Subject: renguard hacked
Posted by Kanezor on Tue, 19 Apr 2005 23:29:07 GMT
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joel-nlread the complete post otherwise u dont understand it cause u dont have the CONTEXT

but ill try anyways:
turn off the renguard network:
This just means like it says no renguard service for all servers in the world for a few minutes

Then server owners and mods must check on mirc who still had renguard running this means the people who still have rg running have hacked rg.

then they must check the data folder/map with the method i specified inTthis forum before.

When the cheat is identified (by downloading it from the cheater and examining it) the rg makers must adapt the program so it cant be bypassed anymore

genius solution i would sayI quite do understand the idea you're presenting. I myself have no exact working knowledge of RenGuard (not having the source code), but having written and assisted with several similar utilities (not all in one..., but different bot projects, two server projects, a few hack projects, and numerous utility programs... some of which had anti-hack mechanisms in them)... I can pretty much tell you that your solution won't work because client-side RenGuard doesn't connect to the Renegade server (thus, BRenBot gets just about all of its information from the RenGuard server). Because of this, it is all-but-impossible to fool BRenBot into thinking you're running RenGuard. Instead, you must fool the RenGuard server into thinking you're running RenGuard -- since the Renegade server / BRenBot would no longer be connected to the RenGuard server (being offline for your idea), BRenBot would not know who's running RenGuard and who's not (including hacks).

And to taunt you with your own fire: Quote:read the complete post otherwise u dont understand it cause u dont have the CONTEXT