Subject: Video for mac|1*tc
Posted by gibberish on Tue, 06 Jul 2004 19:03:09 GMT
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macClient side cheats, the ones that RenGuard blocks are far more dangerous..

Presumably you mean dangerous to the community as a whole.

However I believe the real "danger" of cheats is uncertainty, in that if someone kills you and you can't be sure if it was legit, its more of a problem than when you know they cheated. If you know they cheated you just ban them, however if your not sure you start suspecting all good players of cheating after a while.

From the uncertainty standpoint I think that server side cheats are equally dangerous, however there is a lot of stuff that can be done server side that simply can't be done client side.

Although I agree with your position about not releasing binary versions of the BHS development versions of scripts.dll I do not think there remains any significant advantage to keeping any Renegade "Tricks" secret because the only people you are really harming is those with a legitimate interest in enhancing the game.

With the code that has already been made public I could quite easily flood the community with server side hacks most of which would be pretty much undetectable and some of which I will guarentee are undetectable.

Note: I am defining undetectable to be undetectable to players assuming nothing special such as renguard is running on the server.

Additionally I see little point in Renguard enforcing cheat protection server side since a server admin can simply add themselves to the ignore list then run a client side cheat if they want.

Or for that matter they could just stop running renguard on their server.