Subject: How is this Renguard supposed to work?
Posted by ShadowFalls on Sat, 13 Sep 2003 14:05:27 GMT
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I'm looking through what it says on the website, be in way too vague and I can't see how this is going to work as an anti-cheat can someone provide more clarity?

Subject: How is this Renguard supposed to work?
Posted by Darkre1gn on Sat, 13 Sep 2003 15:11:44 GMT
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When a server has renguard installed and you want to join the server renguard will scan your data folder and if it found a file(s) that isn't on it's 'approved files' list you can't join that game.

Subject: How is this Renguard supposed to work?
Posted by ShadowFalls on Sat, 13 Sep 2003 18:37:55 GMT
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I see, but there may be a flaw to that since everything is stored, skins that people may use for themselves would not be allowed and possibly some maps may not be put in either, also do not forget this would have no affect on the current cheats being used

Subject: How is this Renguard supposed to work?
Posted by Darkre1gn on Sat, 13 Sep 2003 19:39:41 GMT
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actually, the final renegade cheat is suffering alot from the 0 bug and you can effectively lag out those types of cheaters by constant;y firing off grenedier shots or mammoth tank MISSILES.

As for the rest, reneguard doesn't allow bighead mod users/deathadder users etc in.

Subject: How is this Renguard supposed to work?
Posted by Dante on Sat, 13 Sep 2003 19:55:07 GMT
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we are working towards some other ways then just simply looking at all the skins w3ds that are in the data dir, there is certain things that can be checked per file that will allow us to "evaluate" whether they are valid then a simple "buzz - cheater - mass kick" on a new skin etc... this was a major concern of mine, as i have a couple hundred modified files in my dir, and just having to get them "approved" was way too much, so i helped out the team and we came to a different method of checking.

Subject: How is this Renguard supposed to work?
Posted by ShadowFalls on Sun, 14 Sep 2003 00:09:39 GMT
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the flaw is for big head you can still add it after you are in game so its still in issue, the only way I see getting it stopped is a check every map change which doesn't seem thesiable

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Subject: How is this Renguard supposed to work?
Posted by Crimson on Sun, 14 Sep 2003 01:11:51 GMT
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I've given you more information on how RenGuard works at http://www.renguard.com

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Subject: How is this Renguard supposed to work?
Posted by Darkre1gn on Sun, 14 Sep 2003 06:42:58 GMT
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ShadowFallsthe flaw is for big head you can still add it after you are in game so its still in issue, the only way I see getting it stopped is a check every map change which doesn't seem thesiable

The game will already have been loaded, meaning that it's still using the old, approved skins. And if you replace the files... the game will crash because it doesn't recognise the new skins.

Subject: How is this Renguard supposed to work?
Posted by Theatrrap on Sun, 14 Sep 2003 16:52:42 GMT
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ShadowFallsI see, but there may be a flaw to that since everything is stored, skins that people may use for themselves would not be allowed and possibly some maps may not be put in either, also do not forget this would have no affect on the current cheats being used

I hope that this problem is fixed also. From what you said it sounds like I could never make it into a game with renguard because I have been doing a lot of map making. Almost have my first map done. With the instructions stuck in my data file on accident and my three sets of downloaded skins along with at least 50 maps I doubt that much of my stuff will be on the "approved" list. I have never cheated nor do I know where to get cheats so I certainly hope this program wont stop me!

Subject: How is this Renguard supposed to work?
Posted by Darkre1gn on Sun, 14 Sep 2003 18:13:33 GMT
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Send the files you're using to the renguard team and let them approve it to solve your problem.

Subject: How is this Renguard supposed to work?
Posted by Theatrrap on Sun, 14 Sep 2003 19:43:51 GMT
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Darkre1gnSend the files you're using to the renguard team and let them approve it to solve your problem.

With this many files that would be way too much work!

Subject: How is this Renguard supposed to work?
Posted by Jaspah on Mon, 15 Sep 2003 01:01:47 GMT
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Solution: Don't download Skins.

Subject: How is this Renguard supposed to work?
Posted by ShadowFalls on Mon, 15 Sep 2003 01:55:06 GMT
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well I don't beleive an "approved" file list for the data folder will really work out properly