Subject: How to distinguish a good player and a damage hack?
Posted by sparks on Mon, 25 Sep 2006 17:45:42 GMT
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I'm asking because I don't know nothing about damage hack or any other cheatings. But I'm curious if an in-game MD could tell the difference or not. If the MD runs the server, I guess there probably would be ways to find out which player is cheating, not simply saying one is cheating because of relatively high score or accurate shooting, or not running renguard.

BTW: I really looking forward to the next release of renguard that can support more latest OSs.

Subject: Re: How to distinguish a good player and a damage hack?
Posted by futura83 on Mon, 25 Sep 2006 18:07:01 GMT
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they do tests.

some do it conspicuously, others make a big deal out of it.

the ones who do make a big deal out of it ask the person accused to shoot them in the body with a certain gun. they know how much damage it does so if it does more, they obviously have a damage hack.

Subject: Re: How to distinguish a good player and a damage hack?
Posted by =HT=T-Bird on Mon, 25 Sep 2006 20:32:03 GMT
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Some damage hacks (like Final Renegade or Kamikaze Hack) are just too dang obvious NOT to notice, others (right click-double damage is a bad one in particular) are rather subtle, but in most cases, either a test is called or an abnormal damage value appears in the admin channel logs. However, it might still be possible to integrate a form of damage-hack detection into the FDS by looking at player and vehicle damage in concert with C4 detonations (such a system would require two intercommunicating scripts though, which I do not know is doable in Renegade). Lastly, repair hacks are usually quite obvious to an experienced player and can be automatically detected using some code in the FDS scripts.dll.

Subject: Re: How to distinguish a good player and a damage hack?
Posted by mrpirate on Mon, 25 Sep 2006 20:36:34 GMT
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the vast majority of renegade players can't

Subject: Re: How to distinguish a good player and a damage hack?
Posted by Deathgod on Mon, 25 Sep 2006 23:24:57 GMT
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Read up and know how much damage everything does, for starters.

www.fudonline.com

Subject: Re: How to distinguish a good player and a damage hack?
Posted by danpaul88 on Tue, 26 Sep 2006 11:16:54 GMT
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you can use the gamelogs to see how much damage they are doing, but it's not easy to read through miles of logs, and they are not great at telling you if the weapon they are holding is the weapon that actually did the damage (EG rockets, grenade launchers if they switch to pistol before it detonates, and prox / timed c4)

Subject: Re: How to distinguish a good player and a damage hack?
Posted by NukeIt15 on Tue, 26 Sep 2006 16:39:21 GMT
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Having a vehicle go from 100% health to dead in less than a second when you're nowhere near the enemy is a positively brilliant way to find a cheater- there's just no way to take a vehicle, even a lightly armored one, from 100% to 0% health instantaneously without C4, and if you haven't got C4 on you that's a pretty damn clear indication that something fishy is going on.

Easy to find, too. Just keep half an eye on the score list at all times; whomever was responsible will have miraculously gained a wad of points the moment your vehicle exploded.

Subject: Re: How to distinguish a good player and a damage hack?
Posted by Tiesto on Tue, 26 Sep 2006 19:00:35 GMT
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How many times you heard...

WOW YOU KILL MY SOLDIER WITH ONE SHOT WTF

Subject: Re: How to distinguish a good player and a damage hack?
Posted by futura83 on Tue, 26 Sep 2006 19:07:13 GMT
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Acey#GW wrote on Tue, 26 September 2006 20:00How many times you heard...

WOW YOU KILL MY SOLDIER WITH ONE SHOT WTF

...and then it turns out to be a sniper/railgun PIc/ramjet or other that can kill in one hs.

i got accused before by a guy called 'bofurry' of having a BH cheat on just cos i was constantly owning him.

he was like

'IMO you are using bh but since i have no proof i'll just leave'

i laughed at him

Subject: Re: How to distinguish a good player and a damage hack?
Posted by =HT=T-Bird on Tue, 26 Sep 2006 20:26:52 GMT
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Deathgod wrote on Mon, 25 September 2006 18:24Read up and know how much damage everything does, for starters.

www.fudonline.com
That's a good place to start. RenWiki mirrors much of that info BTW...

Subject: Re: How to distinguish a good player and a damage hack?
Posted by Deathgod on Thu, 28 Sep 2006 10:15:17 GMT
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I know, I put a sizable chunk of it up there and more has been taken from our site with permission.