Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Fri, 16 Apr 2004 21:45:59 GMT
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In spite of my rage having problems with Renguard and not being able to play on servers i used to, i have a question regarding the serial numbers:

why does renguard log the serialnumbers in combination with used nicknames? Renegade itself has a protection so 2 people cannot use the same serial number at one time - so why did you build in this feature?

Greetings from Hellland,
Manuel

Subject: Serialnumber Registration
Posted by Crimson on Fri, 16 Apr 2004 22:34:25 GMT
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We added it for banning purposes mostly. If someone abuses the network and needs to be removed, this is a far more reliable method than just the IP.

Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Fri, 16 Apr 2004 23:33:54 GMT
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how could someone abuse the network? while people are not able to cheat anymore, why to ban someone?

Subject: Serialnumber Registration
Posted by xptek_disabled on Fri, 16 Apr 2004 23:36:00 GMT
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They will be banning people that try to hack the network or get past Renguard.

Subject: Serialnumber Registration
Posted by Crimson on Fri, 16 Apr 2004 23:59:25 GMT
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This feature was also requested by a couple of leagues that want to be able to verify a unique player.

Subject: Re: Serialnumber Registration
Posted by tankk135 on Sat, 17 Apr 2004 01:08:32 GMT
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its for banning ppl that cheat

Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Sun, 18 Apr 2004 10:43:47 GMT
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where is it written in the terms of use that i can be identified as one unique user? windows media player hat that option with the option to turn it off cause many people have problems with that.

which league requested that feature?
and do you think someone uses renegade to hack the network but not some special tools (i dont even of they know they exist)?

Subject: Serialnumber Registration
Posted by mac on Sun, 18 Apr 2004 10:59:35 GMT
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Manuel..TOOO..Hellwhere is it written in the terms of use that i can be identified as one unique user? windows media player hat that option with the option to turn it off cause many people have problems with that.

which league requested that feature?
and do you think someone uses renegade to hack the network but not some special tools (i dont even of they know they exist)?

Every other major game has the ability to uniquely identify a user. Halflife does. BF1942 does. We are making this possible in renegade.

The Electronic Sports League wants unique user registration, much like the WON key on halflife.

We'll be adding serial hashes to the server motd, as soon as this is ready.

If you don't like it, don't use it.

When someone attacks the network, I'll have some IP in my logs. I look up this IP, and find the serial hash where this user has logged in, and ban it, because we do not allow attacks on the network.

Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Sun, 18 Apr 2004 13:59:10 GMT

maybe people are just unhappy with your solution?

your 'if you dont like it, dont use it' is making me nuts. i have the same problem as evi (who posted in this forum), and i hate not being able to play on tefon cause of your solution. how about a new hustle 'if it doesnt work 100% correct it or burn it'?

you should have told about the serial number reg anyway

Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Sun, 18 Apr 2004 14:01:18 GMT

by the way: so the esl can access your database or what?

Subject: Serialnumber Registration
Posted by Blazer on Sun, 18 Apr 2004 14:10:07 GMT

Everyone was told about serial hashing months ago, and there have been multitudes of topics and explaining about one-way hashes and how they do not compromise your serial number.

Nobody has access to the RG database except the RG team. If ESL needs information such as total number of players etc we can provide that but we will give no external access.

Subject: Serialnumber Registration
Posted by mac on Sun, 18 Apr 2004 14:22:46 GMT

Manuel..TOOO..Hellmaybe people are just unhappy with your solution?

750 users were using it the other night. So I guess the majority of the people are happy to use it.

If you don't like our solution, make a better one. This was known for months, and if you keep coming now to bitch, it's definitally too late. There are perfectly valid reasons why we are doing what we are doing, and if you do not agree with them I am sorry.

Subject: Serialnumber Registration
Posted by EnderGate on Sun, 18 Apr 2004 14:36:42 GMT

To protect our admin users on GSA we modify our banlist. for example, My User name is banned, unless it's is combined with one of my serials. Hence no-one can loging our server as me, period. But this has nothing to do with RenGuard what I speak, it is a feature of the FDS on GSA

Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Sun, 18 Apr 2004 17:46:50 GMT
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mac, i dont have anything against renguard for it's idea of an anti-cheat-tool. i have a problem with that identification feature and that the prog is still buggy. i had no probs with the 1.0, but with the new version and cannot play on my favourite servers.

pls dont say 750 people used it last night if you dont know the number of people who would have liked to play but were not allowed to.

Subject: Serialnumber Registration
Posted by mac on Sun, 18 Apr 2004 17:52:40 GMT
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We only use the unique feature for banning purposes. Nothing more.

We'll be releasing 1.02 that should be fixing all known issues soon.

Manuel..TOOO..Hellmac, i dont have anything against renguard for it's idea of an anti-cheat-tool. i have a problem with that identification feature and that the prog is still buggy. i had no probs with the 1.0, but with the new version and cannot play on my favourite servers.

pls dont say 750 people used it last night if you dont know the number of people who would have liked to play but were not allowed to.

Subject: Serialnumber Registration
Posted by Manuel..TOOO..Hell on Mon, 19 Apr 2004 10:00:37 GMT
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i appreciate a bug-free vs. 1.02.

didnt you say, that the esl wanted that unique number-feature, too? do they use it?