
Subject: brenbot/renguard

Posted by [ukshoot](#) on Fri, 08 Sep 2006 23:01:38 GMT

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i was on my server today and they was some ppl on saying this kid called foukbug06 was cheating, so as a moderator i asked him to do a test where he shoots around my head then does 1 shot onto my leghe refused, so i did the !rg command on him i got a reply he was connected bla bla bla thats it he is not cheating i thought..

map C&C_Under loads up me and my team mates donate to get apc we rush towards the agt and foukbug06 shoots at us when were at the side of the agt we get destroyed then all of us got killed by this foukbug06 kid.

i did the !rg command again it said he was connected. They was no mines or n e thing to kill us that fast.

how could this kid have renguard and have cheats on aswell ? has renguard been broken so ppl can now byepass it ?

Subject: Re: brenbot/renguard

Posted by [havoc9826](#) on Sat, 09 Sep 2006 04:26:47 GMT

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ukshoot wrote on Fri, 08 September 2006 16:01how could this kid have renguard and have cheats on aswell ? has renguard been broken so ppl can now byepass it ?

A long time ago, unfortunately. Since Renguard hasn't had any new major releases to fix security holes in over a year (hopefully 1.4 will come out soon to rectify this), version 1.3 is not protecting against anyone except those who have no idea how to use Google. Examples:

<http://www.renegadeforums.com/index.php?t=msg&rid=20975&th=19425>

<http://www.renegadeforums.com/index.php?t=msg&rid=20975&th=20613>

<http://www.renegadeforums.com/index.php?t=msg&rid=20975&th=20957>

Subject: Re: brenbot/renguard

Posted by [tonyroldm](#) on Sat, 09 Sep 2006 06:24:44 GMT

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That cheat that kid was using is beyond a security hole.

It's a whole different program that controls RenGuard.

It the best cheat out there to date. Unless the next release of RenGuard has some way of not being allow to be manipulated by a third party program then this cheat will defy the next release of RenGuard also. (Program name omitted intentionally)

Everytime you build a new fence, someone will find a way to climb it.

Ban em all. Ban em till there isn't a server left for them to join.

The concept of cheating is something that has evolved into todays society. Everytime a kid gets a new PS2 game, the first thing they do is go online and look up the cheat codes. That mentality is common place today. They are just applying that concept to this old game.

I feel that there needs to be a server owner consortium to share a globally updateable ban list. The concept of being banned in one server would shut them down everywhere. Wouldn't that suck the fun out of cheating. That would never happen.

my 2cents

Subject: Re: brenbot/renguard

Posted by [0x90](#) on Sat, 09 Sep 2006 08:38:07 GMT

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tonyro1m wrote on Sat, 09 September 2006 08:24 That cheat that kid was using is beyond a security hole.

It's a whole different program that controls RenGuard.

It the best cheat out there to date. Unless the next release of RenGuard has some way of not being allow to be manipulatted by a third party program then this cheat will defy the next release of RenGuard also. (Program name omitted intentionally)

Everytime you build a new fence, someone will find a way to climb it.

thank you!

just registered to bhs forums to say this

i hope they wont be so huffy/offended that they instantly kick me. im not the "bad" guy you have to know!

i see this more like a competition or something. im just interested in coding (plus coding is how i earn my money also). "we" are showing the security flaws to give "you" the possibility to fix them.

and for the global ban list: would be a good idea if the RG server has the possibility to broadcast a global ban list to all rg-connected servers, sure...

but would be also a good idea to finally release rg1.04 anyways

greetz,
0x90

Subject: Re: brenbot/renguard

Posted by [AmunRa](#) on Sat, 09 Sep 2006 08:43:05 GMT

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Third party programs are the only thing that I can see that would be difficult to protect against,

although I don't see how it wouldn't be possible, just very difficult. The only third party program I know of right now is the aimbot, but thats about it

Subject: Re: brenbot/renguard
Posted by [Nightma12](#) on Sat, 09 Sep 2006 09:24:16 GMT
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Quote:i see this more like a competition or something. im just interested in coding (plus coding is how i earn my money also). "we" are showing the security flaws to give "you" the possibility to fix them.

then would it not be a better idea to send the cheats privately to BHS so they can fix in 1.04?

that way cheatser dont go rumpant though servers

Subject: Re: brenbot/renguard
Posted by [Ox90](#) on Sat, 09 Sep 2006 10:34:47 GMT
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Nightma12 wrote on Sat, 09 September 2006 11:24
then would it not be a better idea to send the cheats privately to BHS so they can fix in 1.04?

that way cheatser dont go rumpant though servers

i dont think so because these "hacks" are no secret or something. the theory/concept is clear i think. my programs are more like a proof-of-concept.
ok then its eventually not to show the flaws but another good reason to finish rg1.04 quickly

whatever you call it... im doing it just for the fun of coding in the end.. i dont even play renegade. it was just "luck" that i choose renegade.. or because it has such a small community and so there are almost no good cheats / anti-anti-cheats.

it wouldnt be fun making hacks / antianticheats for couterstrike or WOW, would it?!

greetings and have a nice weekend,
Ox90

Subject: Re: brenbot/renguard
Posted by [Nightma12](#) on Sat, 09 Sep 2006 10:41:41 GMT
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right, so if BHS does release RG 1.04 with all your cheats blocked

and you then create an rg 1.04 bypass... would your excuse then be "to rush them into releasing 1.05" ?

but i do agree with you on one thing, RG 1.04 does need to hurry up

Subject: Re: brenbot/renguard

Posted by [Ox90](#) on Sat, 09 Sep 2006 10:53:29 GMT

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Nightma12 wrote on Sat, 09 September 2006 12:41right, so if BHS does release RG 1.04 with all your cheats blocked

and you then create an rg 1.04 bypass... would your excuse then be "to rush them into releasing 1.05" ?

but i do agree with you on one thing, RG 1.04 does need to hurry up

lol of course.. youre right. this wouldnt be a good reason anymore then. in germany we say "something (schön reden)"... i dont know it in english but you can talk about something doubtable sooo long and search some good reasons until you or someone believe that its "not so bad" ... no matter how bad it really is
i think you get the point?!

but exactly because of that i said im just doing it for the fun no matter what you call it.

when 1.04 is out and if its really as good as announced then it shouldnt be so~ easy anymore. of course ANYTHING is bypassable. (i liked your example with the fence hehe) but i have a job and a reallife and much much more important stuff to do then writing rg bypasses lol. so dont expect me locking myself in the cellar when 1.04 is out and not coming out until i have the bypass ready

in fact i think it will take a long time until a working 1.04 bypass is out (by whoever) or perhaps there will never be one.

but anyways im looking forward to it. i hope theyll come with all the nice anti-cheat features they announced... no offense but 1.03 wasnt really a challenge. and thats all a serious coder looks for when doing such stuff: challenge

just my 2cents also...

greetz,
Ox90

Subject: Re: brenbot/renguard

Posted by [Nightma12](#) on Sat, 09 Sep 2006 11:10:27 GMT

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heh, well i hope we all see you using your coding skills to create something that will benefit this community once 1.04 is out

and yes, although 1.03 may of been easy for you to bypass, it kept this community cheat-free for a whole year, so it lasted well in my opinion

Subject: Re: brenbot/renguard
Posted by [Crimson](#) on Sat, 09 Sep 2006 11:34:42 GMT
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tonyrolm wrote on Fri, 08 September 2006 23:24I feel that there needs to be a server owner consortium to share a globally updateable ban list. The concept of being banned in one server would shut them down everywhere. Wouldn't that suck the fun out of cheating. That would never happen.

Not true. Before RenGuard came out is when I started the Server Owners forum. We exchanged cheater names and IPs and any time you cheated on one server, you were locked out of every good server in the community within 24 hours or less.

We're working on a more automated solution to shared banlists. (I call it RenGuard Lite as a development name)

Subject: Re: brenbot/renguard
Posted by [EvilWhiteDragon](#) on Sat, 09 Sep 2006 11:39:24 GMT
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from what I heard Rg 1.03 was rushed together so, it was ok while it lasted.

And for you 0x90, could you please NOT release your hacks ? just vids/ pics? As I really hate it when some scriptkiddy comes along and ruins atleast one game. And it makes my job as admin a lot harder.

Another thing I would much more appreciate is if you would use your ASM (?) skills for the things of good. Instead of cheats.

Something else, why would making cheats for CS for example no fun? I mean if you're lame enough to cheat here, then why woud you not want to cheat in CS ?

And you said that you are showing the security flaws in RG etc. ? Then pictures/ vids should be sufficient enough to prove your point. And you could inform BHS of it and inform them so they can do something to disable it, before you release it.

Subject: Re: brenbot/renguard

Posted by [Goztow](#) on Sat, 09 Sep 2006 18:25:26 GMT

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0x90, if you do not mean any harm to this community, then why team up with the biggest idiot around Renegade? Someone who's only target is to bring Renegade down but who hasn't succeeded in creating anything even relatively decent for Renegade cheating (except maybe the radar hack but if I read how he found out how to do it, it makes me really doubt his IQ is higher than 90).
