Subject: I'll shut up now. [Former: I need to report an exploit.]
Posted by Berkut on Mon, 03 Apr 2006 16:12:26 GMT
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   Nasty bad exploit that RenGuard overlooks. It's very easy to do, and might become a problem later. Has the potential to crash servers, make the game unfair, blah, blah, blah... (I will be truthful and tell you I have done it before, but I swear it was found on accident and I will not use it again. Seriously.)

[Hmm, probably not the right subforum, if necessary, please move this to the correct subforum. Thanks.]

   Who do I report it to? I already told Crimson, but I think she's busy right now. If someone can put me in contact with the actual... bug...fixing department of RenGuard, I'd appreciate it. Thanks.

   PS: My real Renegade name is b3rku7.

Subject: Re: I need to report an exploit.
Posted by Goztow on Mon, 03 Apr 2006 21:14:30 GMT
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PM Crimson. If she didn't reply, she may already know about it or be pretty busy but she always answers after a while .

Subject: Re: I need to report an exploit.
Posted by Berkut on Mon, 03 Apr 2006 22:06:11 GMT
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Phase 9I already told Crimson, but I think she's busy right now.

I actually told her on RenGuard IRC about a month ago. No word from her yet. I may need to inform Black Hand's premier bug-killer directly. Who might he/she be? Not that I don't trust Crim, but that she seems really busy lately.

Subject: Re: I need to report an exploit.
Posted by Kanezor on Tue, 04 Apr 2006 00:04:28 GMT
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If you feel such a desire to make sure it's known to BHS, you can contact me (inetkngeek) on irc.n00bstories.com in #bhs_support. You can also send a PM to me here.

Subject: Progress
Posted by Berkut on Wed, 05 Apr 2006 03:40:46 GMT
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I did. Progress is being made, but I do not want to have to tell another person about it. Too risky, what with all the retarded cheaters running around these days. Kill 'em all!

Well, thanks, though I would like to know where future exploits should be reported (as weird as it seems, I've stumbled upon others and watched them die).

Hmm. I'm done bug-hunting for a while. Time for some C4!

Berkut
(b3rku7)

Subject: Re: I need to report an exploit.
Posted by dead6re on Thu, 13 Apr 2006 18:32:28 GMT
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The bug will probs be fixed in version 1.04

Subject: Re: I need to report an exploit.
Posted by Berkut on Thu, 13 Apr 2006 22:01:31 GMT
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Uh, ok? [I do not fully understand the meaning of "probs," but...]

Hmm. I hope they do. I've watched an entire server completely disappear off WOL's server listing because someone else knew about it and used it. The bad thing is is that this is a command within Renegade itself. I am not sure that RG has any jurisdiction over in-game commands. Oh well. I'll report anyone I catch using it, if it helps. (The signs are more obvious than your history teacher's comb-over.)

I still want to know where is the preferred place to post such things. A board would get me banned, and the people at IRC are too busy to handle this sort of thing.

If anyone can put me in touch with the person who actually fixes this crap, I'd appreciate it. So would server owners. This bug forces you to close and restart severs to negate the effects.

Subject: Re: I need to report an exploit.
Posted by dead6re on Fri, 14 Apr 2006 17:18:44 GMT

probs = probalary

If crimson knows about the bug than thats fine. At this moment you will have to wait and watch. It wont get fixed any quicker

---

Subject: Re: I need to report an exploit.
Posted by light on Sat, 15 Apr 2006 01:53:53 GMT

dead6re wrote on Sat, 15 April 2006 05:18probs = probalary

Probably.

Subject: Re: I need to report an exploit.
Posted by Crimson on Sun, 16 Apr 2006 07:35:35 GMT

It's not a RenGuard bug. It has absolutely nothing to do with RenGuard or cheating. It's simply a way that (maybe) causes a server to crash. I say maybe because it's not confirmed and since he told me in-game, I don't have any logs of what he's talking about.

Subject: Re: I need to report an exploit.
Posted by Kanezor on Sun, 16 Apr 2006 14:06:20 GMT

Crimson wrote on Sun, 16 April 2006 02:35since he told me in-game, I don't have any logs of what he's talking about.
What? You don't have your Renegade client set to log game chat?!

Subject: Re: I need to report an exploit.
Posted by =HT=T-Bird on Sun, 16 Apr 2006 14:55:34 GMT

Crimson wrote on Sun, 16 April 2006 02:35It's not a RenGuard bug. It has absolutely nothing to do with RenGuard or cheating. It's simply a way that (maybe) causes a server to crash. I say maybe because it's not confirmed and since he told me in-game, I don't have any logs of what he's talking about.

USE THE CLIENTLOG CRIMSON!

Subject: Re: I need to report an exploit.
Posted by Berkut on Mon, 17 Apr 2006 02:25:04 GMT
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A new problem I found with this bug or whatever, is that it gives you the upper-hand in vehicle rushes. You move so fast, the AGT has a hard time keeping up. I occasionally mess around with this ...whatever you call it, on a small test server. I drove a NOD buggy to the AGT taking only minim-

I'm gonna stop now. It's getting really annoying, isn't it?

If I ever find anything of even the faintest bit of interest, I'll leave it for BHS to find it. That is their job.

Sorry to bug you guys.

PS: (No sarcasm. I just grew up, is all.)
PPS: I'll stop making test servers. Waste of text on the WOL server list.
PPPS: W00t. 100 posts. Not that it means anything, still a n00b.

Subject: Re: I need to report an exploit.
Posted by nukchebi0 on Wed, 21 Jun 2006 05:30:49 GMT
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I..er..I..might have used this once. However, if you don't adjust the torque turn ratio when increasing the max torque, it screws you up royally when renegade resets your out of control vehicle. However, it is off n00bstories now, as I was planning to tell when I found it, but tried the next day to see it was gone.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by dead6re on Wed, 21 Jun 2006 13:42:31 GMT
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This little exploit only really works if you are the host. If you aren't then it only appears to affect you on the client, no one else sees it so I don't think it is working.

Maybe I am wrong.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by Ma1kel on Wed, 21 Jun 2006 18:53:54 GMT

Using the console command to change the settings of the vehicle that you are currently in? That's not a bug and it can only been done when you're the host.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by nukchebi0 on Wed, 21 Jun 2006 23:57:06 GMT

Ma1kel wrote on Wed, 21 June 2006 13:53Using the console command to change the settings of the vehicle that you are currently in? That's not a bug and it can only been done when you're the host.

I did it once, so I think you're mistaken.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by EA-DamageEverything on Thu, 22 Jun 2006 01:19:25 GMT

Absolutely not. The host sets the game speed. Clients cannot use edit_vehicle ingame. That's my experience.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by nukchebi0 on Thu, 22 Jun 2006 04:22:49 GMT

So then what did he find, that has to mess with vehicle speed, or was he being misleading.

Edit: Last night I was able to edit my vehicle again.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by Berkut on Wed, 05 Jul 2006 17:37:05 GMT

Of course it works client side. Why else would I have complained about it?

On some servers it won't work, though.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]

Posted by dead6re on Thu, 06 Jul 2006 07:15:21 GMT

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I've told you already, IT DOES NOT WORK CLIENT SIDE. It appears to have an effect BUT for everyone else in the game, you do NOT change at all.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by Berkut on Fri, 07 Jul 2006 02:36:08 GMT

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dead6re wrote on Wed, 21 June 2006 08:42
Maybe I am wrong.

Yup.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by EA-DamageEverything on Sun, 09 Jul 2006 17:46:41 GMT

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I repeat: The game host sets the game speed. In some Maps with an objects.ddb (like Mars, SkateparkV2 etc) the Speed is altered due to mapsided settings.

This is the reason why those Speedhacks don't work in Multiplayer. You speed up (it doesn't matter if you are walking or in a vehicle) and after 1 second you are being teleported back to your normal position.

The others will see you lagging around. Thats it.

Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by sycar on Thu, 03 Aug 2006 23:30:40 GMT

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as dead said it appears to work but in fact doesnt. your find the edit vehicle command avaliable to use on servers that run the one-player mod. In one-player mode you have access to this command so although you can use it, the effects you see are solely on your screen and not anyone elses!