
Subject: Apparently...

Posted by [Homey](#) on Mon, 05 Apr 2004 22:52:49 GMT

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I guess the idea I thought of isn't covered so you delete it to make sure no one else sees it, fair enough.

Subject: Apparently...

Posted by [Crimson](#) on Mon, 05 Apr 2004 23:10:29 GMT

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If you care about Renegade and want RenGuard to succeed, if you feel you have a legitimate way to get around it, approach us privately. Until then, we will protect the security of our project on our forums.

Subject: Apparently...

Posted by [Homey](#) on Mon, 05 Apr 2004 23:13:01 GMT

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I respect that, thats why I thought it was deleted - but I still think it will get out because some people are so desperate to cheat...

Subject: Apparently...

Posted by [mac](#) on Mon, 05 Apr 2004 23:14:59 GMT

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I moved it to the Silo, and we will be doing a discussion about that.

Subject: Apparently...

Posted by [Homey](#) on Mon, 05 Apr 2004 23:17:05 GMT

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<also pm'ed crimson with it, thanks for consideration

Subject: Apparently...

Posted by [gibberish](#) on Tue, 06 Apr 2004 05:45:46 GMT

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Some time ago I made this post:

<http://www.renegadeforums.com/viewtopic.php?p=54714&highlight=#54714>

I am afraid that several months later I still find myself agreeing with the original article.

Basically I think there will always be a way to circumvent RenGuard; once the cheat authors find it they will exploit it.

This however does not detract from the intrinsic value of RenGuard since even a partially complete anti-cheat program will reduce the number of cheaters, which is a good thing.

Therefore I would ask that the RenGuard team change their focus, to try to release RenGuard as

Subject: Apparently...

Posted by [flyingfox](#) on Tue, 06 Apr 2004 18:41:53 GMT

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Sorry for talking about stuff in that topic too, but I thought it was something you'd already thought of. Shit like this was coming up last year too but you'd tell em you had their ideas covered. So I can only assume you hadn't thought of homey's idea.

Anyway whatever, good luck fixing it.

Subject: Apparently...

Posted by [Blazer](#) on Tue, 06 Apr 2004 23:03:10 GMT

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gibberish Basically I think there will always be a way to circumvent RenGuard; once the cheat authors find it they will exploit it.

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Agreed on all counts. Most cheaters are the lazy script kiddie type who will gladly install some cheat they download, or drag and drop a file (which is what most of the renegade cheats are) rather than actually learn x86_assembly and debugging techniques. Just a small stumbling block is enough to put off 99% of the cheaters out there.

The Renegade gaming community is very small compared to other cheat-infested games like counterstrike, quake3, etc. There are only a handful of really skilled people capable of "cracking" software.

I honestly hope people are going to be more interested in playing fair games than trying extraordinary measures just so they can cheat. If I am wrong we have countermeasures:

1. Active monitoring. We constantly monitor the renguard network and system. If anything out of the ordinary happens, it will be logged, noticed, and investigated.
2. Active development. We aren't going to release RenGuard and then wash our hands of it. We built in an auto-update function for that purpose...upgrades. We have lots of feature and security upgrades already planned. If a new RG exploit is revealed, we can quickly fix it and push out the fix as seamlessly as possible.
3. Experienced Team Members & Consultants. You know those handful of really good crackers I mentioned before? Well we have some of them as consultants, and they are helping us fix all the things that they can exploit, and believe me, they have some ways that normal cheat makers haven't even thought of yet.

In short, RenGuard WILL stop cheating. If at any time it is not 100% effective, the RenGuard team will patch it. We have way more dedication and investment in this game, this system, and this community than cheaters have patience to ruin it.

Subject: Apparently...

Posted by [U927](#) on Wed, 07 Apr 2004 00:34:16 GMT

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If I may....

Renguard won't stop cheating completely. Others can still host servers in which one can cheat.

However, I believe that Renguard will bring the community closer together, and actually attract more, because with Renguard, cheating can be permitted.

Let me explain:

- All dedicated, laddered servers are going to have Renguard on them (I hope). There is no way a cheater can get in and attempt to cheat. These servers are safe.
- The other non-laddered servers can host as they wish, and can allow cheating.

Now, let's say you install Renguard. You can now play on a cheat-free server, and play to your hearts desire. But, what if you could deactivate, or turn off Renguard, to have fun and screw around on, without hurting your rank.

Being a mod, I have tested the cheats, and found them a lot of fun to toy around with. This does not mean that I'm a cheater, nor that I support cheating. But I do have fun with them.

If you think about it this way, cheats are like fan maps like Stunt Park. It isn't really there to increase your rank, but simply to have fun. With Renguard out, cheating will stop being an

annoyance and actually be fun to do in servers that allow it.

</rant>

Subject: Apparently...

Posted by [Blazer](#) on Wed, 07 Apr 2004 01:59:22 GMT

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Umbral_DelaFlareRenguard won't stop cheating completely. Others can still host servers in which one can cheat.

DUH. How the hell is RenGuard supposed to stop cheating on servers not running it. :rolleyes: RenGuard also does not cure cancer, or prevent heart disease, or enhance sexual gratification (well sometimes).

Umbral_DelaFlareWith Renguard out, cheating will stop being an annoyance and actually be fun to do in servers that allow it.

</rant>

If you find it fun to kill buildings and people in one shot, then by all means go do that, so long as the people you are shooting dont mind dying over and over...maybe thats fun for them too

Subject: Apparently...

Posted by [warranto](#) on Wed, 07 Apr 2004 02:49:38 GMT

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Blazeror enhance sexual gratification (well sometimes).

uhh... I'm not even going to ask.

Subject: Apparently...

Posted by [mrpirate](#) on Wed, 07 Apr 2004 03:04:02 GMT

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BlazerRenGuard also does not cure cancer, or prevent heart disease, or enhance sexual gratification (well sometimes).

One word: placebo.

Subject: Apparently...

Posted by [spoonyrat](#) on Wed, 07 Apr 2004 14:12:44 GMT

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BlazerRenGuard also does not ... enhance sexual gratification

I believe that's false, and I'm gonna spend the next few weeks trying to disprove your statement.

Subject: Apparently...

Posted by [U927](#) on Wed, 07 Apr 2004 16:27:29 GMT

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BlazerUmbral_DelaFlareWith Renguard out, cheating will stop being an annoyance and actually be fun to do in servers that allow it.

</rant>

If you find it fun to kill buildings and people in one shot, then by all means go do that, so long as the people you are shooting dont mind dying over and over...maybe thats fun for them too

The fun doesn't necessarily come from Final Renegade or big heads.

/me points to Spreegeem's speed hack.

Subject: Apparently...

Posted by [gibberish](#) on Wed, 07 Apr 2004 21:53:54 GMT

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mrpirateBlazerRenGuard also does not cure cancer, or prevent heart disease, or enhance sexual gratification (well sometimes).

One word: placebo.

Just wondering if some misinformation might be useful.

Once Renguard is released, start a rumor that anyone who cheats will be banned and won't be able to play renegade anymore.
