Subject: Re: bypasser - where to report
Posted by Blazer on Wed, 02 Aug 2006 00:00:41 GMT

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help-linux wrote on Wed, 19 July 2006 20:59
if i used the modem i got for broadband my ipaddress would change everytime i restarted my computer, i can change it now by unpluging the router and plugging it back in. did you do a ip look up? you can see where a ip is from.

Changing your IP is fairly easy using the method you describe. But like I said, it takes at least 2 minutes to do, while it only takes a moderator 1 second to ban his new IP. With him having to spend significantly more effort just to get back in and cheat, he will quickly give up.

help-linux wrote on Wed, 19 July 2006 20:59
RG uses the hdd serial to see detect computers identity. it takes less than 5 minuts to rewrite that. to be totally honest RG is S***. if some n00b really wanted to cheat, it is easy. go to gogle and type in bypass rengaurd and you will get 100's of results. the only thing RG is good for is updates, maps get "de-buged" and blocks put on to stop b2b.

RG uses more than hdd serial, but you are correct in that changing your hdd volume serial is trivial if you have the tools or programming knowledge to do it. RG currently has several banning methods, and the upcoming version will give us more options to effectively keep any bypassers banned.

help-linux wrote on Wed, 19 July 2006 20:59
much more better would a server rengaurd, where the server detects cheating insead of a client. so no-one has to complain if some-one cheats. they get banned simple as that. it takes a small time to create another nick but ppl woulnt do that. it takes too long.

I agree, the most effective RG would be built into the server. Currently it is already possible to do some server-side cheat detection, by checking the rate of fire and damage done for each weapon. This still doesn't help for detecting client-specific hacks like radar/stealth hacks, bigheads, and other objects mods.

help-linux wrote on Wed, 19 July 2006 20:59
i am wrinting a script to detect the big head cheat in the future and see uf that is better than rengaurd, as soon as the bullet doesn't hit the head but the person dies; *BAM* they get banned.

I wish you luck. Coding that is surely possible, and others have tried, but tracking and processing the trajectory and hit spot of every projectile in the game has proven to bee too cpu-intensive to be usable. Please let us know if you make any progress.

help-linux wrote on Wed, 19 July 2006 20:59
btw: i don't want people to take offence to theis post, it is just what i think. the poeple who programed rengaurd did a good job. they should of planned it better.

Definitely no offense taken. I found your post to be good constructive critisim. You didn't just say "OMG RG SUX0RS!", you gave specific examples of possible bypasses and suggested

improvements. While it may appear to you that RG wasn't planned very well, bear in mind that things are much more complex with the RG system than you could imagine. We have huge improvements in the works, but are constrained by time (free time of our programmers), and the constantly changing threats as new sorts of hacks and bypasses are created. RG currently stops most cheaters, and we are working on improved detection and banning in the meantime. If we spent time trying to investigate and counter every reported cheat or bypass, we would just be spinning our wheels and get nothing done.

help-linux wrote on Wed, 19 July 2006 20:59
i seen a cheater server the other day, are ppl that go on that loosers, NO. they are just having fun.

I see no problem with a "cheater server", where the server admin doesn't mind people cheating, and everyone can have some crazy fragfest. RG is meant for server owners who want their players to have serious, fun-filled, fair games - without some cheater ruining the gameplay.