Subject: renguard becoming more a problem than a help
Posted by W1kD1 on Mon, 10 Mar 2008 22:38:58 GMT
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yea i know that its the only anticheat around right now-[which is useless because it stops nothing] but i sure hope that this resurrection anticheat is better and doesnt kick everyone every few minutes for lan exploit, firewall not compatible, un authorized renegade instance and other bs that this program has caused.... and no i can't do any better... but it seems to me that renguard is not needed anymore since it doesnt stop anything anymore and pretty much never did since they denied that anything ever bypassed it, when it always has. when they rebooted the server a few weeks ago everything was good, and now its back to normal where you get kicked every time you join for the first 2-3 times and randomly in game of course when you have the last tech or hotwire and a tank.. its really getting ridiculous... noone seems to have a cure for the problem and it just keeps getting worse... i say fix it or give up because it's not helping the game..it's killing it... we ban people constantly for the cheat that gets by and it's a joke now.. it doesnt work! in my opinion it is doing more harm than good at this point and in our servers i will fight to have it removed until it is fixed. i mean no disrespect to the people that have worked on it but it is not efficient at this point and at the rate that players are leaving, it is just not beneficial to run it or require people to run it, when it causes so many problems

Subject: Re: renguard becoming more a problem than a help
Posted by CarrierII on Tue, 11 Mar 2008 07:47:46 GMT
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Renguard works flawlessly on 98% of installations. You're just unlucky.

Renguard stops bigheads, wall hacks and any other idiot who thinks they can get round it. The major public bypass no longer functions (Thanks Ox90) and if you let it through your firewall, it's normally fine (C:\westwood\renegade\game.exe)

I sometimes get Unauthorized Renegade Instance terminated, I'm not sure why, but memory scanning code isn't simple.

Just sit back, we're trying. If you want to do anything, yell at EA for being useless.

Subject: Re: renguard becoming more a problem than a help
Posted by Goztow on Tue, 11 Mar 2008 08:00:44 GMT
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Erm Carrier that's not really true. When it doesn't detect a major cheat, I figure it is still bypassed.

RG is giving the lan exploit and unauthorised instance problems for more or less everyone I know who plays the game. It's very anoying.

It does still stop a lot of cheats, unfortunately the cheaters with an IQ higher than 80 can prolly find the "bypass".

RR and BIATCH are both server side anti cheat measures. They will never be able to stop all cheats, unfortunately.

RR also has a client side part but as you need to download and install it yourself, that's pretty useless.