Subject: the anti cheat thing
Posted by Hitman on Thu, 26 Jun 2008 10:48:07 GMT
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its totally serverside and can not be bypassed right?

dont want a certain german geek to make another cheat that would be compatible with it or some crap...

Subject: Re: the anti cheat thing
Posted by TruYuri on Thu, 26 Jun 2008 11:11:07 GMT
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From what I have read, the anti-cheat is built directly into your .exe.

Subject: Re: the anti cheat thing
Posted by Goztow on Thu, 26 Jun 2008 11:36:39 GMT
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The anti cheat will be partially client side, included in an existing or new Renegade file, and partially server side.

Everything which is possible server side has been done. This was limited by the information that the client sends to the server. If i understood correctly, the client will now send more information to the server, so the server can check for more unusual stuff and block it.

It will be harder to bypass but as long as it's the client that calculates damage and so on, it'll never be possible to guarantee that things can't be bypassed. And calculating everything server side is nearly impossible: it causes way too much lag.

With inverse engineering, people will always be able to bypass protection. You just need to make it hard enough and update regulary to discourage bypassers.

Subject: Re: the anti cheat thing
Posted by StealthEye on Thu, 26 Jun 2008 11:56:23 GMT
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Exactly as Gozy said, and I won't go into details about how it works so that I will not make it easier to bypass. It is still possible though and it will probably happen some day.

Subject: Re: the anti cheat thing
Posted by Hitman on Thu, 26 Jun 2008 12:12:17 GMT

wow, so if some megageek went at it again, another cheat is unleashed and all hope is lost again, sounds cool

---

Subject: Re: the anti cheat thing
Posted by Ghostshaw on Thu, 26 Jun 2008 12:15:16 GMT

It will regardless of anything be harder to bypass then renguard.

Subject: Re: the anti cheat thing
Posted by StealthEye on Thu, 26 Jun 2008 12:19:24 GMT

And hope is not lost again. Because we can provide another update to make the cheat impossible again.

Subject: Re: the anti cheat thing
Posted by GEORGE ZIMMER on Thu, 26 Jun 2008 13:35:05 GMT

It's like war. All it really ends up in is "I got a better gun, haw haw", then the other side goes "Well I got a better gun than THAT one, haw haw!". Repeat the last line forever until the other side is dead/gives up.

Subject: Re: the anti cheat thing
Posted by Hitman on Thu, 26 Jun 2008 14:42:42 GMT

anybody know if 0x90 is planning on making any cheats anymore anyways? or was he only for his own *cheat name removed* shit

---

Subject: Re: the anti cheat thing
Posted by StealthEye on Thu, 26 Jun 2008 16:09:56 GMT

He seems to be less active lately...

Cabal's war analogy is indeed very accurate. I'm just not planning to be the side that gives up.

Subject: Re: the anti cheat thing
Posted by Hitman on Thu, 26 Jun 2008 16:11:46 GMT
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dank u zeer

Subject: Re: the anti cheat thing
Posted by a000clown on Thu, 26 Jun 2008 22:51:43 GMT
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About the compatibility... BIATCH gives false positives on servers with modified values in the objects file, does this new anti-cheat read the values directly from objects.gm or will we see the same problems for modded servers?

Subject: Re: the anti cheat thing
Posted by _SSnipe_ on Fri, 27 Jun 2008 02:44:19 GMT
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Clown wrote on Thu, 26 June 2008 15:51About the compatibility... BIATCH gives false positives on servers with modified values in the objects file, does this new anti-cheat read the values directly from objects.gm or will we see the same problems for modded servers?
  AS I SAID BEFORE! cant edit my own server's objects file damage without getting banned when i use it ingame

---

Subject: Re: the anti cheat thing
Posted by BlueThen on Fri, 27 Jun 2008 03:16:55 GMT
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Is there was some way to having it compare to the server's objects file, instead of an ini or something?

Subject: Re: the anti cheat thing
Posted by trooprm02 on Fri, 27 Jun 2008 03:55:51 GMT
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BlueThen wrote on Thu, 26 June 2008 22:16Is there was some way to having it compare to the server's objects file, instead of an ini or something?

So you can make fly hacks again??!?!?!

Subject: Re: the anti cheat thing
Posted by BlueThen on Fri, 27 Jun 2008 03:56:53 GMT
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trooprm02 wrote on Thu, 26 June 2008 22:55BlueThen wrote on Thu, 26 June 2008 22:16Is there was some way to having it compare to the server's objects file, instead of an ini or something?

So you can make fly hacks again??!?!?!
Yea!

Subject: Re: the anti cheat thing
Posted by trooprm02 on Fri, 27 Jun 2008 03:58:04 GMT
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,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,

Subject: Re: the anti cheat thing
Posted by a000clown on Fri, 27 Jun 2008 04:22:27 GMT
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Why do you always have to spam with your bullshit? Contribute to the discussion or fuck off...

Subject: Re: the anti cheat thing
Posted by Ghostshaw on Fri, 27 Jun 2008 06:19:10 GMT
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The new anticheat will not use the clients damage values at all.

Subject: Re: the anti cheat thing
Posted by Goztow on Fri, 27 Jun 2008 06:45:21 GMT
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How many times do we need to explain this... BIATCH DOES compare the server damage in objects.aow (or .gm) with the client damage. The whole thing you don't seem to understand is that changing the server damage does not make any changes at the damage done as this is sent by the client. So BIATCH sees the normal client damage entering and sees incorrect values server side, hence bans. It's perfectly logical and it doesn't make any sens to change damage server side as it does not currently work anyway.

Subject: Re: the anti cheat thing

Posted by _SSnipe_ on Fri, 27 Jun 2008 07:16:38 GMT

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al i know is when i change damage to a gun SERVERSIDE objects file and join my server and tets out that gun i get auto banned

---

Subject: Re: the anti cheat thing
Posted by Goztow on Fri, 27 Jun 2008 07:29:06 GMT
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sigh

How damage works in Renegade

Client --> damage values --> server

exemple: GDI rifle body shot = 7

client --> 7 --> server

BIATCH checks this:

client --> 7 (GDI rifle) --> server: BIATCH incoming 7 (GDI rifle) = 7 (GDI rifle) in objects.aow

if you change GDI rifle to 15 in your objects.aow

client --> 7 (GDI rifle) --> server: BIATCH incoming 7 (GDI rifle) != 15 (GDI rifle) in objects.aow --> !ban

If this doesn't clear it up, then there's no hope for you.

Subject: Re: the anti cheat thing
Posted by EvilWhiteDragon on Fri, 27 Jun 2008 18:38:51 GMT
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SSnipe wrote on Fri, 27 June 2008 09:16al i know is when i change damage to a gun SERVERSIDE objects file and join my server and tets out that gun i get auto banned
Try changing in on both the client and the server, and it works.

BIATCH works by comparing the damage value send by the client by the damage value in the servers objects file.
Unless you change either of them this works normally. If you change the client one that means usually that you are a cheater. If you change the server one you're a dumb fuck, as that doesn't change ANYTHING EFFECTIVELY. The client still sends the normal damage value, so all damage done will stay the same.

Only way to increase the damage serverside is by changing the armor.ini damagemultiplyer, as that is applied serverside.

Subject: Re: the anti cheat thing
Posted by _SSnipe_ on Sat, 28 Jun 2008 01:39:25 GMT
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all i know is 4 times i changed damage to my servs objects file and when i join to test it i got banned for damage hacks so did many others

---

Subject: Re: the anti cheat thing
Posted by Goztow on Sat, 28 Jun 2008 07:17:16 GMT
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SSnipe wrote on Sat, 28 June 2008 03:39all i know is 4 times i changed damage to my servs objects file and when i join to test it i got banned for damage hacks so did many others
You are beyong hope, or else you just ignored all our posts.

Subject: Re: the anti cheat thing
Posted by _SSnipe_ on Sat, 28 Jun 2008 07:36:13 GMT
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Goztow wrote on Sat, 28 June 2008 00:17SSnipe wrote on Sat, 28 June 2008 03:39all i know is 4 times i changed damage to my servs objects file and when i join to test it i got banned for damage hacks so did many others
You are beyong hope, or else you just ignored all our posts.
sorry but you guys mean i have to change damage client side aswell?

Subject: Re: the anti cheat thing
Posted by Ghostshaw on Sat, 28 Jun 2008 08:34:57 GMT
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Yeap otherwise it won't have any effect whatsoever.

Subject: Re: the anti cheat thing
Posted by a000clown on Sat, 28 Jun 2008 09:08:13 GMT
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I think I may have phrased it wrong or I just don't know what I'm talking about lol

---

I understand what you said about how BIATCH works and I now know modifying damage values server-side is bad, but we also have the same problem when we add new weapons presets because the client doesn't have them; thus, false positives because of the reasons you explained.

Since the .exe is being replaced for all clients I guess I was hoping this could somehow be fixed or worked around.

Subject: Re: the anti cheat thing
Posted by Ghostshaw on Sat, 28 Jun 2008 09:12:20 GMT
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It will no longer happen.

Subject: Re: the anti cheat thing
Posted by a000clown on Sat, 28 Jun 2008 09:15:34 GMT
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wow fast reply, and not the answer I was expecting either lol
Nice

Subject: Re: the anti cheat thing
Posted by _SSnipe_ on Sat, 28 Jun 2008 16:48:31 GMT
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so everyone who joins my serv has to have a custom objects file 2....or am i way off here

---

Subject: Re: the anti cheat thing
Posted by EvilWhiteDragon on Sat, 28 Jun 2008 16:55:03 GMT
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You got the idea SSnipe.

Everyone would need the modded objects file. With or without BIATCH, only modding the serverside one is useles.

Subject: Re: the anti cheat thing
Posted by _SSnipe_ on Sat, 28 Jun 2008 17:19:07 GMT
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EvilWhiteDragon wrote on Sat, 28 June 2008 09:55You got the idea SSnipe.

Everyone would need the modded objects file. With or without BIATCH, only modding the serverside one is useles.

ok thats easier for me to understand thanks i guess i wont be changing damage lol