Subject: RenGuard Does, Indeed, Work
Posted by Aircraftkiller on Wed, 31 Mar 2004 09:30:11 GMT
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Been testing it out. I'd post screenshots but I was asked not to do so since it looks rather simple right now.

It functions perfectly and does everything Black Hand Studios said it would, and more.

You'll enjoy it.

Subject: RenGuard Does, Indeed, Work
Posted by KIRBY098 on Wed, 31 Mar 2004 15:19:52 GMT
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Question for the team:

I see Tomten is compiling "approved" mods and skins. Can the script kiddies piggyback these approved mods, and use them to exploit the game?

Subject: RenGuard Does, Indeed, Work
Posted by mac on Wed, 31 Mar 2004 15:44:02 GMT
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We dropped that idea early in development. Skins are not being checked at alll, because it is nearly impossible to collect all legit skins that people use. Plus, it restricts modding when every skin file has to be approved.

Skins can be disabled globally via a server side setting, however.

Subject: RenGuard Does, Indeed, Work
Posted by egg098 on Wed, 31 Mar 2004 16:25:13 GMT
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How often will updates be made to the allowed list, or will Hosts manually allow any new mods that come out?

An example's the BC CTF alternate flag - it's a .w3d file, and was wondering how often (generally) the global allowed list will be updated? (I could be wrong about new CTF flags etc. needing an update!)
Thanks

Subject: RenGuard Does, Indeed, Work
Posted by mac on Wed, 31 Mar 2004 16:40:52 GMT
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When someone sends me a valid w3d file, I will add it.. adding it is very seamless. I just have to put it into the directory.

There are no server checks being done on the SSC, however. Just the client!

Subject: RenGuard Does, Indeed, Work
Posted by Javaxcx on Wed, 31 Mar 2004 17:41:28 GMT
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Good work, ladies.

Subject: RenGuard Does, Indeed, Work
Posted by Gizbotvas on Wed, 31 Mar 2004 18:20:18 GMT
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what about the latest round of cheats... like bones.ini
Does renguard help filter those out?

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Wed, 31 Mar 2004 18:43:57 GMT
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Yes it blocks everything

Subject: RenGuard Does, Indeed, Work
Posted by Homey on Wed, 31 Mar 2004 20:47:07 GMT
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It better block all ini files, i have like 18...
Also i have 3 valid .w3d files
w_snip
w_rifl
w_rifl_b

Subject: RenGuard Does, Indeed, Work

Posted by Speedy059 on Wed, 31 Mar 2004 20:49:45 GMT
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Gizbotvaswhat about the latest round of cheats... like bones.ini
Does renguard help filter those out?

Believe you me, it blocks bones.ini VERY well...lol

Subject: RenGuard Does, Indeed, Work
Posted by jager852 on Wed, 31 Mar 2004 21:21:16 GMT
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there is an skin that makes an nuke very big so person using it can see it from a far distance

as i have heard that will still be in it ?
or can you set that all the files with the nuke itselve can be stopped?

Subject: RenGuard Does, Indeed, Work
Posted by Crimson on Wed, 31 Mar 2004 23:29:59 GMT
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The big nuke is a .w3d and is therefore blocked as a known cheat.

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Wed, 31 Mar 2004 23:40:33 GMT
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HomeyIt better block all ini files, i have like 18...
Also i have 3 valid .w3d files
w_snip
w_rifl
w_rifl_b

Please talk to mac about adding your legit weapon models to the database.

Subject: RenGuard Does, Indeed, Work
Posted by Homey on Thu, 01 Apr 2004 00:08:03 GMT
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^ also, need the file names of the ini's? Those 3 .w3d i have are, 1st person 500 snipe, on the back basic rifle and in 1st.

Subject: RenGuard Does, Indeed, Work
Posted by Majiin Vegeta on Thu, 01 Apr 2004 02:21:27 GMT
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Gizbotvaswhat about the latest round of cheats... like bones.ini
Does renguard help filter those out?

lol giz how many times you gonna ask that i swear i seen you ask 2 - 3 times :S (unless i read the same post and forgot :tellme:)

 i wanna see a global use of pure skin mode

Subject: RenGuard Does, Indeed, Work
Posted by bighairybear on Thu, 01 Apr 2004 17:11:22 GMT
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Will it block the 'extras' or is that still set by the ladder option?

Subject: RenGuard Does, Indeed, Work
Posted by jager852 on Thu, 01 Apr 2004 17:38:09 GMT
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Extra's are allready made by EA and will not be banned if you use them ,

it's the cheatware that will be banned.

also you can still add skinns to your data without being kicked from renguard

if i m correct

Subject: RenGuard Does, Indeed, Work
Posted by K9Trooper on Thu, 01 Apr 2004 18:30:34 GMT
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Majiin VegetaGizbotvaswhat about the latest round of cheats... like bones.ini
Does renguard help filter those out?

lol giz how many times you gonna ask that i swear i seen you ask 2 - 3 times :S (unless i read the same post and forgot :tellme:)

 i wanna see a global use of pure skin mode

Too much wacky tobbacki!

Subject: RenGuard Does, Indeed, Work
Posted by Crimson on Thu, 01 Apr 2004 21:58:40 GMT
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We can't do anything about extras with RenGuard's design. If you add skins to your Renegade directory you won't be able to play in pure servers.

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Thu, 01 Apr 2004 22:01:27 GMT
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Extras can be disabled via server-side scripts.dll modifications, but that is outside the scope of RenGuards goals.

Subject: RenGuard Does, Indeed, Work
Posted by xptek_disabled on Thu, 01 Apr 2004 22:29:31 GMT
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Extras can also be disabled with a simple server-side objects.ddb mod.

Subject: RenGuard Does, Indeed, Work
Posted by Renx on Fri, 02 Apr 2004 01:34:54 GMT
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That pure mod kinda sucks for us that use skins that are actually good.

I think C4kitty's skins should be added to a safe list they don't get caught in that pure mode :twisted:

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Fri, 02 Apr 2004 01:53:10 GMT
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Pure mode is meant for tournament play. It would hardly be fair if one team or persons had neon glowing C4 and beacon textures, etc

---

Subject: RenGuard Does, Indeed, Work
Posted by Majiin Vegeta on Fri, 02 Apr 2004 02:23:07 GMT
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BlazerPure mode is meant for tournament play. It would hardly be fair if one team or persons had neon glowing C4 and beacon textures, etc

and for sniper servers to many clickbots these days.. always seeing screenshots off neon green deadeyes

---

Subject: RenGuard Does, Indeed, Work
Posted by gibberish on Fri, 02 Apr 2004 02:33:56 GMT
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Majiin VegetaBlazerPure mode is meant for tournament play. It would hardly be fair if one team or persons had neon glowing C4 and beacon textures, etc

and for sniper servers to many clickbots these days.. always seeing screenshots off neon green deadeyes

Just out of matter of interest how is that even fun?

I can kind of see how someone who was cheating may still enjoy the tactics and team work of an AOW server, but on a sniper server where the only real point is your skill (which is now removed by the click bot), why bother playing at all?

Additionally your post made me think about something else, I always wondered why there were so many noobs who repeatly fire at their team mates when its clearly not accedental (i.e. both players have been standing around the base for a few seconds), I am guessing that the click bot would fire the weapon even when it was pointed at a team mate.

Subject: RenGuard Does, Indeed, Work
Posted by Alkaline on Fri, 02 Apr 2004 14:23:33 GMT
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BlazerPure mode is meant for tournament play. It would hardly be fair if one team or persons had neon glowing C4 and beacon textures, etc

Or countdown c4 :rolleyes:

Subject: RenGuard Does, Indeed, Work
Posted by flyingfox on Fri, 02 Apr 2004 16:12:55 GMT
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^^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Fri, 02 Apr 2004 16:33:37 GMT
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AlkalineBlazerPure mode is meant for tournament play. It would hardly be fair if one team or persons had neon glowing C4 and beacon textures, etc

Or countdown c4 :rolleyes:

I don't think the audio countdown is a cheat, since one can easily just look at the time counter on your screen, in fact this would give you an even more precise knowledge of when the C4 was going off.

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Fri, 02 Apr 2004 16:35:19 GMT
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drkhaze^^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

How can you say its the same for skin mods? The difference between a normal nuke beacon or timed c4, and one of those freaky glowing neon ones...thats a definite huge advantage.

Subject: RenGuard Does, Indeed, Work
Posted by Deactivated on Fri, 02 Apr 2004 16:36:26 GMT
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But it is easier to listen than looking at the timer while dodging enemy fire.

Subject: RenGuard Does, Indeed, Work
Posted by Blazer on Fri, 02 Apr 2004 16:38:52 GMT
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Thats why I made it   It's never been considered a cheat though, in fact it was a requirement of the WL clan to have it

---

Subject: RenGuard Does, Indeed, Work

Posted by Crimson on Fri, 02 Apr 2004 17:28:41 GMT
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And Westwood posted about it in their Renegade home page back in the day.

Subject: RenGuard Does, Indeed, Work
Posted by Slash0x on Fri, 02 Apr 2004 19:47:34 GMT
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Then I have a question about sounds...I have edited the pp destruction sounds order so that it goes in it's proper order. Instead of it saying, for example, "GDI Power Plant destroyed." and "GDI base power is off-line" at the same time, it has the "off-line" part delayed after the first phrase. I hope that made since.

Do you guys want me to post it publically here? I do have it posted on the pits.

Subject: RenGuard Does, Indeed, Work
Posted by Crimson on Fri, 02 Apr 2004 19:57:18 GMT
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Pure mode does not include sound mods.

Subject: RenGuard Does, Indeed, Work
Posted by flyingfox on Fri, 02 Apr 2004 20:53:43 GMT
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Blazerdrkhaze^^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

How can you say its the same for skin mods? The difference between a normal nuke beacon or timed c4, and one of those freaky glowing neon ones...thats a definite huge advantage.

Because even though a beacon/C4 explosive might be gold coloured and easier to see; when you do see it -- it was in your view screen at that moment in time and you could've seen it anyway. For example, you hear a beacon deployed. You run across the base, and spot it by the corner of a building shining in gold. Now, the gold on the beacon made it easier to spot, but technically, you could've seen it anyway because it was in your view screen at that time. Gold on a beacon doesn't make the difference between visible and invisible, it only helps the unconcentrated eye.

Which is the same with the C4 countdown mod, it's just that people tend not to look at the clock. Hence the countdown mod is helping what was already possible had the thrower bothered to look at the clock when they threw the explosive.

So does it not follow logically that both of these modifications are in the same league, advantage-wise? Without a skin, all you have to do is look closer at your screen. Without a sound, just look at the clock.

Subject: RenGuard Does, Indeed, Work
Posted by U927 on Fri, 02 Apr 2004 21:42:36 GMT
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What about recticles? I find I play better with my hunter's scope recticle, will it be disabled by the PUre Mode servers?

Subject: RenGuard Does, Indeed, Work
Posted by gibberish on Fri, 02 Apr 2004 21:49:35 GMT
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There is another good reason why the C4 countdown should be banned in pure mode:

If someone else threw the C4 and you don't know when they threw it, you might try to defuse the C4 even though there isn't enough time.

Hence the C4 countdown imparts a significant advantage on those that have it.

Subject: RenGuard Does, Indeed, Work
Posted by Creed3020 on Sat, 03 Apr 2004 03:39:35 GMT
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C4 Countdown is great. Just use it for a while then take it out. You will see how much more usefull it is. Considering it a cheat is really not worth your time.

Subject: RenGuard Does, Indeed, Work
Posted by mac on Sat, 03 Apr 2004 15:12:11 GMT
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Pure mode bans:

All dds/tga files
All legit w3d files.

That's final

Subject: RenGuard Does, Indeed, Work
Posted by snipesimo on Sat, 03 Apr 2004 15:38:13 GMT
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Why would we have to remove all of our screenshots to play on a pure mode server?

Subject: RenGuard Does, Indeed, Work
Posted by Crimson on Sat, 03 Apr 2004 18:23:55 GMT
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Screen shots are an exception.

Subject: RenGuard Does, Indeed, Work
Posted by Homey on Sat, 03 Apr 2004 18:30:01 GMT
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I have tga files that are part of skins... is why

Subject: RenGuard Does, Indeed, Work
Posted by Cpo64 on Sat, 03 Apr 2004 18:31:08 GMT
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If the countdown mod is a cheat, does that useing a watch is a cheat? lol

---

Subject: RenGuard Does, Indeed, Work
Posted by Titan1x77 on Sun, 04 Apr 2004 01:23:28 GMT
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macPure mode bans:

All dds/tga files
All legit w3d files.

That's final

legit w3d's??

If it was pure mode wouldnt all/any w3d's be banned?

Subject: RenGuard Does, Indeed, Work

Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 01:25:22 GMT
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That's what he said, dumbass.

Subject: RenGuard Does, Indeed, Work
Posted by [novamorph01](#) on Sun, 04 Apr 2004 04:33:30 GMT
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nice to know its actually working
good job love ,uh, crimson and the rest of you people

I would like to award you all with a medal of honor. Wait... i dont have one...crap
nevermind

and ack and titan, do everyone a big big big big big big favor and stop flamming each other...
pleaseeeeeeeee please please
i thought it was funny to see you two fight like 3 months ago
now its just annoying

Subject: RenGuard Does, Indeed, Work
Posted by [Blazer](#) on Sun, 04 Apr 2004 05:15:30 GMT
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drkhazeBlazerdrkhaze^^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

How can you say its the same for skin mods? The difference between a normal nuke beacon or timed c4, and one of those freaky glowing neon ones...thats a definite huge advantage.

Because even though a beacon/C4 explosive might be gold coloured and easier to see; when you do see it -- it was in your view screen at that moment in time and you could've seen it anyway. For example, you hear a beacon deployed. You run across the base, and spot it by the corner of a building shining in gold. Now, the gold on the beacon made it easier to spot, but technically, you could've seen it anyway because it was in your view screen at that time. Gold on a beacon doesn't make the difference between visible and invisible, it only helps the unconcentrated eye.

Which is the same with the C4 countdown mod, it's just that people tend not to look at the clock. Hence the countdown mod is helping what was already possible had the thrower bothered to look at the clock when they threw the explosive.

So does it not follow logically that both of these modifications are in the same league, advantage-wise? Without a skin, all you have to do is look closer at your screen. Without a sound, just look at the clock.

With all due respect, that is utter bullshit. The reason people use neon bright textures for C4 and beacons is because it makes them easier to see...I have tried them and you can see proximity mines from all the way across the map...definite advantage, which is why they are used. Yeah if a beacon is right at your feet, you can see it anyway...if one is farther away and you spend 60 seconds scrutiinzing every pixel of your screen, yeah you can probably find it unaided. But a bright neon one that you can spot instantly without even trying is a huge advantage....one that definitely makes a difference in every single game you play in that you spotted and disarmed a beacon, or avoided C4.

Now compare that huge advantage to the simple having an auditory alert of your own timed C4 detonating...which you can easily countdown yourself in your head or just look at the onscreen timer, or as most people do just get a "feel" for when its going to blow, from experience.

Okay heres just some plain facts.

1. Nobody until you has ever even considered the C4 countdown a cheat.
2. The C4 countdown is not only allowed in Clan games, it is a requirement for the best clans (these are the same people who demand Pure Mode to get rid of your neon beacon/c4 skins)...they dont consider a cheat either.
3. Westwood Studios suggested using the C4 countdown mod and posted about it on the westwood.com Renegade page...They considered it an enhancement not a cheat.

I would understand your point if the C4 countdown counted down C4 that others threw, but it only affects your own timed C4. You don't walk into a tunnel and hear some beeping and go "uh oh an enemy c4 is about to go off", and you thus avoid it and dont get killed. If THAT were the case I would agree its a cheat, but that is not the case.

Subject: RenGuard Does, Indeed, Work
Posted by Titan1x77 on Sun, 04 Apr 2004 07:17:21 GMT
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AircraftkillerThat's what he said, dumbass.

So it doesnt ban any illegitimate w3d's, faggot?

Subject: RenGuard Does, Indeed, Work
Posted by Nightma12 on Sun, 04 Apr 2004 08:09:23 GMT
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macPure mode bans:

All dds/tga files
All legit w3d files.

That's final

---

what about reticles? i cant play with the normal one

Subject: RenGuard Does, Indeed, Work
Posted by exnyte on Sun, 04 Apr 2004 09:40:08 GMT
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Titan1x77AircraftkillerThat's what he said, dumbass.

So it doesnt ban any illegitimate w3d's, faggot?

No pure mode doesn't. RenGuard itself already does that. mac was saying that pure mode does this on top of what RenGuard already does.

And on an off topic note; I'm not gay, and even I find that word offensive. Prejudice even.

Subject: RenGuard Does, Indeed, Work
Posted by Renx on Sun, 04 Apr 2004 12:55:25 GMT
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I think by legit, they mean the ones that were given to the team so that RG wouldn't kick them.

Subject: RenGuard Does, Indeed, Work
Posted by Deactivated on Sun, 04 Apr 2004 13:01:48 GMT
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Are the files at Commando site on the safe list?

Subject: RenGuard Does, Indeed, Work
Posted by Renx on Sun, 04 Apr 2004 13:18:53 GMT
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If you sent them to mac(or whoever else is taking them), then probly

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