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Subject: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Crimson](#) on Fri, 22 Sep 2006 02:13:57 GMT

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Blackhand Studios is proud to announce a partnership agreement with the BlackIntel group! The BlackIntel group is an up-and-coming organization who has learned a lot about the Renegade engine and has released useful fixes, including ones for "Wall Lag", "Turret Lag", and UDP flooding. There is a lot more on the way -- details are available [here](#).

This agreement will create a new division of Blackhand Studios, appropriately called the BlackIntel Division. What this means is that BlackIntel will continue to function as a separate group and will not be directly "controlled" by BHS, though its members will be a part of BHS as well as BlackIntel. Many of their fixes will be released via BHS in Core Patches, but those changes and modifications not meeting the rigid requirements for Core Patches may be released independently by BlackIntel at their discretion.

BlackIntel has also uncovered some places where certain cheats can be detected and stopped server-side. We hope to use this knowledge to increase accuracy in cheat detection and reduce the dependence on RenGuard.

With respect to RenGuard, some BlackIntel members will participate in the final coding steps and extensive testing required of the upgraded and improved RenGuard 1.04 client and the RG2 backend network and help get this software out to the players sooner than it would have been if this partnership weren't made.

So, without further ado, I present the newest members of the Blackhand Studios - BlackIntel Division:

- \* StealthEye
- \* EvilWhiteDragon
- \* Flict
- \* Cat998

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [xptek](#) on Fri, 22 Sep 2006 02:34:27 GMT

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Great news. Hopefully we'll see some more fixes from the Blackintel guys.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Tunaman](#) on Fri, 22 Sep 2006 02:39:46 GMT

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Nice!

So could the server-side detection of cheats also be included with the RenGuard SSC?

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Crimson](#) on Fri, 22 Sep 2006 02:46:33 GMT  
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Whatever we end up with will be widely released, I assure you.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [luv2pb](#) on Fri, 22 Sep 2006 02:49:50 GMT  
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This is good news! Hope it leads to something.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Xylaquin](#) on Fri, 22 Sep 2006 08:02:38 GMT  
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Cat998 ftw

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [dead6re](#) on Fri, 22 Sep 2006 10:54:42 GMT  
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Good luck to those guys StealthEye has some good developments coming.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [reborn](#) on Fri, 22 Sep 2006 11:10:04 GMT  
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Why is dead6re not included in this, and why is EvilWhiteDragon? That seems absurd to me :-/

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [trooprm02](#) on Fri, 22 Sep 2006 12:53:37 GMT  
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Great news, the more the merry'er

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [EvilWhiteDragon](#) on Fri, 22 Sep 2006 14:03:09 GMT  
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xptek wrote on Fri, 22 September 2006 04:34Great news. Hopefully we'll see some more fixes from the Blackintel guys.  
You will, I can assure you that

Ralphzehunter wrote on Fri, 22 September 2006 04:39Nice!  
So could the server-side detection of cheats also be included with the RenGuard SSC?  
Well, we're working on such a thing and we do have atleast some part of it done.

luv2pb wrote on Fri, 22 September 2006 04:49This is good news! Hope it leads to something.  
I hope so too

Reborn wrote on Fri, 22 September 2006 13:10Why is dead6re not included in this, and why is EvilWhiteDragon? That seems absurd to me :-/  
well, Crimson hasn't included the coders/modders just the admins. And I'm in there because I'm like, the founder/co-founder of BlackIntel.

trooprm02 wrote on Fri, 22 September 2006 14:53Great news, the more the merry'er  
Not always, but with this partnership we will be able to make better use of our combined knowledge

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [KIRBY-098](#) on Fri, 22 Sep 2006 14:21:31 GMT  
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Are you the WhiteDragon from BlackCell?

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Nightma12](#) on Fri, 22 Sep 2006 14:21:49 GMT  
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exelent! i was just thinking about this the other day!

Great to here Crimson had the same idea!

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [EvilWhiteDragon](#) on Fri, 22 Sep 2006 14:27:02 GMT  
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KIRBY-098 wrote on Fri, 22 September 2006 16:21Are you the WhiteDragon from BlackCell?  
No, then I would be called WhiteDragon and would it be a merge between Black Cell and BHS eh

Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Kanezor](#) on Fri, 22 Sep 2006 14:30:51 GMT

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Crimson wrote on Thu, 21 September 2006 19:13 Blackhand Studios is proud to announce a partnership agreement with the BlackIntel group!

...

So, without further ado, I present the newest members of the Blackhand Studios - BlackIntel Division:

- \* StealthEye
- \* EvilWhiteDragon
- \* Flict
- \* Cat998

/me applauds

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [reborn](#) on Fri, 22 Sep 2006 20:11:46 GMT

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EvilWhiteDragon wrote on Fri, 22 September 2006 10:03

Reborn wrote on Fri, 22 September 2006 13:10 Why is dead6re not included in this, and why is EvilWhiteDragon? That seems absurd to me :-/

well, Crimson hasn't included the coders/modders just the admins. And I'm in there because I'm like, the founder/co-founder of BlackIntel.

You seem like a nice guy, don't get me wrong because there aren't too many of them around here these days...

But to me it seems strange to include a PR man as part of the team rather than someone who can code.

But anyway... nice one on the co-operation, hopefully if nothing else it will mean that stealtheye's work will be included with johnWill's.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [EvilWhiteDragon](#) on Fri, 22 Sep 2006 21:02:21 GMT

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Reborn wrote on Fri, 22 September 2006 22:11 EvilWhiteDragon wrote on Fri, 22 September 2006 10:03

Reborn wrote on Fri, 22 September 2006 13:10 Why is dead6re not included in this, and why is EvilWhiteDragon? That seems absurd to me :-/

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well, Crimson hasn't included the coders/modders just the admins. And I'm in there because I'm like, the founder/co-founder of BlackIntel.

You seem like a nice guy, don't get me wrong because there aren't too many of them around here these days...

But to me it seems strange to include a PR man as part of the team rather than someone who can code.

But anyway... nice one on the co-operation, hopefully if nothing else it will mean that stealtheye's work will be included with johnWill's.

Well, we have agreed on a partnership, not a merge or takeover eh so that's why. Else I would not be of much use to BHS, although I'm very close to the source of virtually all hacks of BlackIntel. Because right now I'm typing this from StealthEye's home

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [cmatt42](#) on Fri, 22 Sep 2006 23:52:33 GMT

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Crimson wrote on Thu, 21 September 2006 21:13

BlackIntel has also uncovered some places where certain cheats can be detected and stopped server-side. We hope to use this knowledge to increase accuracy in cheat detection and reduce the dependence on RenGuard.

Heh, I remember back when I was just a newb, this is how I originally expected RenGuard to work.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Goztow](#) on Sun, 24 Sep 2006 19:54:57 GMT

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About time . (y) Good news!

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [Crimson](#) on Tue, 26 Sep 2006 19:30:54 GMT

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I just wanted to add onto this. For some reason, we neglected to discuss whether or not dead6re would be included in this partnership. I am happy to announce that he IS now included and is a member of the BlackIntel division of Blackhand Studios.

We will keep you posted of any other news that comes out.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement

Posted by [trooprm02](#) on Wed, 27 Sep 2006 13:58:41 GMT

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Even better, was wondering too why he wasn't added

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement

Posted by [dead6re](#) on Wed, 27 Sep 2006 14:35:23 GMT

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Crimson wrote on Tue, 26 September 2006 15:30I just wanted to add onto this. For some reason, we neglected to discuss whether or not dead6re would be included in this partnership. I am happy to announce that he IS now included and is a member of the BlackIntel division of Blackhand Studios.

We will keep you posted of any other news that comes out.

Thanks Crimson and the admins of BI for including in this great opportunity!

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement

Posted by [EvilWhiteDragon](#) on Wed, 27 Sep 2006 15:52:20 GMT

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Well you are one of the coders soo

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement

Posted by [Herr](#) on Wed, 27 Sep 2006 16:27:58 GMT

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BI is a group of very motivated people. I am sure they will accelerate all processes running.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement

Posted by [tonyroldm](#) on Wed, 27 Sep 2006 18:53:58 GMT

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Wow good to hear.

As stated by HerrKealf:

Quote:BI is a group of very motivated people. I am sure they will accelerate all processes running.

Accelerate.. how about launch.

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Frickin' Great News.

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [StealthEye](#) on Wed, 27 Sep 2006 19:33:22 GMT

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Thanks for all the positive replies!

Dead6re, you should have been on the list from the beginning I think

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Subject: Re: Announcing: Blackhand Studios / BlackIntel Partnership Agreement  
Posted by [EvilWhiteDragon](#) on Wed, 27 Sep 2006 20:22:35 GMT

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/me agrees with StealthEye

@HerrKealf

I dont know wether or not we will accelerate anything , but we might be able to make it better.  
We've got an idea to get the server more cheater prove by themselves, without requiring the player to have RG.

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