Subject: Feature Request
Posted by gibberish on Thu, 22 Jan 2004 01:51:39 GMT
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Is it too late to ask for the following feature:

I know that renguard currently has two server modes:
- Any files as long as they are known not to be cheats.
- Vanilla server no custom skins/maps etc.

I was wondering if we could have another mode where by everything is vanilla except we allow
custom maps. I.e skins/sounds .... are all banned.

Thanks,
Gib

Subject: Feature Request
Posted by Crimson on Thu, 22 Jan 2004 02:04:04 GMT
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I don't see why maps would be included in that "vanilla mode" in the first place.

Subject: Feature Request
Posted by Aircraftkiller on Fri, 23 Jan 2004 02:12:09 GMT
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And sounds? That's plain stupid... I absolutely despise the vehicle missile launching sound,
stealth_tank_fire.wav, and replaced it with the beta Orca missile sound to save on my precious
eardrums...

Subject: Feature Request
Posted by gibberish on Fri, 23 Jan 2004 02:29:39 GMT
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Although I am slightly irritated by people changing sounds this is not my primary reason for
making the request.

My primary reason is that I would like to be able to run my server in "Vanilla" mode.

However I understand that a lot of players have downloaded extra maps.
So I will make the exceptions that maps are allowed.

However I don't like the idea of allowing other files, primarly because I am a believer in KISS
(Keep it simple), the more flexibility that is allowed the more chance someone will come up with

something that Renguard will not catch.

I have heard the argument that if anything new comes out, that the Renguard team will patch Renguard to fix it, however to some extent that depends on the Renguard team being able to figure out what the new hack is.

If a very small group of "Cheaters" figures something out and keeps very quiet about it they may be able to get away with it.

And as I said above the less flexibility that is granted to cheaters the better.

Gib

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## Subject: Feature Request
Posted by Crimson on Fri, 23 Jan 2004 08:44:05 GMT
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No, we won't block sounds. I haven't seen a sound that gives someone an advantage, except the beacon and C4 countdown mods by Blazer... and those were mentioned by Westwood in their news, so they are definitely OK.

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## Subject: Feature Request
Posted by Blazer on Fri, 23 Jan 2004 09:13:29 GMT
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Cheaters never keep quiet. Its usually either obvious they are cheating, or highly suspicious.

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## Subject: Feature Request
Posted by kn0wn on Sat, 24 Jan 2004 00:22:57 GMT
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Why the hell would you want to block maps? You think they're gonna over take your server with their own maps and sounds? As for skins, there are no skins that give you an advantage without relying on another cheat the RenGuard will stop. (As in objects.dbb) So I really wouldn't bother. I have heaps of skins, including stealth skins, that I make, because I think they look cool. And no normal skin fir stealth or average would give too much of an advantage anyway. Stealth skins don't make the sbh easy to see from far away or closer up.
   (My skin is a flame stealth effect) So I don't see why they would even think about banning skins/sounds/maps.  :rolleyes:

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## Subject: Feature Request
Posted by rm5248 on Sat, 24 Jan 2004 00:34:37 GMT

maybe you should just have a special pack with allowed skins, and then update it when you see that the skins do not help a cheater.  it might take a while, but it is a sure way to prevent cheaters.

## Subject: Feature Request
Posted by mac on Tue, 03 Feb 2004 02:36:44 GMT

Pure mode has been implemented server side and on the SSCs now.

It disallows any skins and any normally approved models (handgun models etc). It allows all sounds.

## Subject: Feature Request
Posted by Majiin Vegeta on Tue, 03 Feb 2004 03:57:30 GMT

macPure mode has been implemented server side and on the SSCs now.

It disallows any skins and any normally approved models (handgun models etc). It allows all sounds.

nice work

 did you add a list of allowed handguns?
or you just allowing any handguns.

## Subject: Feature Request
Posted by Alkaline on Tue, 03 Feb 2004 08:54:48 GMT

what about modified versions of regular maps. Dante released re-released westwood maps that are supposed to load faster (I didn't notice any big difference) will rengaurd check for that? People could possibly hack maps and use those...

## Subject: Feature Request
Posted by Crimson on Tue, 03 Feb 2004 08:59:55 GMT

The reason that I released the maps was so that they would pass RenGuard's check. Anything publically available that doesn't give anyone an unfair advantage will be included. If it's not, then

we'll just have to be told to add it.

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## Subject: Feature Request
Posted by Alkaline on Tue, 03 Feb 2004 09:16:44 GMT
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dang... must be a big list of stuff to include...

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## Subject: Feature Request
Posted by mac on Tue, 03 Feb 2004 15:11:04 GMT
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Majiin Vegeta
nice work

 did you add a list of allowed handguns?
or you just allowing any handguns.

Will be compiling a list of allowed models (read: models, not skins - skins are always allowed)
when the time is right.

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