Subject: Any way renguard can be hacked?
Posted by Mizzpiggy on Mon, 31 May 2004 18:03:26 GMT
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Right. I'm in a renguard protected snipe server and this guy was killing quite a lot of people with ease (hs). i didnt say any thing because it was renguard protected.
Few minuites later he gets kicked for "Reneguard no longer running".

 I'm not sure, but what i want to know is, does it take a long time for renguard to dectect any unallowd files?
On a teamspeak channel i heard that you can be playing on a renguard sever for a short while untill renguard disconnects if you have bh cheats on.

He rejoined about 3 minuites later, on the next map. But every 15 secounds Blaze Regulator would say that he had joined and it said the amount of recomendations he had, however he was allways in the game (expect for when he was kicked).
I didnt get to see if he was doing as well this time as i was kicked off my computor by my little sister :oops: .

I know its a bit confusing, and it might just be me being a complete n00b, and not knowing what I'm talkin about . But is there anyway this temperary glitch was caused by the "hacking" of renguard?.

Anyways off to play rene   bye
Mizzpiggy

Subject: Any way renguard can be hacked?
Posted by mac on Mon, 31 May 2004 18:31:35 GMT
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That message means, the renguard client lost connection to the network, and the SSC is kicking the user then.

This can mean he closed the client..

Nothing to worry about, I'd say.. watch him more..

Subject: Any way renguard can be hacked?
Posted by Maxflame on Mon, 31 May 2004 19:15:56 GMT
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it said his recommendation thingy every couple of seconds? could it be possible that he has a modified version of the client, or that he has a third party program that continuously connects, disconnects, and reconnects? Since it takes a little time to detect when renguard is not working, maybe he was using that lag time to his advantage. Is it possible that he could be cheating and

renguard wouldn't catch it as long as he kept connecting/disconnecting quickly enough like i described?

Kinda like this:

Connected - cheat off
Disconnect - cheat on
Connect - cheat off
Disconnect - cheat on

and just lop that at a rate that renguard doesnt cathc it? That could be why he got kicked once, maybe his connecyion lagged a little too much during that particular instance - just enough for renguard to catch it.

Subject: Any way renguard can be hacked?
Posted by Crimson on Mon, 31 May 2004 20:46:38 GMT
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Our network would detect that flood, plus cheats are detected by RenGuard as soon as it launches. That type of behavior just wouldn't work.

Subject: Any way renguard can be hacked?
Posted by Dan on Tue, 01 Jun 2004 11:03:17 GMT
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Do you know of any weaknesses in RenGuard? or dont you know of any yet.

Subject: Any way renguard can be hacked?
Posted by Crimson on Tue, 01 Jun 2004 12:04:23 GMT
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Of course -- but we won't tell you what they are.

Version 1.1 is in the works and the whole network will be revamped and the protocol improved.

Subject: Any way renguard can be hacked?
Posted by snipesimo on Tue, 01 Jun 2004 20:58:40 GMT
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There are a few weakenesses, but hopefully they will be resolved with the next version as Crimson said.

Subject: Any way renguard can be hacked?
Posted by Dan on Wed, 02 Jun 2004 21:09:02 GMT
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I did mean with the cheat detecting btw... and i wasnt asking what they were... just if you knew of any.

Subject: Any way renguard can be hacked?
Posted by snipesimo on Thu, 03 Jun 2004 02:53:14 GMT
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Thats what I was referring to