Subject: Good news for server owners
Posted by Goztow on Mon, 18 Dec 2006 11:59:26 GMT
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Good news for server owners: BHS will soon release a server patch which allows regulator bots to ban players on serial. This will finally allow a better ban technique than on username/ip.

Quote Crimson:

Silent Kane (via BHS) will be releasing a HOT pack of fixes very soon!

We just figured out a key piece of information we needed in order to get the serial hash of ANY PLAYER CONNECTED TO YOUR SERVER. What the means is bots can now have a TRUE serial-based ban, completely independent of whether or not the player is running RenGuard, and completely independent of whether the player is using GSA or WOL to connect!

...

Subject: Re: Good news for server owners
Posted by Kamuix on Mon, 18 Dec 2006 21:24:32 GMT
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But wouldn't ip bans be just as efficient as serial bans? I have more serials than I do ips

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Subject: Re: Good news for server owners
Posted by EvilWhiteDragon on Mon, 18 Dec 2006 23:22:04 GMT
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Some ppl have a dynamic IP so, this is a way to ban them too.

Subject: Re: Good news for server owners
Posted by 0x90 on Tue, 19 Dec 2006 14:14:52 GMT
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oh.. two threads for the same thing.. makes sense (not)

however. like i already said: since GSA and directconnect doesnt check for a valid serial and youre (obviously) only getting a serial hash, you just have to change your serial randomly on every connect or everytime you got banned.

Subject: Re: Good news for server owners
Posted by Crimson on Tue, 19 Dec 2006 14:22:07 GMT
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LOL we'll see.

Subject: Re: Good news for server owners
Posted by 0x90 on Tue, 19 Dec 2006 14:40:21 GMT
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Crimson wrote on Tue, 19 December 2006 15:22LOL we'll see.

what an intelligent answer (also not).

if youve read my other post im asking myself if youre able to get the serial hash without client modifications (scripts.dll or whatever) since i hope you dont really think that any cheater will install a "serial hash phone home to bhs crap" thing

but hey. if i also have enough time to waste on this f*cking old game like you it would be an honor for me to break your work (again).

0x90

sorry for talking a bit rude but your ignorant behaviour is really annoying since you really created _nothing_.

Subject: Re: Good news for server owners
Posted by Nightma12 on Tue, 19 Dec 2006 17:28:40 GMT
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no, client modifications are not needed

Subject: Re: Good news for server owners
Posted by Crimson on Tue, 19 Dec 2006 17:44:22 GMT
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0x90 wrote on Tue, 19 December 2006 07:40Crimson wrote on Tue, 19 December 2006 15:22LOL we'll see.

what an intelligent answer (also not).

if youve read my other post im asking myself if youre able to get the serial hash without client modifications (scripts.dll or whatever) since i hope you dont really think that any cheater will install a "serial hash phone home to bhs crap" thing

but hey. if i also have enough time to waste on this f*cking old game like you it would be an honor for me to break your work (again).

0x90

sorry for talking a bit rude but your ignorant behaviour is really annoying since you really created _nothing_.

No, I'm just not going to help you or give you any hints. No, we don't need the client to install anything to get the serial hash.

It's not an honor for you to break BHS' work. It would be more of an honor for you to respect what little spare time we have and not make it even harder for us to keep this game alive.

Subject: Re: Good news for server owners
Posted by Cat998 on Tue, 19 Dec 2006 17:51:46 GMT
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When it is so fucking old like you said, why do you even bother then, destroying hard work from other people ? Or is it just that "ah, I'm so fucking better than anyone" feeling
you get when you are doing it?

0x90 wrote on Tue, 19 December 2006 15:14however. like i already said: since GSA and directconnect doesnt check for a valid serial and youre (obviously) only getting a serial hash, you just have to change your serial randomly on every connect or everytime you got banned.

ever heard something about serial validation ?

Subject: Re: Good news for server owners
Posted by Goztow on Tue, 19 Dec 2006 18:12:40 GMT
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Quote:oh.. two threads for the same thing.. makes sense (not)
You shouldn't post these things without knowing what this subforum is made for. It makes you look like a fool .

Subject: Re: Good news for server owners
Posted by StealthEye on Tue, 19 Dec 2006 20:23:11 GMT
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But still, it would be good to close one of the topics and place a link to the other. I agree that it is

confusing to have two topics about the same thing...

Subject: Re: Good news for server owners
Posted by Goztow on Tue, 19 Dec 2006 21:23:16 GMT

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The topics in here tend to get less political . Which is good for people that follow the community from a bit further away.