
Subject: Anti-cheat and custom objects munitions
Posted by [a000clown](#) on Tue, 17 Feb 2009 09:15:10 GMT
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I was just reading some old threads and this caught my eye:
Goztow wrote on Thu, 26 June 2008 07:36The 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.

If someone from the team could say which of the following will be possible to modify (With the TT patch and all its anti-cheat enabled) server-side that would be great.

Ammo

Warhead
Damage
Range
EffectiveRange
Velocity
RateOfFire
SprayAngle
SprayCount
SprayBulletCost
ExplosionDefID

Explosion

DamageRadius
DamageStrength
Warhead
DamagelsScaled

Weapon

PrimaryAmmoDefID
SecondaryAmmoDefID

ClipSize
MaxInventoryRounds

The other settings aren't important to me.
Also would like to know if changing what weapons infantry/vehicles use will trigger false positives.

You can check the uploaded image if you don't know what I'm talking about.

File Attachments

1) [munitions.gif](#), downloaded 387 times

Edit object

General Settings Dependencies

Ammo Type Normal **Ammo**

ModelFilename
always\weapons\ammo\tracers\tracer_gold.w3d

Warhead Shrapnel

Damage 7.000

Range 100.000

EffectiveRange 10.000

Velocity 350.000

Gravity 0.000

Elasticity 0.000

RateOfFire 10.000

SprayAngle 0.500

SprayCount 1

SprayBulletCost 1

AcquireTime 0.000

BurstDelayTime 0.000

BurstMax 0

SoftPierceLimit 0

TurnRate 0.000

TimeActivated

TerrainActivated

IsTracking

ExplosionDefID

RandomTrackingScale 0.000

DisplayLaser

ChargeTime 0.000

ContinuousSoundDefID

FireSoundDefID Rifle_Fire_01

ContinuousEmitterName

MaxBounces 0

Edit object

General Physics Model Settings Dependencies

SoundDefID

DamageRadius 0.000

DamageStrength 0.000

Warhead Explosive **Explos**

DamagesScaled

DecalFilename

always\decals\vd_smdirt2.tga

DecalSize 2.000

AnimatedExplosion

CameraShakeIntensity 0.000

CameraShakeRadius 25.000

CameraShakeDuration 1.500

OK

Cancel

Leveledit

- + Terrain
- + Tile
- + Object
- + Buildings
- Munitions
 - + Ammo
 - + Explosion
 - + Weapon

Edit object

General Settings Dependencies

Style Shoulder **Weapon**

Model
always\weapons\auto_rifle\w_rifl.w3d

IdleAnim

FireAnim

BackModel

always\weapons\auto_rifle\w_rifl_b.w3d

Subject: Re: Anti-cheat and custom objects munitions
Posted by [StealthEye](#) on Tue, 17 Feb 2009 11:58:34 GMT
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None can be changed.

Subject: Re: Anti-cheat and custom objects munitions
Posted by [a000clown](#) on Tue, 17 Feb 2009 12:49:43 GMT
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ah, there goes one or two ideas I had lol
No biggie though, thanks for answering.

Subject: Re: Anti-cheat and custom objects munitions
Posted by [StealthEye](#) on Tue, 17 Feb 2009 14:45:27 GMT
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Well, you can push the mod from the server side, but can't change it on the client.
