Subject: What's being done to stop cheats
Posted by HuskyTech on Thu, 11 Sep 2003 02:02:57 GMT
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Quote:Cheaters are cowards; they are the terrorists of the world, blowing up trade centers, and stealing airplanes to do their cowardly deed. Cheaters are in the same category as those that kill innocent people with suicide bombs, even more cowardly are the cheaters that convince the younger cheaters to be this bomber. Dmbaz Fkrs, just kill themselves and make the world hate chicken cheaters even more!

The Meek will inherit the earth. The cheaters will burn in the gates of hell. I curse all cheaters that

Someone really needs to remind you that Renegade is a "game".. when GDI zaps a baddy .. they don't actually die.. so please for your own sake and those anywhere near you...try grasp this thing called "reality".. you see in "reality" murderous psychopatchic nutcases.. or terrorist if you will.. actually kill people.. actually fly planes into buidlings stick dynamite in their heads and blow things up... a cheater in any "game" may be an irritation .. but everyone lives through the map cycles.. I hope this helps you in some fashion.. for anyone that feels that strongly over a "GAME" needs as much help as they can get.. .

-To Crimson

Renguard can and will be cracked.. (I posted one method although I have yet to see the program.. but certainly cannot wait for its release).. I fear your claims that Renguard will be secure and cheating will be come to an end is ill advised.. and blatently inaccurate. however it poses an interesting challenge to people .. well atleast I would hope.. can't wait for the release.. oh and you never answered my question.. what about detection routines for say .. d3d hooks? hooking/patching Renguard itself.. which have nothing to do with crc checks on game files etc.. (which from you description and given the current selection of public cheats is what Renguard is designed to detect/block?)