: Will Renguard stop Bones?
Posted by Homey on Sun, 11 Jan 2004 22:49:26 GMT
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It won't, a kbps checker could make made tho :/

Subject: Will Renguard stop Bones?
Posted by nastym4n on Sun, 11 Jan 2004 22:51:30 GMT
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I made the post because a lot like BH and Final Ren, Bones has finally filtered down to the Renegade public at large.

People like Nore are spreading it around through sheer spite, so it was only a question of when.

It then becomes pertinent to ask:

Does Renguard stop it?

So I did.

Subject: Will Renguard stop Bones?
Posted by snipesimo on Sun, 11 Jan 2004 23:39:39 GMT
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xRYaNNxMac why would you delete my question? LOL... it's not like it says anything more than the posts about bones.ini... just saying that gives away enough information for anyone.

So can you please answer this simple question? Will lag sniping be stopped by RenGuard YES or NO. Pick one.

He deleted your post because unlike posting about "bones.ini" or "the lag exploit" you felt urged to post HOW to do the exploit instead of just naming it :rolleyes:

Subject: Will Renguard stop Bones?
Posted by Majiin Vegeta on Mon, 12 Jan 2004 03:02:56 GMT
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Can anybody tell me what this Bones.ini is.. so i can look out for it
:/

Subject: Will Renguard stop Bones?
Posted by snipesimo on Mon, 12 Jan 2004 20:12:31 GMT
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Modifies the damage multipliers so anywhere you get hit is a headshot. And I think it can be used to make instand kills with anyweapon with any hit. By default it only works for waist and up, so have them shoot you in the arm to do a test.

Subject: Will Renguard stop Bones?
Posted by Homey on Mon, 12 Jan 2004 21:04:54 GMT
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deleted by Crimson

Subject: Will Renguard stop Bones?
Posted by Majiin Vegeta on Tue, 13 Jan 2004 00:29:34 GMT
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snipesimoModifies the damage multipliers so anywhere you get hit is a headshot.

that would explain the people who kill with headshots .. or even kill with great damage due to the headshots only.. but have no bigheads in the screenshot :/

the things people do to cheat >_<

Subject: Will Renguard stop Bones?
Posted by nastym4n on Wed, 14 Jan 2004 17:16:55 GMT
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exactly!

Shocking isnt it?

Thats why I wanted to know, cause even with a ss they can just laugh at you.

Subject: Will Renguard stop Bones?
Posted by Blazer on Wed, 14 Jan 2004 23:05:21 GMT
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Yep the current trend to test a cheater is to get them to shoot you in the leg, which tests for both damage hacks and bones.ini cheats, and also shooting over the head while standing against a wall and verifying the bullethole is within bighead range

---

Subject: Will Renguard stop Bones?
Posted by snipesimo on Thu, 15 Jan 2004 01:06:16 GMT
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Only problem with the leg is by default bones.ini only applies to waist and above so the user can plead chest shot, but if someone would die by one hit to the leg the cheater would be noticed too quickly. You must have them shoot you in the arm for it to expose a bones user.

Subject: Will Renguard stop Bones?
Posted by xRYaNNx on Thu, 15 Jan 2004 02:03:01 GMT
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And, it's not very easy to tell if they really are aiming at your leg or not... so it's very easy for bones.ini users to get away with cheating even if they give a test.

Subject: Will Renguard stop Bones?
Posted by rm5248 on Thu, 15 Jan 2004 21:03:43 GMT
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so we need a skin that puts a laser sight on the pistol

Subject: Will Renguard stop Bones?

Posted by Majiin Vegeta on Fri, 16 Jan 2004 08:57:57 GMT
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how about we kill any fucker we suspect

we all know they cheat when they drop your BH sniper with a pistol >_<
esp MY BH sniper

Subject: Will Renguard stop Bones?
Posted by kn0wn on Sat, 17 Jan 2004 06:25:42 GMT
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Guys, have any of you ever looked at the .ini? It affects EVERY part of the body, not just waist up.
And will RenGuard every be able to ban someone for having a mod or map that is mistaken for a
cheat? What if this happens, if it can?

Subject: Will Renguard stop Bones?
Posted by exnyte on Sat, 17 Jan 2004 09:35:58 GMT
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RenGuard doesn't ban you from the server, it just kicks you from that server informing you why
you were kicked so you can remove it and play clean. If I remember correct, RenGuard won't
globally ban someone unless it's manually entered, and that's just for extreme cases.

Subject: Will Renguard stop Bones?
Posted by Crimson on Sun, 18 Jan 2004 10:14:12 GMT
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^^ correct

Subject: Will Renguard stop Bones?
Posted by exnyte on Sun, 18 Jan 2004 15:49:50 GMT
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Ah-ha! I was paying attention... Go me.

Subject: Will Renguard stop Bones?
Posted by snipesimo on Sun, 18 Jan 2004 22:23:01 GMT
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I have seen it, and by default it only modifies waist and up.

Subject: Will Renguard stop Bones?
Posted by Homey on Mon, 19 Jan 2004 02:55:53 GMT
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snipesimoI have seen it, and by default it only modifies waist and up.
Good for you, i have it and there is a ratio point for every area of the body.

Subject: Will Renguard stop Bones?
Posted by snipesimo on Mon, 19 Jan 2004 04:09:16 GMT
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Yes there is, but the ones for waist and below aren't raised :rolleyes:

Subject: Will Renguard stop Bones?
Posted by Homey on Mon, 19 Jan 2004 20:56:57 GMT
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Anyone who has bones knows how to use it. The default is 1.0

Subject: Will Renguard stop Bones?
Posted by The Gurm on Wed, 21 Jan 2004 18:25:10 GMT
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You can change the damage to any part of the body, not just waist and up. There is no "default",
maybe the place you got it from had it set a certain way, but that doesn't make it the default.
Besides that, you don't even have to have common sense to figure out how to change it to do
damage any way you like.

The version I found had all set to 1.0, and the head set to 5.0. There is no "default".

Subject: Will Renguard stop Bones?
Posted by Alkaline on Wed, 21 Jan 2004 19:16:33 GMT
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omg... why doesn't server say version mismatch when it finds these new files? Isn't there a way to
setup scripts.dll so that if it finds any files inside the dir that aren't supposed to be there, it won't
allow the client to connect, or at least give a version mismatch error?

Subject: Will Renguard stop Bones?
Posted by snipesimo on Wed, 21 Jan 2004 20:07:04 GMT

Its easy to change, but I am trying to say that users who use it sometimes only set it to waist and up so that if someone suspects them, they could plead that they got a chest shot.

Subject: Will Renguard stop Bones?
Posted by Homey on Wed, 21 Jan 2004 20:39:29 GMT

Mainly upper body, hand,arm,shoulders.

Subject: Will Renguard stop Bones?
Posted by LTKirovy on Wed, 21 Jan 2004 23:15:07 GMT

n00b :twisted: