Subject: Displaying the Directory of Blocked files
Posted by Lazy5686 on Sun, 31 Mar 2013 17:16:05 GMT
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If possible in a future version could the anticheat display where the file that is being blocked is located? It would greatly help in pinning down what files are causing problems.

Something along the lines of:
You have been blocked for an invalid file: /stealthskin.dds
You have been blocked for an invalid file: always.dat/model.w3d
You have been blocked for an invalid file: C&C_Under.mix/sound.wav

Thanks.

Subject: Re: Displaying the Directory of Blocked files
Posted by shaitan on Sun, 31 Mar 2013 17:29:05 GMT
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Most of the files are going to be in(depending on the OS)
C:\Users\OWNER\AppData\Roaming\Renegade\client\ttfs\files or good old \Data ofc.
Mostly it's the one I named first. Server-to-server people get booted(the majority are the ones who played MPF prior to joining ours), alls they generally have to do is restart their Ren, or at worse delete those files and let it re-download.

There's really no point in having TT show the path, when it's a select few places where they're going to be anyway.

Subject: Re: Displaying the Directory of Blocked files
Posted by StealthEye on Mon, 01 Apr 2013 13:08:37 GMT
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I believe the message is sent from the server, and the server does not know where the client loaded the file from, so this information cannot be added easily.

I do however want to fix the bug with incorrect messages appearing when switching between servers. So far I have not been able to reproduce the issue, so if anyone has any reproduction steps, it would be appreciated.

Subject: Re: Displaying the Directory of Blocked files
Posted by Lazy5686 on Mon, 01 Apr 2013 14:04:38 GMT
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StealthEye wrote on Mon, 01 April 2013 06:08I do however want to fix the bug with incorrect

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messages appearing when switching between servers. So far I have not been able to reproduce the issue, so if anyone has any reproduction steps, it would be appreciated.
It only seems to happen to our players after we set the next map to a fan made map and it is downloaded. Then leaving the server to go play in another one they then get the false anticheat messages. Restarting Renegade seems to clear it up.

Subject: Re: Displaying the Directory of Blocked files
Posted by Xpert on Tue, 02 Apr 2013 07:19:15 GMT
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People who direct connect or use programs like renlist do not experience the problem because when switching servers, they are technically leaving the game completely and reloading it again.

A person who uses XWIS is usually the one who encounters the issue.

Player1 joins Jelly Marathon that's running C&C_Mars.mix. Player1 decides to leave and join MPF New Maps running C&C_Cairo.mix. Player1 can't join MPF because the person gets booted for an invalid file or package that they got from Jelly Marathon.

Subject: Re: Displaying the Directory of Blocked files
Posted by StealthEye on Wed, 03 Apr 2013 04:24:05 GMT
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I am quite certain that I found the cause (it happens to be very different from what I suspected initially). I still need to write a fix though.

Subject: Re: Displaying the Directory of Blocked files
Posted by StealthEye on Fri, 05 Apr 2013 05:43:05 GMT
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The issue with false positives when switching servers is now fixed.