Subject: RenGuard Status Update 3/27/2004
Posted by Blazer on Sat, 27 Mar 2004 10:14:21 GMT
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Its time for another update. We can definitely see the light at the end of the tunnel...Renguard is nearly complete! The Renguard system has been undergoing internal beta with thusfar no bugs or showstoppers. Mostly what is left to be done is cosmetics (which is why we are calling for language translators) and enhancements.

I would expect to see a limited public beta early next week. I'm not giving a date for the final release until Im absolutely certain the day is upon us.

I would like to thank Jon Wilson and mac who has worked very diligently this past week to finish the core component of RenGuard. He even found the time to complete the auto-update ability, which means RenGuard upgrades and enhancements will for the most part be automatic and seamless.

Watch this forum and the RenGuard Website for further news.

Subject: RenGuard Status Update 3/27/2004
Posted by xptek_disabled on Sat, 27 Mar 2004 10:18:49 GMT
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Damn Can't wait.... This will make moderating servers 100% easier

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Subject: RenGuard Status Update 3/27/2004
Posted by Nightma12 on Sat, 27 Mar 2004 11:28:00 GMT
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w00t!

Subject: RenGuard Status Update 3/27/2004
Posted by GTCien on Sat, 27 Mar 2004 12:23:02 GMT
View Forum Message <> Reply to Message

Finally no more cheater-imputations for nothing!

Subject: RenGuard Status Update 3/27/2004
Posted by Majiin Vegeta on Sat, 27 Mar 2004 12:59:17 GMT
View Forum Message <> Reply to Message

* DethMadx9 Motions joyfully to blazer

Cant wait guys

Subject: RenGuard Status Update 3/27/2004
Posted by OnfireUK on Sat, 27 Mar 2004 13:34:36 GMT
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Lookin good guys

Good Luck with the translation stuff and the final touches

Subject: RenGuard Status Update 3/27/2004
Posted by drunkill on Sat, 27 Mar 2004 15:44:33 GMT
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yeah good job, mac was talking to me today about how it worked...so yeah.

thats good, and if ya need a teaser, im ya man, i'll be on holidays next week, so i can be on
during US daytime, and night time...what ever one.
but thats if ya want me.

Subject: RenGuard Status Update 3/27/2004
Posted by snipesimo on Sat, 27 Mar 2004 15:45:55 GMT
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Great work guys, keep it up!

Subject: RenGuard Status Update 3/27/2004
Posted by HTDana on Sat, 27 Mar 2004 18:30:59 GMT
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Did I happen to say "Thank you! Thank you! Thank you!" a million times yet? I hope this puts the
n00bs to bed and lets us get on with the enjoyable business of owning and being owned fairly.
Anyway, thanks again!

Subject: RenGuard Status Update 3/27/2004
Posted by Slash0x on Sat, 27 Mar 2004 19:21:51 GMT
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JOY! CAN'T WAIT!!! Once this comes out, people will stop cheating and stop accussing people of

---

cheating when they are getting owned. Lots of relief!

Subject: RenGuard Status Update 3/27/2004
Posted by gendres on Sat, 27 Mar 2004 19:39:19 GMT
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nice

Subject: RenGuard Status Update 3/27/2004
Posted by Titan1x77 on Sun, 28 Mar 2004 03:23:37 GMT
View Forum Message <> Reply to Message

A great job by everyone who's been involved from start to end!

Can't wait for the day it's a reality.

Subject: RenGuard Status Update 3/27/2004
Posted by Aircraftkiller on Sun, 28 Mar 2004 03:28:13 GMT
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Yeah, then you won't have to bitch and moan when I kill you again.

Like the time you accused me of using bones.ini to kill you before, over and over. :rolleyes:

Subject: RenGuard Status Update 3/27/2004
Posted by xptek_disabled on Sun, 28 Mar 2004 03:42:37 GMT
View Forum Message <> Reply to Message

OMG L3IK ACK WIL H@XX0RZZ RENGUARDZZS B3KAUSE H3 STOL3DD TH3 S0URC3!!!!
OMGOMGOMGOMG!!!11!!!!!LOLOLOL11!!1

On topic: How much bandwith will conecting to the master server(s) take? Also, will it be a live
connection like renegade or a http like connection?

Subject: RenGuard Status Update 3/27/2004
Posted by Crimson on Sun, 28 Mar 2004 04:00:31 GMT
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We are using a custom protocol to use as little bandwidth as possible. I don't see any reason why you'd have to make any considerations for its bandwidth use.

Subject: RenGuard Status Update 3/27/2004
Posted by xptek_disabled on Sun, 28 Mar 2004 05:07:38 GMT
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Thanks, I was just making sure it wasnt a bandwith hog.

Subject: RenGuard Status Update 3/27/2004
Posted by Titan1x77 on Sun, 28 Mar 2004 05:41:29 GMT
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AircraftkillerYeah, then you won't have to bitch and moan when I kill you again.

Like the time you accused me of using bones.ini to kill you before, over and over. :rolleyes:

Like I said before...It was a joke...thats why I PM you with it and didnt accuse you there after.

If i was serious I would of said something to a mod or posted about it.

Subject: RenGuard Status Update 3/27/2004
Posted by Crimson on Sun, 28 Mar 2004 05:53:00 GMT
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I finally got a chance to look at the client today, and it uses only a blip of processor usage and connects very quickly... so quickly that mac and I are disappointed that it connects before the client downloads the cool image that Madtone made.

Subject: RenGuard Status Update 3/27/2004
Posted by warranto on Sun, 28 Mar 2004 06:23:41 GMT
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hmm.. guess the critics were somewhat right. Some of the hard work was all for nothing, if it doesn't work as expected

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Subject: RenGuard Status Update 3/27/2004
Posted by Aircraftkiller on Sun, 28 Mar 2004 07:54:41 GMT

Titan1x77AircraftkillerYeah, then you won't have to bitch and moan when I kill you again.

Like the time you accused me of using bones.ini to kill you before, over and over. :rolleyes:

Like I said before...It was a joke...thats why I PM you with it and didnt accuse you there after.

If i was serious I would of said something to a mod or posted about it.

Of course it was a joke. It's always a joke when someone gets caught and knows they're wrong.

Subject: RenGuard Status Update 3/27/2004
Posted by sniper12345 on Sun, 28 Mar 2004 08:06:29 GMT

Get back on topic!

Subject: RenGuard Status Update 3/27/2004
Posted by Aircraftkiller on Sun, 28 Mar 2004 09:11:16 GMT

Why don't you take your own advice?

Subject: RenGuard Status Update 3/27/2004
Posted by Uberfahr on Sun, 28 Mar 2004 10:54:51 GMT

Great work! I would like to apply for the limited "open beta".

hha2002, NT4, 18 player dedicated server running BrenBot, European Server (Germany).
Uberfahr@mightygames.com

Subject: Woohooo Renguard is upon us!
Posted by ohnou812 on Sun, 28 Mar 2004 12:20:49 GMT

Thanks to everyone involved with the renguard project. I can't wait this is almost as bad as waiting for Santa on Christmas eve. I can't wait what a relief this will be. Thanks again and awesome job! She bangs she bangs!

Subject: RenGuard Status Update 3/27/2004
Posted by Invader on Mon, 29 Mar 2004 06:20:49 GMT
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Good job guys.

But, ill believe it when I see it.

!kill AircrapKiller

Subject: RenGuard Status Update 3/27/2004
Posted by sniper12345 on Mon, 29 Mar 2004 10:33:22 GMT
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AircraftkillerWhy don't you take your own advice?

Because I'm not off-topic? :rolleyes:

Oh and Crimson, do you alreay know what large servers (eg The Pits) are going to use renguard?

Subject: RenGuard Status Update 3/27/2004
Posted by Slash0x on Mon, 29 Mar 2004 16:08:15 GMT
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Hope the RenGuard staff gets the bugs out, looks like it will make a great change in Renegade. But I have two questions that I just thought of...

1. The servers with the mods (TWA server, for example) on it, will RenGuard have any effect on that?

2. Will there be a patch update automatic search for RenGuard like when we logon to the WOL servers for the first time for their patches? Or are we just going to assume it's "perfect" right out the gate? (I'm just throwing out thoughts)

Subject: RenGuard Status Update 3/27/2004
Posted by Nightma12 on Mon, 29 Mar 2004 16:36:02 GMT
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sniper12345AircraftkillerWhy don't you take your own advice?

Because I'm not off-topic? :rolleyes:

Oh and Crimson, do you alreay know what large servers (eg The Pits) are going to use renguard?

All servers

(lets just hope we dont have the n00bs not downloading renguard and we have empty servers all the time :rolleyes: not with fan maps)

Subject: RenGuard Status Update 3/27/2004
Posted by Crimson on Mon, 29 Mar 2004 17:44:57 GMT
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The server isn't checked for cheats, so those modifications will not be hindered by RenGuard.

So far, the only servers that aren't going to run RenGuard that I know of is Black-Cell, so if you like to cheat, that's where you should go. They said they might change their mind if RenGuard is popular.

Subject: RenGuard Status Update 3/27/2004
Posted by Speedy059 on Mon, 29 Mar 2004 19:59:14 GMT
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I think Black-Cell is making their own Anti-Cheat program.

Subject: RenGuard Status Update 3/27/2004
Posted by mac on Mon, 29 Mar 2004 20:00:59 GMT
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Slash0x
2. Will there be a patch update automatic search for RenGuard like when we logon to the WOL servers for the first time for their patches? Or are we just going to assume it's "perfect" right out the gate? (I'm just throwing out thoughts)

RenGuard comes with the ability to update iself. It's also having the ability to update the core renegade installation (ie scripts.dll etc).

Subject: RenGuard Status Update 3/27/2004
Posted by Renx on Mon, 29 Mar 2004 20:56:03 GMT
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Won't all the IRC bots that run on servers have to have renguard support added to them before they can use it? If so, shouldn't that be looked into before the public release(to cause less confusion)

Subject: RenGuard Status Update 3/27/2004
Posted by Slash0x on Mon, 29 Mar 2004 21:12:39 GMT
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KUDOS! Thanks for the information, just making sure it keeps up with all the new things coming out. Amazing on how much Renegade has evolved and will keep evolving.

Subject: RenGuard Status Update 3/27/2004
Posted by mac on Mon, 29 Mar 2004 21:18:40 GMT
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RenxWon't all the IRC bots that run on servers have to have renguard support added to them before they can use it? If so, shouldn't that be looked into before the public release(to cause less confusion)

brenbot for linux and win32 includes native RenGuard support. This and a standalone server side client for windows will be released simultainously with the RenGuard client.

Without server support, the RenGuard client isn't doing much..

Subject: RenGuard Status Update 3/27/2004
Posted by Renx on Mon, 29 Mar 2004 21:24:36 GMT
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So, all servers will have to run BRenBot in order to use it?

EDIT: Bah, didn't read it right, ignore me

Subject: RenGuard Status Update 3/27/2004
Posted by mac on Mon, 29 Mar 2004 21:26:05 GMT
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If you don't use brenbot, you can use the standalone Server side client that we will be releasing too.

This is for all people who have their own moderation software suite and do not use brenbot.

Subject: RenGuard Status Update 3/27/2004
Posted by gibberish on Mon, 29 Mar 2004 21:37:38 GMT
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macThis is for all people who have their own moderation software suite and do not use brenbot.

I would still prefer to have a Server Side API.

There are several features which the SSC probably won't support (at least in the first version) such as:
Only activating the anti-cheat code after a certain number of players join the server.

Additionally I want to be able to intergrate renguard with my own anti-cheat code.

Subject: RenGuard Status Update 3/27/2004
Posted by Gizbotvas on Mon, 29 Mar 2004 22:25:32 GMT
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Sounds encouraging.

Free drinks for all those put effort into this!

Subject: RenGuard Status Update 3/27/2004
Posted by Majiin Vegeta on Mon, 29 Mar 2004 22:43:10 GMT
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speedy059I think Black-Cell is making their own Anti-Cheat program.

i heard a lil something about that seems interesting.. i like the some of the features blackcell have created

i hope they get an anti cheat thingy sorted or try and use rengaurd or there will be no point >_<

Subject: RenGuard Status Update 3/27/2004
Posted by mac on Mon, 29 Mar 2004 23:15:04 GMT
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gibberishmacThis is for all people who have their own moderation software suite and do not use brenbot.

I would still prefer to have a Server Side API.

There are several features which the SSC probably won't support (at least in the first version) such as:
Only activating the anti-cheat code after a certain number of players join the server.

Additionally I want to be able to intergrate renguard with my own anti-cheat code.

You can PM me with things you would like to see, and I can tell you if they are theroetically

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possible with the current protocol set.

Subject: RenGuard Status Update 3/27/2004
Posted by novamorph01 on Tue, 30 Mar 2004 00:49:56 GMT
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I've been waiting for this day!!
and now thanks to my loves, I mean...crimson... and her team's hard work we can all play
renegade with no hassle from cheaters
now all we have to put up with is EA

btw ACK and titan you can both just shut up
can neither of you just say each other is good at what they do and just ignore each other after
that?!

Subject: RenGuard Status Update 3/27/2004
Posted by EnderGate on Tue, 30 Mar 2004 15:20:18 GMT
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Many Thanks, RenGuard Team!

We plan to use it on Smoker's Lounge broadcast on GSA.

Subject: RenGuard Status Update 3/27/2004
Posted by Alkaline on Tue, 30 Mar 2004 17:42:10 GMT
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stop teasing blazer & crimson...And release it already   These little updates are driving me
crazy...

Subject: RenGuard Status Update 3/27/2004
Posted by Alkaline on Tue, 30 Mar 2004 17:45:45 GMT
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speedy059I think Black-Cell is making their own Anti-Cheat program.

I bet its going to be a server-side anti cheat program, which would rock.

Subject: RenGuard Status Update 3/27/2004
Posted by Alkaline on Tue, 30 Mar 2004 17:47:21 GMT

novamorph01
btw ACK and titan you can both just shut up
Don't you know? ACK is secretly in love with Titan! So he acts mean to him to hide any
suspessions that may arise.

Subject: RenGuard Status Update 3/27/2004
Posted by novamorph01 on Tue, 30 Mar 2004 21:37:22 GMT

That would be funny, but as far as I can tell they're both guys so...
thats just really nasty

Subject: RenGuard Status Update 3/27/2004
Posted by jonwil on Wed, 31 Mar 2004 03:19:18 GMT

I doubt that the Black-Cell program will have all the features (including the exe that is well
protected against hacking) that we have.

Subject: RenGuard Status Update 3/27/2004
Posted by Alkaline on Wed, 31 Mar 2004 07:09:32 GMT

Ya, but if it would be serverside only which means clients don't have to download anything then it
would rock.

Subject: RenGuard Status Update 3/27/2004
Posted by jonwil on Wed, 31 Mar 2004 07:23:08 GMT

Trust me, I know a LOT about this engine and there is NO WAY to write a sever-side-only cheat
detector.
Not one that doesnt involve humans deciding what is and isnt a cheat.

Subject: RenGuard Status Update 3/27/2004
Posted by JaLi on Wed, 31 Mar 2004 08:29:03 GMT

Execellent News Can't wait then The Cheaters of Renegade will be finally Exposed for who they

---

Actually are
and not who ppl they think they are
and we will also see exactly how good there not too lol

Subject: RenGuard Status Update 3/27/2004
Posted by Crimson on Wed, 31 Mar 2004 09:11:33 GMT
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Well, the RenGuard client itself is quite seamless and adds only one click to launching Renegade.
Also the download is shaping up to be less than 1 MB which should make you 56k folks happy.

Don't quote me on that, but the beta test is 500kb without an installer or any extra images or
anything that might be included in the final.

Subject: RenGuard Status Update 3/27/2004
Posted by Blazer on Wed, 31 Mar 2004 09:50:26 GMT
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CrimsonWell, the RenGuard client itself is quite seamless and adds only one click to launching
Renegade.

And thats a one-time only click, (assuming you set the option to auto-minimize renguard and
launch renegade), unless the community MOTD updates.

Subject: RenGuard Status Update 3/27/2004
Posted by Gizbotvas on Wed, 31 Mar 2004 18:23:31 GMT
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Will Rengaurd be able to filter out the more subtle cheats, like bones.ini and such?

Skins will not be restricted? So players can still use revealing SBH skins? grrr.

Subject: RenGuard Status Update 3/27/2004
Posted by Blazer on Wed, 31 Mar 2004 18:47:33 GMT
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Yes it blocks bones.ini

Skins are normally not restricted, but the server owner does have an option to enable "pure
mode", which will disallow even skins.

Subject: RenGuard Status Update 3/27/2004
Posted by mrpirate on Wed, 31 Mar 2004 18:52:34 GMT
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BLAZR NEADS ONE MOER POST 4 1000!!!1111

Subject: RenGuard Status Update 3/27/2004
Posted by Sonic the Hedgehog on Wed, 31 Mar 2004 20:15:04 GMT
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Omg im looking so much forward for renguard to come out :S

Subject: RenGuard Status Update 3/27/2004
Posted by NeoX on Wed, 31 Mar 2004 20:31:02 GMT
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JaLiExecellent News Can't wait then The Cheaters of Renegade will be finally Exposed for who
they Actually are
and not who ppl they think they are
and we will also see exactly how good there not too lol

FYI ppl with half a brain will at least notice this will block cheats. Sp personaly I dont expect to see
alot of ppl getting kicked over cheats because they downloaded the app and should know what it
does.

Subject: RenGuard Status Update 3/27/2004
Posted by Dan on Wed, 31 Mar 2004 21:18:48 GMT
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UNLESS... they think they have haxx0r3d Renguard, when they go to try it out in public they get
owned!

Will server owners get the choice to ban anyone who was stupid enough to try cheats with
renguard?

Subject: RenGuard Status Update 3/27/2004
Posted by Dan on Wed, 31 Mar 2004 21:24:07 GMT
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Oh yar and johnwil I think there is a way to stop things like bigheads, final rene, wallhacks, etc
from the server side only. Dont think there is a way to stop skins tho :-/

Subject: RenGuard Status Update 3/27/2004
Posted by TwI$Ta on Wed, 31 Mar 2004 21:53:33 GMT
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ok i just want to be sure..so like if u have skins..will they have to be removed to go in a puremode server..or will it just make the skin the original..and also...was this final that clearscope is considered a cheat?..

Subject: RenGuard Status Update 3/27/2004
Posted by Xtrm2Matt on Wed, 31 Mar 2004 22:32:49 GMT
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I saw Blazer and mac messing (or was it testing) with the "Broadcast message" earlier today   I was rather excited

n00bsvr03<@n00bsvr03> Host: [RenGuard Broadcast] Blazer: test
<@n00bsvr03> Host: [RenGuard Broadcast] Blazer: hello SSC's
<@n00bsvr03> Host: [RenGuard Broadcast] mac: hi GFUber
<@n00bsvr03> Host: [RenGuard Broadcast] mac: soulweaver, are you in irc? come to #esl.renegade if you can
<@n00bsvr03> Host: [RenGuard Broadcast] mac: w00t
<@n00bsvr03> Host: [RenGuard Broadcast] mac: hi Scorpio
<@n00bsvr03> Host: [RenGuard Broadcast] RenGuard: This masterserver is being shutdown. Please reconnect.

Not all at the same time, but, w00t!

Subject: RenGuard Status Update 3/27/2004
Posted by Crimson on Thu, 01 Apr 2004 00:05:49 GMT
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Here are couple use cases to help you out.

User launches RenGuard (which you will launch instead of Renegade once you install). RenGuard connects to a master server and scans your files for cheats and unknown potential cheat files. If it finds any, you are booted off the RenGuard network with a message of which files you are being kicked for. Renegade will not launch, therefore you won't join a server.

User skips RenGuard (or doesn't have it) and launches Renegade. He joins a server requiring RenGuard. The SSC running on the server asks the masters if that user is logged in. The user is not found on the Renguard network and the SSC kicks them. (We're still finalizing the user's experience in this case)

User launches RenGuard. User passes the scan and is signed onto RenGuard. He then copies all his cheats into his data folder and launches Renegade. Within 60 seconds, RenGuard will re-scan, find the cheats, and the Renegade client will be ended, effectively removing him from any

game he may have made it into in time.

One of the best parts of RenGuard is that once you are found cheating, you have to close RenGuard and re-open it. This will make it a huge inconvenience for people trying to annoy others.

We plan to release screen shots within the next 24 hours (hopefully with 6 hours). Stay tuned! It's almost here!

Subject: RenGuard Status Update 3/27/2004
Posted by Homey on Thu, 01 Apr 2004 01:23:44 GMT
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QUESTION: So it auto runs renegade right? What about if we end up playing in a non-renguard server, will it run fine? Or would we have to run renegade normally..

Subject: RenGuard Status Update 3/27/2004
Posted by gibberish on Thu, 01 Apr 2004 01:53:27 GMT
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Crimson
One of the best parts of RenGuard is that once you are found cheating, you have to close RenGuard and re-open it. This will make it a huge inconvenience for people trying to annoy others.

How do you select the game you want to play ?

- Is there a list in RG
or
- Do you still pick from WOL or GSA as before.

Note: I have never connected to GSA so I don't know how that works.

Subject: RenGuard Status Update 3/27/2004
Posted by Crimson on Thu, 01 Apr 2004 07:16:44 GMT
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Yes. What the installer does is renames game.exe to game2.exe and RenGuard becomes game.exe. What that means is that it will "take over" your normal shortcut to Renegade.

For those of you with WOL: It will validate you, then you can launch Renegade using the button in RenGuard (unless you use auto-launch) and browse the server list like always. When you join a game, you will be verified by the server if they run RenGuard, or validation will be bypassed if the server isn't running RenGuard (because the RenGuard network won't know you're playing until

you join a RenGuard-enabled server.

For GameSpy: You will browse the normal server list just like before. When you select a server to join, RenGuard will intercept your request and verify you before sending you on to the server you picked, even if the server isn't running RenGuard. Of course, if the server you pick isn't running RenGuard, your teammates and opponents may or may not be using RenGuard, and you'll have no way of knowing if they are either, because if the server isn't running RenGuard, it won't (and can't) enforce it.

Subject: RenGuard Status Update 3/27/2004
Posted by Blazer on Thu, 01 Apr 2004 09:16:00 GMT
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Shorter Answer: Renguard replaces GAME.EXE. All your exiting shortcuts or methods of launching renegade will work as normal, launching Renguard instead (which in turn launches Renegade for you). You browse servers the same way you always have (We are going to eventualy have a special server browser that shows only RG-enabled servers). If you join a non-Renguard server, everything works as you are used to. Renguard is transparent unless you join a RG-Enabled server.

Even then, you won't see anything from the RG client unless the server has a MOTD, or the community MOTD is updated (or of course, if you cheat).

Wow not sure that was a shorter answer, but hopefully helped answer your question! :biggrin:

Subject: RenGuard Status Update 3/27/2004
Posted by snipesimo on Thu, 01 Apr 2004 20:21:28 GMT
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[+[EoE]snipesimo]: !rginfo
[@n00bsvr02]: RenGuard Status: ONLINE. The RenGuard Network has 4 users and 13 servers.

Its getting closer ;D

Subject: RenGuard Status Update 3/27/2004
Posted by Slash0x on Thu, 01 Apr 2004 21:25:12 GMT
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snipesimo[+[EoE]snipesimo]: !rginfo
[@n00bsvr02]: RenGuard Status: ONLINE. The RenGuard Network has 4 users and 13 servers.

Its getting closer ;D
   I just cannot wait.