Subject: RenGuard Update!
Posted by Crimson on Wed, 24 Jan 2007 21:47:15 GMT
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I have just sent RenGuard 1.032, Release Candidate 1 out to our private beta testers! v00d00 has worked REALLY hard to get this intermediate version done for us!

It is very likely that the RG2 backend network and RenGuard 1.04 will be ready for private beta testing by the end of this month, but we simply MUST test it thoroughly with a lot of different people before we can make it public. Think of it this way: RenGuard 1.03 (the current version) was tested by about 120-130 people and we still ended up finding problems with Win2k and Win64 afterwards.

I know this has taken way too long to accomplish and I know that we have been letting you down. But, all we can do is keep trying and refusing to give up!

This RenGuard 1.032 version is intended to be a version to hold us over until 1.04 is ready to launch. It is intended stop the current public bypass we all know and love, and a couple other things as well (which I will leave for the cheaters to discover!).

Once we get an "all clear" from the private beta testers, we will make version 1.032 available as a public beta test so that you can download it and make sure it will work on your system before it comes out as an auto-update.

Subject: Re: RenGuard Update!
Posted by cmatt42 on Wed, 24 Jan 2007 21:52:22 GMT
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Excellent news.

Subject: Re: RenGuard Update!
Posted by ReNeHiGh on Wed, 24 Jan 2007 21:55:03 GMT
View Forum Message <> Reply to Message

Cool...GL.

Subject: Re: RenGuard Update!
Posted by Goztow on Wed, 24 Jan 2007 21:55:22 GMT
View Forum Message <> Reply to Message

Now that was about time .

Subject: Re: RenGuard Update!
Posted by InternetThug on Wed, 24 Jan 2007 21:56:14 GMT
View Forum Message <> Reply to Message

Cool news.

Subject: Re: RenGuard Update!
Posted by Romaner on Wed, 24 Jan 2007 21:56:36 GMT
View Forum Message <> Reply to Message

heh. finally now we will see who starts lacking some skill in the next few months....

good stuff crimson

Subject: Re: RenGuard Update!
Posted by Crimson on Wed, 24 Jan 2007 22:06:13 GMT
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Shit, before you keep saying "Good job Crimson"... let me say this... I realize that in my post I kinda took credit, but ALL I did was send out the beta test.

Credit goes mostly to v00d00 for this. Silent Kane and inetknght/tA-Kane are working hard on the RG2 backend network all month, but this "hold us over" version is all v00d00's doing and we should all be very grateful to HIM, not ME, for getting this version out for us.

This version ALSO should work for Win2k and Win64 users, yay! No more SVKP!

Subject: Re: RenGuard Update!
Posted by EvilWhiteDragon on Wed, 24 Jan 2007 22:09:13 GMT
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Well, Good job Kanezor, Silent Kane, and v00d00.

Subject: Re: RenGuard Update!
Posted by DaN#GW on Wed, 24 Jan 2007 22:23:15 GMT
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Finally.

Subject: Re: RenGuard Update!

Posted by Tiesto on Wed, 24 Jan 2007 22:26:33 GMT

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I'll start playing again.

One question...is this a patch onto the old one? or a new one altogether? what happens about the core patches if this is a new one?

Subject: Re: RenGuard Update!
Posted by Ryu on Wed, 24 Jan 2007 23:18:36 GMT

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Subject: Re: RenGuard Update!
Posted by Crimson on Wed, 24 Jan 2007 23:20:21 GMT

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Acey#GW wrote on Wed, 24 January 2007 15:26I'll start playing again.

One question...is this a patch onto the old one? or a new one altogether? what happens about the core patches if this is a new one?

This is a whole new EXE replacement. This will not effect core patches.

Subject: Re: RenGuard Update!
Posted by SeargentSarg on Thu, 25 Jan 2007 00:14:35 GMT

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Send a PM to 0x90!

Subject: Re: RenGuard Update!
Posted by IronWarrior on Thu, 25 Jan 2007 00:16:15 GMT

View Forum Message <> Reply to Message

v00d00 ftw.

Subject: Re: RenGuard Update!
Posted by Tunaman on Thu, 25 Jan 2007 05:02:54 GMT

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If this stops what I think it will then it'll pretty much rock.

Subject: Re: RenGuard Update!
Posted by 0x90 on Thu, 25 Jan 2007 07:35:34 GMT
View Forum Message <> Reply to Message

SeargentSarg wrote on Thu, 25 January 2007 01:14Send a PM to 0x90!

no need to... im always looking around here, especially for this kind of stuff

but like i said in the other thread: good work and congratulations!

cant wait for the public beta/public release

regards
0x90

Subject: Re: RenGuard Update!
Posted by shkkf on Thu, 25 Jan 2007 08:46:50 GMT
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That is very good news to hear...

Subject: Re: RenGuard Update!
Posted by nopol10 on Thu, 25 Jan 2007 09:59:18 GMT
View Forum Message <> Reply to Message

Exactly what new stuff will there be?

Subject: Re: RenGuard Update!
Posted by puddle_splasher on Thu, 25 Jan 2007 12:37:47 GMT
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Ty to all concerned

Subject: Re: RenGuard Update!
Posted by msgtpain on Thu, 25 Jan 2007 14:34:09 GMT
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so... soon we will get to download a program coded by a cheater that an exploiter creater is

---

standing by waiting to RE..

can you just feel my excitement?

Subject: Re: RenGuard Update!
Posted by Creed3020 on Thu, 25 Jan 2007 16:31:49 GMT
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I always love msgtpain's optimism so I will keep chuckling with him...

but anyways thank you to those who were involved in making sure that an update to Renguard could be a possiblity.

Has the private beta already been released to those who are a part of the test or is it coming out via the Beta Test area on the Renguard website?

Subject: Re: RenGuard Update!
Posted by CarrierII on Thu, 25 Jan 2007 17:24:57 GMT
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AFAIK, 0x90 was helped by a/group of person/people wih part of it, which I won't name as this post will get edited.

Subject: Re: RenGuard Update!
Posted by luv2pb on Thu, 25 Jan 2007 18:28:15 GMT
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msgtpain wrote on Thu, 25 January 2007 09:34so... soon we will get to download a program coded by a cheater that an exploiter creater is standing by waiting to RE..

can you just feel my excitement?
You are a moron. If you aren't going to read then go away. If you don't want to use RG then don't.

Subject: Re: RenGuard Update!
Posted by 0x90 on Thu, 25 Jan 2007 19:15:37 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Thu, 25 January 2007 18:24AFAIK, 0x90 was helped by a/group of person/people wih part of it, which I won't name as this post will get edited.

you heard right... actually "jonwil" helped me a lot creating the renegade part of ***

lol seriously.. i would really like to know which rumors are going around about this. could you send me a pm with your "informations"

thanks and regards
0x90

Subject: Re: RenGuard Update!
Posted by Crimson on Thu, 25 Jan 2007 20:08:43 GMT
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v00d00 isn't a cheater TBH.

Subject: Re: RenGuard Update!
Posted by Crimson on Thu, 25 Jan 2007 20:27:16 GMT
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We could use a couple Vista or Windows 64-bit users. Please PM me.

Subject: Re: RenGuard Update!
Posted by msgtpain on Fri, 26 Jan 2007 01:17:37 GMT
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luv2pb wrote on Thu, 25 January 2007 13:28msgtpain wrote on Thu, 25 January 2007 09:34so... soon we will get to download a program coded by a cheater that an exploiter creater is standing by waiting to RE..

can you just feel my excitement?
You are a moron. If you aren't going to read then go away. If you don't want to use RG then don't.

Moron, eh? You know.. this is actually your fault for not specifying in the community rules that if you come clean via a forced confession you will be forgiven and everyone will stop talking about your transgressions..

Or, maybe one that says "If you serve us with a higher purpose, we'll overlook your cheating (shhhh, just don't tell anyone about it)"

How about this... apply it across the board. Anyone that has or does come to this forum and "apologize" for cheating, will be let back in and unbanned from the servers.

Subject: Re: RenGuard Update!
Posted by Blazer on Fri, 26 Jan 2007 01:28:45 GMT
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msgtpain wrote on Thu, 25 January 2007 09:34so... soon we will get to download a program coded by a cheater that an exploiter creater is standing by waiting to RE..

can you just feel my excitement?

Since when is v00d00 a cheater?

Subject: Re: RenGuard Update!
Posted by msgtpain on Fri, 26 Jan 2007 01:41:09 GMT
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right, my mistake... since the most recent upcoming release was created by v00d00, my sincere concerns regarding the whole SK incident are completely without merit. Because, we all know he had nothing to do with anything other than this most recent upcoming release, and he also has nothing to do with any future iterations of anything to do with RG.

I apologize for my facetious response, and urge you to stop being disingenuous with yours.

The topic honestly does merit community discussion, whether you want it to or not.

Subject: Re: RenGuard Update!
Posted by Wyld1USA on Fri, 26 Jan 2007 02:37:27 GMT
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Sweet, locked and loaded....

Subject: Re: RenGuard Update!
Posted by SeargentSarg on Fri, 26 Jan 2007 02:47:22 GMT
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Its locked?

Subject: Re: RenGuard Update!
Posted by Blazer on Fri, 26 Jan 2007 05:40:08 GMT
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If if v00d00 was a "cheater", or let's say SK for example (apparently that's who you were thinking of), what does that have to do with the RenGuard update? Are you saying you don't trust it

because you don't trust the programmer? I assume you know that most security experts were once hackers themselves.

I don't even know the whole story about SK's alleged cheating, but I do know that he is a smart guy that has vast knowledge of the inner workings of the renegade engine, and thus probably has his own development/test version of the game client where he can tinker around with most anything. BHS knew about all the possible cheats before they came out, because we have smart guys like SK and v00d00 who are very good at coding and understand how the game works, so believe me, its a good thing that they are on "our side". SK may have done the wrong thing if he let someone see him testing stuff in a public server, but not everyone is perfect and I prefer to think that the good he does far outweighs any bad judgement calls he made in the past.

I guess what I'm trying to say is that nearly any member of BHS is capable of creating and using cheats, but its that knowledge that is used to stop cheats, similar to how anti-virus coders probably have the ability to write a devestating virus. Just because one has the ability to do something bad with knowledge doesn't mean that by default that is what happens.

Either way, replying to a happy announcement about the RenGuard update with gloom and bitterness is just, heh well...I guess you are entitled to your opinion, but it would have made more sense to make a seperate topic saying that you dislike SK, than to bash the update because you thought he worked on it.

Subject: Re: RenGuard Update!
Posted by Caveman on Fri, 26 Jan 2007 14:21:38 GMT
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Blazer wrote on Thu, 25 January 2007 23:40If if v00d00 was a "cheater", or let's say SK for example (apparently that's who you were thinking of), what does that have to do with the RenGuard update? Are you saying you don't trust it because you don't trust the programmer? I assume you know that most security experts were once hackers themselves.

I don't even know the whole story about SK's alleged cheating, but I do know that he is a smart guy that has vast knowledge of the inner workings of the renegade engine, and thus probably has his own development/test version of the game client where he can tinker around with most anything. BHS knew about all the possible cheats before they came out, because we have smart guys like SK and v00d00 who are very good at coding and understand how the game works, so believe me, its a good thing that they are on "our side". SK may have done the wrong thing if he let someone see him testing stuff in a public server, but not everyone is perfect and I prefer to think that the good he does far outweighs any bad judgement calls he made in the past.

I guess what I'm trying to say is that nearly any member of BHS is capable of creating and using cheats, but its that knowledge that is used to stop cheats, similar to how anti-virus coders probably have the ability to write a devestating virus. Just because one has the ability to do something bad with knowledge doesn't mean that by default that is what happens.

Either way, replying to a happy announcement about the RenGuard update with gloom and

bitterness is just, heh well...I guess you are entitled to your opinion, but it would have made more sense to make a seperate topic saying that you dislike SK, than to bash the update because you thought he worked on it.

So from what your'e saying Sir_Kane has NOT coded anything related to RenGuard in the most current release or in any future release?

Subject: Re: RenGuard Update!
Posted by msgtpain on Fri, 26 Jan 2007 14:59:26 GMT
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Blazer wrote on Fri, 26 January 2007 00:40Just because one has the ability to do something bad with knowledge doesn't mean that by default that is what happens.

You're joking, right? There was a really long post he started where he admited he cheated, apologized, and promised not to do it again.. Is that what you mean by "default"? This is what pisses me off... it's not that someone with the knowledge of cheating or hacking is helping you with the application, and I think you know that.. which is why I asked you to stop being disingenuous in your remarks. It is the FACT that THE person you rely on to create this application actually DID cheat in open, public servers.. and the ALLEGATION that the server owner knew about it, slapped his hand and hoped he wouldn't do it again.

This isn't about a smart guy who knows how to cheat working with you to make sure that you create a program to stop people. It's about that same person using his knowledge to actually cheat, and hope that he could continue to get away with it. And it's about an organization that we are all supposed to trust and love for keeping the game cheat free, covering it all up to save face.

I don't believe that anything else produced will have a "trojan" in it, I won't refuse to install it because I'm "scared" of what it might contain. I just can't seem to understand why I would trust that this application would do anything other than the current one.. keep n00bs from cheating until they find the new, real cheats hidden online. Dont' you think we'll always be wondering what SK and his friends have come up with this time that none of us have thought about?

Blazer wrote on Fri, 26 January 2007 00:40
Either way, replying to a happy announcement about the RenGuard update with gloom and bitterness is just, heh well...I guess you are entitled to your opinion, but it would have made more sense to make a seperate topic saying that you dislike SK, than to bash the update because you thought he worked on it.

I believe that actually was tried, and it was tried in the appropriate forums for that kind of discussion. Sadly, they too were removed, and the conversation was quietly killed. I don't dislike SK. Actually, at this point, I dislike BHS more for the way they are handling this whole situation, and for basically destroying any faith I may have in their future products peformance.

You know me Blazer.. You've known me for a long time, and I have never done anything other than stand behind you both, and help to defend you against baseless accusation from disgruntled idiots. We have always had the same thoughts in regards to how people should be treated and situations handled in our communities. We part ways here, I guess... I'm not here to just "expose you".. I'm here because I would love to be able to trust RenGuard for another 4 years, and trust that it honestly is doing what it claims to be doing. We've banned thousands of players off our servers for cheating, and shunned them from the game with no possible recourse except to buy another serial and change their IP/Identity... SK isn't "special", and he shouldn't be given the "special" treatment you are, simply because he is the backbone of what you are creating.. That makes your creation worthless, in my opinion. To me, this wasn't a "happy announcement" about a renguard update..

Subject: Re: RenGuard Update!
Posted by warranto on Fri, 26 Jan 2007 15:37:26 GMT
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I don't know... if a President of the United States can get special treatment just because of all the good that he did, why not someone like SK?

Subject: Re: RenGuard Update!
Posted by 0x90 on Fri, 26 Jan 2007 18:27:08 GMT
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warranto wrote on Fri, 26 January 2007 16:37I don't know... if a President of the United States can get special treatment just because of all the good that he did, why not someone like SK?

[offtopic]
silentkane for president (or bundeskanzler)!11
[/offtopic]

Subject: Re: RenGuard Update!
Posted by Blazer on Fri, 26 Jan 2007 18:30:11 GMT
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msgtpain wrote on Fri, 26 January 2007 09:59You're joking, right? There was a really long post he started where he admitted he cheated, apologized, and promised not to do it again. So you are just unforgiving and demand that everyone be perfect?

msgtpain wrote on Fri, 26 January 2007 09:59It is the FACT that THE person you rely on to create this application actually DID cheat in open, public servers.. and the ALLEGATION that the server owner knew about it, slapped his hand and hoped he wouldn't do it again.Yes, SK fucked up. To be honest our team is too small to "fire" someone just because they made a mistake. This doesn't

mean he or anyone else has total immunity to do whatever and automatically be forgiven, but SK does provide valuable services to our team, and he made a mistake and was forgiven. If we had a team of a dozen programmers would we have been more harsh with him? To be honest probably not, because SK is more than just a team member, we have worked with him for years and he is also a friend, and when your friend makes a mistake you might be dissapointed in them and be angry, but you don't just turn your back on them, especially if they are sorry for what they did.

msgtpain wrote on Fri, 26 January 2007 09:59This isn't about a smart guy who knows how to cheat working with you to make sure that you create a program to stop people. It's about that same person using his knowledge to actually cheat, and hope that he could continue to get away with it.I do not believe SK created cheats for the sole purpose of cheating. He created cheats because he can do *anything* with the game, and was just having some fun with his dev version of the game client (Yes the fun was the wrong kind of fun). If he was truly trying to cheat I doubt he would have been doing crazy things like spawning chickens in servers, and he would be near the top of the ladder instead of the bottom.

msgtpain wrote on Fri, 26 January 2007 09:59And it's about an organization that we are all supposed to trust and love for keeping the game cheat free, covering it all up to save face.We do not expect trust or love (I know that these days either one is too much to expect no matter what you do or give someone). We just want folks who play Renegade to have a fair and fun game, and we spend hundreds of dollars per month of our own money and time towards that end. I know that as a former server owner, you know what its like to give to a community and just want them to have fun.

msgtpain wrote on Fri, 26 January 2007 09:59I don't believe that anything else produced will have a "trojan" in it, I won't refuse to install it because I'm "scared" of what it might contain. I just can't seem to understand why I would trust that this application would do anything other than the current one..
keep n00bs from cheating until they find the new, real cheats hidden online. Dont' you think we'll always be wondering what SK and his friends have come up with this time that none of us have thought about?You make a valid point, but anti-cheat software is always a cat and mouse game. The RG update will stop ALL of current cheats. I have no doubt that at some point, another bypass will appear on the scene, but that is just the nature of this, and why we specifically designed the RenGuard system to allow easy auto-updates.

msgtpain wrote on Fri, 26 January 2007 09:59Actually, at this point, I dislike BHS more for the way they are handling this whole situation, and for basically destroying any faith I may have in their future products peformance.Again, I fail to see the connection between the personal actions of a team member and the performance of a project that they wrote some lines of code for. Yeah I guess it's easy to say "SK cheated so he can't be trusted therefore anything he touches is tainted", but I refuse to believe you are that shallow.

msgtpain wrote on Fri, 26 January 2007 09:59You know me Blazer.. You've known me for a long time, and I have never done anything other than stand behind you both, and help to defend you against baseless accusation from disgruntled idiots. We have always had the same thoughts in regards to how people should be treated and situations handled in our communities. We part ways here, I guess... I'm not here to just "expose you".. I'm here because I would love to be able

to trust RenGuard for another 4 years, and trust that it honestly is doing what it claims to be doing. We've banned thousands of players off our servers for cheating, and shunned them from the game with no possible recourse except to buy another serial and change their IP/Identity... SK isn't "special", and he shouldn't be given the "special" treatment you are, simply because he is the backbone of what you are creating..As I explained above...SK is not just some n00b to be banned away because we don't give a shit about him. Most of those players we (all server owners) have banned from our games were banned because we knew they could care less about our server or gameplay, and their sole intent was to cause misery, so to hell with them. Do you really think SK should be treated the same as those destructive anarchists? I'm not sure what special treatment you think he is getting. He has been forbidden from testing with his dev client in public servers, and he got more than an earful from Crimson for what he did. He was not "fired" from BHS because he admitted his mistakes and apologized. As I said he and the rest of us do not have total immunity, if he had done something truly bad with no remorse he certainly would have been treated harshly and not forgiven, but I guess what you are still failing to see is that in his mind he was doing no harm and was just testing his toys. Again, yes what he did and the way he did it was wrong, we know that, and he knows it, and he has said he is sorry. If you cannot forgive him for making a mistake that's your choice, but it makes no logical sense to transfer your distrust of him to the RG product just because he is on the team that created it, otherwise you might as well distrust MS Windows just because some of the developers have police records

msgtpain wrote on Fri, 26 January 2007 09:59 That makes your creation worthless, in my opinion. To me, this wasn't a "happy announcement" about a renguard update.. RenGuard was created to stop cheating, and that's what it will continue to do. We may not be able to get fixes and updates out within 24 hours like anti-virus companies, but we are just volunteers doing this because we want to keep the game alive. A lot of work and money went into the past RenGuard versions, and this update is no different. I'd hardly call it worthless, but try to keep in mind you are the primary "demographic" (people who love the game and play it seriously and often) that we are trying to serve.

Subject: Re: RenGuard Update!
Posted by trooprm02 on Sat, 27 Jan 2007 02:57:41 GMT
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Alrighty, Ive been reading quite a few things on cw.cc forums and here about various stories, and heres what I think:

1)people shouldn't have put so much pressue on Dead6re to leave, because the majority of those people are the same people who bitch about BHS not getting stuff done.

2)why the fuck is BHS even putting up with this? They have no obligation to fill any shoes, and without them, ren would prob be dead by now so everyone plz stfu.

3)SK did have an incident, and now I hear jonwil helped with 0x90's bypass? Weird. Anyway, heres v00d00:

http://img259.imageshack.us/img259/3579/asdf6qf.jpg

The thing is tho, in all 3 cases (including Dead6re), which would you rather have? 3 potential cheaters (which are all fine now, no problems) who get stuff done for this community, or have them kicked, RG get nowhere and fast, and have 75% of players cheating basically meaning the end?

Think about it. BHS ftw

Subject: Re: RenGuard Update!
Posted by Blazer on Sat, 27 Jan 2007 03:05:07 GMT
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0x90 said that jonwil "helped" him create the bypass because it saved him the time of reverse engineering some of the game functions (that are in scripts.dll).

Subject: Re: RenGuard Update!
Posted by Renx on Sat, 27 Jan 2007 03:34:21 GMT
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One programmer congratulating another programmer on creating a program that does what's it's supposed to do, and does it good. Set aside what the program actually does for a moment and that all sounds fairly normal to me. Not to mention that v00d00 posted that after he had already blocked it from working in a newer RG version.

Subject: Re: RenGuard Update!
Posted by =HT=T-Bird on Sat, 27 Jan 2007 12:44:17 GMT
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Renx wrote on Fri, 26 January 2007 21:34One programmer congratulating another programmer on creating a program that does what's it's supposed to do, and does it good. Set aside what the program actually does for a moment and that all sounds fairly normal to me. Not to mention that v00d00 posted that after he had already blocked it from working in a newer RG version.
I'd be saying the same thing about 0x90's coding skills personally...*cheat name removed* does a remarkable job of running stably for an application of that level of low-level complexity

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Subject: Re: RenGuard Update!
Posted by luv2pb on Sat, 27 Jan 2007 19:26:57 GMT
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msgtpain ... I'm sure since you have this all figured out Crimson will ban sk and you can take over for him and get the back end of the new RG done. Then everyone will be happy! Sound good? As for your twist to make this my fault, well, that is just retarded.

You can discuss it all you want but it isn't going to matter. The situation has been delt with on the n00bstories and the BHS ands and has been closed. If you don't want to use RG then don't, it is an OPTIONAL part of a GAME.

Subject: Re: RenGuard Update!
Posted by Tunaman on Sun, 28 Jan 2007 00:51:13 GMT
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Crimson wrote on Thu, 25 January 2007 15:27We could use a couple Vista or Windows 64-bit users. Please PM me.
I use a 64-bit processor with Windows XP professional but I don't know how to tell if I am using a 64-bit version of windows.. how do I tell?

Subject: Re: RenGuard Update!
Posted by Blazer on Sun, 28 Jan 2007 01:15:33 GMT
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You probably don't have it then, as 64bit users usually have to deal with software problems that are caused from 16bit code, and are very aware of their 64bit-ness

Right click "My Computer" and select "Properties". Under System it should say which version of windows you are running. Mine says:

Microsoft Windows XP
Professional
Version 2002
Service Pack 2

Subject: Re: RenGuard Update!
Posted by Tunaman on Sun, 28 Jan 2007 08:41:18 GMT
View Forum Message <> Reply to Message

Mine says the same thing as yours says, so I guess I don't have it then. =x

---

Subject: Re: RenGuard Update!
Posted by Caveman on Sun, 28 Jan 2007 12:35:11 GMT
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Caveman wrote on Fri, 26 January 2007 08:21Blazer wrote on Thu, 25 January 2007 23:40If if

v00d00 was a "cheater", or let's say SK for example (apparently that's who you were thinking of), what does that have to do with the RenGuard update? Are you saying you don't trust it because you don't trust the programmer? I assume you know that most security experts were once hackers themselves.

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So from what your'e saying Sir_Kane has NOT coded anything related to RenGuard in the most current release or in any future release?

...

Subject: Re: RenGuard Update!
Posted by luv2pb on Sun, 28 Jan 2007 14:30:29 GMT
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He had nothing to do with the update. However has a lot to do with 1.04 wich follows the update (in theory but they said that after the last "hold over" as well).

Subject: Re: RenGuard Update!
Posted by Blazer on Mon, 29 Jan 2007 01:13:51 GMT
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SK is working on part of the backend code for RG 1.04/RG2. He has not coded any of the client stuff, that has been primarily v00d00 and inetknight.

Subject: Re: RenGuard Update!
Posted by light on Tue, 30 Jan 2007 07:39:57 GMT
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I'll wait and see how this turns out, but I still feel the best way to combat cheats is server-side.

I understand that client-side has its advantages, but it puts the protection within the reach of people who can then play with it. This update will be bypassed, and I have no doubt 1.04 will be bypassed.

What this buys is a window in which RG users will not be able to cheat, the quality of the updates will define the window. It could take anything from hours to days for a bypass to come out.

My main concern is that once this bypass comes out, people will still think RG is bullet proof. (That's my biggest issue with it, people believe it's 100%, heck, some still do!) It took me quite a while to convince a few server owners/admins that RG is useless, I don't feel any desire to go through that again.

Subject: Re: RenGuard Update!
Posted by Goztow on Tue, 30 Jan 2007 08:05:39 GMT
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server side = best but will never be able to block/catch all cheats - period.

Subject: Re: RenGuard Update!
Posted by Crimson on Tue, 30 Jan 2007 11:35:46 GMT
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Server-side simply can't block all cheats, period.

Subject: Re: RenGuard Update!
Posted by Blazer on Tue, 30 Jan 2007 14:58:43 GMT
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As Crimson said, there are some cheats which can *only* be detected client side, mostly memory hacks like full radar and stealth reveal.

RG is far from useless, as the logs show that it blocks dozens of cheaters every-single-day. Yes there are currently bypasses out, but ironically some people are just smart enough to download a cheat but are unable to find the public bypasses.

RG 1.04 will likely be bypassed at some point, but we have built the system to allow easy updates. Just because an update is needed from time to time doesn't make the software useless...doesn't your virus scanner software update every day? Do you then email Norton, etc

and tell them that their software is useless? They get PAID to block malicious things and they still have to operate mostly in reactive mode. We are doing the best we can to stop all the cheats that are available, using most of our free time and own money, and we will continue to do so, despite your apparent lack of appreciation and trust.

Subject: Re: RenGuard Update!
Posted by Khaos1987 on Tue, 30 Jan 2007 19:11:17 GMT
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Hey, it's just stupid to expect an anti-virus to stop all the viruses, future and present, without having to update.(Unless it's a sledgehammer) And it's also silly to put that idea onto an anti-cheat program like RenG.

Sure, it's not perfect, but its a flaw to expect that anything will be. If you ask me, the RenG team is doing a damn good job, and online play is significantly safer because of them. I applaud their efforts and wish them nothing but good luck as they test the new version.

Subject: Re: RenGuard Update!
Posted by Enforcer on Wed, 31 Jan 2007 01:52:48 GMT
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Blazer wrote on Tue, 30 January 2007 09:58 Do you then email Norton, etc and tell them that their software is useless?

BUT their software IS useless

Subject: Re: RenGuard Update!
Posted by luv2pb on Wed, 31 Jan 2007 18:26:23 GMT
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I don't mean to be a pain in the ass but ... uhhhh ... it's the end of the month.

Subject: Re: RenGuard Update!
Posted by Crimson on Wed, 31 Jan 2007 21:36:37 GMT
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I had to extend the deadline a few days because our schedules didn't mesh for testing. There have been hundreds of lines of code committed in the past few weeks and hours of work almost every single day. I will update you as soon as I have something.

Subject: Re: RenGuard Update!
Posted by Caveman on Wed, 31 Jan 2007 22:26:04 GMT
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Crimson wrote on Wed, 31 January 2007 15:36I had to extend the deadline a few days because our schedules didn't mesh for testing. There have been hundreds of lines of code committed in the past few weeks and hours of work almost every single day. I will update you as soon as I have something.

So it'll be done by the end of next month? 29 days from now?

Subject: Re: RenGuard Update!
Posted by Crimson on Thu, 01 Feb 2007 01:55:03 GMT
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If it takes them that long to get RenGuard 1.04 into private beta testing, then they will not be getting the promised rewards. In order to get the rewards, they only have a few days left. The RenGuard 1.032 beta test is going very well. We sent out Beta 2 yesterday and it's worked very well for our x64/Win2k/Vista users. We're hoping Beta 3 will resolve the problems we had with false positive results on Radar hack.

Subject: Re: RenGuard Update!
Posted by light on Thu, 01 Feb 2007 02:32:29 GMT
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Crimson wrote on Thu, 01 February 2007 14:55If it takes them that long to get RenGuard 1.04 into private beta testing, then they will not be getting the promised rewards.
Is that wise? I see a temptation to declare it ready too early in order to profit.

Subject: Re: RenGuard Update!
Posted by cmatt42 on Thu, 01 Feb 2007 03:06:25 GMT
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light wrote on Wed, 31 January 2007 20:32Crimson wrote on Thu, 01 February 2007 14:55If it takes them that long to get RenGuard 1.04 into private beta testing, then they will not be getting the promised rewards.
Is that wise? I see a temptation to declare it ready too early in order to profit.
I'm sure testing would reveal that sort of thing.

Subject: Re: RenGuard Update!
Posted by light on Thu, 01 Feb 2007 09:14:01 GMT
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cmatt42 wrote on Thu, 01 February 2007 16:06light wrote on Wed, 31 January 2007 20:32Crimson wrote on Thu, 01 February 2007 14:55If it takes them that long to get RenGuard 1.04 into private beta testing, then they will not be getting the promised rewards.
Is that wise? I see a temptation to declare it ready too early in order to profit.
I'm sure testing would reveal that sort of thing.
Testing of 1.3 didn't find the Win2k issues, so you'll forgive me for being cautious.

Subject: Re: RenGuard Update!
Posted by Crimson on Thu, 01 Feb 2007 18:15:38 GMT
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We tested 1.03 on about 120 different computers. I imagine 1.032's public beta will draw even more participants than that.

Subject: Re: RenGuard Update!
Posted by CarrierII on Thu, 01 Feb 2007 18:19:08 GMT
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I can assure you it has me, and I count for two different PCs.

Subject: Re: RenGuard Update!
Posted by Jimbo27 on Mon, 05 Feb 2007 13:23:01 GMT
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so, update?

Subject: Re: RenGuard Update!
Posted by Renx on Mon, 05 Feb 2007 13:27:27 GMT
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The monkies are in the barrel.

Subject: Re: RenGuard Update!
Posted by CarrierII on Mon, 05 Feb 2007 18:35:00 GMT
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And the sardines are on the floor.

Subject: Re: RenGuard Update!
Posted by luv2pb on Mon, 05 Feb 2007 23:54:58 GMT
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And I figured out how to edit headers.

Subject: Re: RenGuard Update!
Posted by SeargentSarg on Tue, 06 Feb 2007 00:34:44 GMT
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I don't even know why they would release renguard if it did have problems with Windows 2000 if allot of users used it when it first came out? I don't even know how it doesn't run on 2000, people like fl00d3d run renguard, and they run 2000. What the hell?

Subject: Re: RenGuard Update!
Posted by Dave Anderson on Tue, 06 Feb 2007 01:17:00 GMT
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My father just installed Windows 2000 on his computer from having Windows ME, and I installed Renegade and Renguard on it only to find out that Renguard doesn't work on Windows 2000.

Do you guys (talking to the BHS team) have any remote idea as to why it works and doesn't work on Windows 2000 platforms?

Subject: Re: RenGuard Update!
Posted by luv2pb on Tue, 06 Feb 2007 03:44:36 GMT
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tpa69, someone I play with on a regular basis, has a 64bit (windows) laptop and never once had a problem with RG. The people who know me can tell you we play together all the time as well. Don't know why or how but thought I would throw that in there.

Subject: Re: RenGuard Update!
Posted by cmatt42 on Tue, 06 Feb 2007 11:19:56 GMT
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Dave Anderson wrote on Mon, 05 February 2007 19:17My father just installed Windows 2000 on his computer from having Windows ME, and I installed Renegade and Renguard on it only to find out that Renguard doesn't work on Windows 2000.

Do you guys (talking to the BHS team) have any remote idea as to why it works and doesn't work on Windows 2000 platforms?

It just doesn't work well with SVKP.

If I remember correctly, this update will address the 2000/64-bit issue. Be glad it's being fixed earlier than planned.

Subject: Re: RenGuard Update!
Posted by Crimson on Tue, 06 Feb 2007 13:58:29 GMT
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It is still in beta testing. We're currently testing Beta 2 and I'm awaiting Beta 3 any time now. To the best of my knowledge, Beta 2 is working on all OS'es with only a couple users having problems, but all players are getting occasional false positives on radar hack detection.

RenGuard 1.04 is still on track. The backend network was brought up to the mark it needed to be at by the deadline that I set. Some of the feedback from the RenGuard 1.032 beta test is being duplicated into the 1.04 client, and some other rewrites are taking place for the client as well. The guys have been putting in several hours nearly every day this month getting the network stable and free of memory leaks. Progress is going very well.

Subject: Re: RenGuard Update!
Posted by CarrierII on Tue, 06 Feb 2007 16:10:16 GMT
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wishes he could help

stands at sideline as if at a sports match and cheers

Subject: Re: RenGuard Update!
Posted by Ripintou on Thu, 08 Feb 2007 18:42:36 GMT
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That's a really BIG Signature there CarrierII ...

Subject: Re: RenGuard Update!
Posted by ballstein on Thu, 08 Feb 2007 21:07:37 GMT
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Sorry to be impatient Crimson, any word yet? Also, where can u download that beta version, or can I?

Subject: Re: RenGuard Update!
Posted by Goztow on Fri, 09 Feb 2007 08:07:01 GMT

Ballstein wrote on Thu, 08 February 2007 22:07Sorry to be impatient Crimson, any word yet?
Also, where can u download that beta version, or can I?
It is PRIVATE beta testing. Last update: v00d00 is still working at beta 3 which should solve some false positives.

Subject: Re: RenGuard Update!
Posted by Crimson on Fri, 09 Feb 2007 08:47:54 GMT

mac and v00d00 are making some changes to the backend network right this very moment in preparation for Beta 3.

Subject: Re: RenGuard Update!
Posted by 0x90 on Fri, 09 Feb 2007 10:01:05 GMT

@radarhack detection: is it just looking at the "magic" position if the radar-value is 2 ?
im just curious if you would be kicked if the server you play on really has radarmode 2(show all)...
so a false positive?!

or is the new backend/server side renguard sync'ing the desired radarmode with the radarmode set on the client?
this would be a good method with less false positives i guess?
but then again i never spent that much time thinking about the "best" anticheat methods, so in case i just talked crap: ignore it please, kthnx!

regards
0x90

Subject: Re: RenGuard Update!
Posted by Crimson on Fri, 09 Feb 2007 19:29:25 GMT

No, we were trying to detect the server's correct mode and comparing it. However, that method ended up with false positives for a reason not known to me personally. So now we are making it so the server-side client must send the radar mode to the master servers when it connects and the player's mode will be compared to it.

Subject: Re: RenGuard Update!
Posted by Tunaman on Fri, 09 Feb 2007 20:33:33 GMT
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That sounds pretty tight imo, I can't wait for it.

Subject: Re: RenGuard Update!
Posted by Crimson on Fri, 09 Feb 2007 21:50:05 GMT
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Just a little status update: We released Beta 3 to our testers. We'll also need to send out a little update to the SSC connection instructions for anyone who codes a bot that connects to RenGuard.

Subject: Re: RenGuard Update!
Posted by ballstein on Fri, 09 Feb 2007 22:22:01 GMT
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Goztow wrote on Fri, 09 February 2007 02:07
It is PRIVATE beta testing. Last update: v00d00 is still working at beta 3 which should solve some false positives.

K, didn't know that, but thanks.

Can't wait for it to come out.

Subject: Re: RenGuard Update!
Posted by Jimbo27 on Mon, 12 Feb 2007 01:33:47 GMT
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so, about that update at the end of january...

Subject: Re: RenGuard Update!
Posted by luv2pb on Mon, 12 Feb 2007 18:35:27 GMT
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Jimbo27 wrote on Sun, 11 February 2007 20:33so, about that update at the end of january...
First I asked that 12 days ago. Second, Crimson told us why. Third it's BHS.

Subject: Re: RenGuard Update!
Posted by Crimson on Mon, 12 Feb 2007 19:04:53 GMT
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Well, I can't have the private testers testing two versions at once... it doesn't make sense plus it's not feasible.

Subject: Re: RenGuard Update!
Posted by CarrierII on Mon, 12 Feb 2007 20:45:10 GMT
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This is a game not politics FFS. Just give them some time, in the meantime, play on servers that have a moderator to hand.

Subject: Re: RenGuard Update!
Posted by =HT=T-Bird on Mon, 12 Feb 2007 21:22:44 GMT
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CarrierII wrote on Mon, 12 February 2007 14:45This is a game not politics FFS. Just give them some time, in the meantime, play on servers that have a moderator to hand.

Ya, I don't know why RG is such a huge deal for you folks, as Gamerz0ne gets along just fine without it.

Subject: Re: RenGuard Update!
Posted by Jimbo27 on Wed, 14 Feb 2007 00:28:59 GMT
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=HT=T-Bird wrote on Mon, 12 February 2007 16:22CarrierII wrote on Mon, 12 February 2007 14:45This is a game not politics FFS. Just give them some time, in the meantime, play on servers that have a moderator to hand.

Ya, I don't know why RG is such a huge deal for you folks, as Gamerz0ne gets along just fine without it.

For clanwars.

Subject: Re: RenGuard Update!
Posted by Blazer on Wed, 14 Feb 2007 03:09:37 GMT
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Beta4 is started and so far the kinks seem to be ironed out.

Subject: Re: RenGuard Update!
Posted by Creed3020 on Wed, 14 Feb 2007 16:05:36 GMT
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Blazer wrote on Tue, 13 February 2007 22:09Beta4 is started and so far the kinks seem to be ironed out.

Thanks for the update Blazer! Please let us know if any new problem arise.

Subject: Re: RenGuard Update!
Posted by Tunaman on Fri, 16 Feb 2007 05:39:53 GMT
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Is there any estimated time that the RG 1.032 will be released? A lot of people at clanwars can't wait for it tbh.

Subject: Re: RenGuard Update!
Posted by Crimson on Fri, 16 Feb 2007 09:49:55 GMT
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As far as I know, beta 4 is going VERY well and it's quite possible that we will be ready to run a public beta within a few days.

Subject: Re: RenGuard Update!
Posted by Goztow on Fri, 16 Feb 2007 10:10:11 GMT
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Ermm what did I miss? I only have beta 3 to my disposal?

Subject: Re: RenGuard Update!
Posted by Blazer on Fri, 16 Feb 2007 10:39:33 GMT
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Beta4 is actually fixes on the RG network side, the client did not change. Sorry for the confusion.

Subject: Re: RenGuard Update!

Posted by Tunaman on Fri, 16 Feb 2007 23:07:45 GMT
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Crimson wrote on Fri, 16 February 2007 04:49As far as I know, beta 4 is going VERY well and it's quite possible that we will be ready to run a public beta within a few days.
Nice!   Thanks for the update, and thanks for the good work.

Subject: Re: RenGuard Update!
Posted by luv2pb on Mon, 19 Feb 2007 22:57:09 GMT
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Have we hit beta5 yet?

btw, how many betas are there

Subject: Re: RenGuard Update!
Posted by Crimson on Mon, 19 Feb 2007 23:07:37 GMT
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We released an actual Beta 4 EXE to the testers which should eliminate the issues we were having with Vista users. (They had to run as Administrator)

We should be releasing a public beta (hopefully) tonight. I have to make some updates and additions to the Beta Test reporting system on RenGuard.com so we can collect the feedback we need, then we're ready to spew it out for public trial.

Subject: Re: RenGuard Update!
Posted by Caveman on Mon, 19 Feb 2007 23:13:32 GMT
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Does this update detect *cough* 1.3? Sorry if it has already been mentioned. I don't really want to re-download RenGuard if it doesn't stop the cheat.

Subject: Re: RenGuard Update!
Posted by Renx on Tue, 20 Feb 2007 01:37:11 GMT
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It stops all versions of that bypass, radar hacks, and other memory cheats as well.

Subject: Re: RenGuard Update!

Posted by MaverickSS on Tue, 20 Feb 2007 02:40:05 GMT
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What time tonight? I just got the white screen of death again a few minutes ago...cant wait!!

Subject: Re: RenGuard Update!
Posted by StoneCold on Tue, 20 Feb 2007 07:33:46 GMT
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how long till its done end of month?

Subject: Re: RenGuard Update!
Posted by Goztow on Tue, 20 Feb 2007 08:04:43 GMT
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Renguard 1.032 public beta

Subject: Re: RenGuard Update!
Posted by luv2pb on Tue, 20 Feb 2007 18:32:00 GMT
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If someone is running the bypass in question and they update what will happen? Will they get banned from the network for being a cock sucker for all these months?

Subject: Re: RenGuard Update!
Posted by Renx on Tue, 20 Feb 2007 18:38:04 GMT
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RenGuard will need to restart after the update is downloaded, so when it reloads the bypass will not work anymore.

Subject: Re: RenGuard Update!
Posted by Goztow on Tue, 20 Feb 2007 20:31:19 GMT
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Yes, they will get banned afaik.

Subject: Re: RenGuard Update!
Posted by luv2pb on Tue, 20 Feb 2007 23:04:16 GMT

I realize it will not work. What I wanted to know is what the consequences were for having it on there after you update. For those dumb enough to not remove it that is.

Subject: Re: RenGuard Update!
Posted by Blazer on Wed, 21 Feb 2007 09:35:06 GMT

We do not ban people from RG for cheating (RG simply stops them from cheating). The only people who get banned are those found using a bypass or obviously trying to hack RG or the RG network.

Short answer: You will not be banned from RG for testing to see if it detects a cheat. Whether you will be banned from the server you try it on, is up to the server owner.