
Subject: Re: Suggestion

Posted by [Crimson](#) on Mon, 08 Jan 2007 12:11:53 GMT

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This doesn't differ from my current plan that I had before any of this came up... let me re-iterate it.

- Server owners install serial hash console command.

- When player connects, get their serial hash. If the player is on RenGuard as well, when the serial hash is received from the RG master server, compare the hashes. (A bypass user's RG serial hash will NOT match their client's serial hash so you can ban them right away)

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I am also seeking permission and details to connect to EA's serial validation server from the RenGuard master servers. If this is granted, then when a player connects to RenGuard, the reported serial hash is checked against EA's official database (the same one XWIS checks against) and if EA replies with a NO, then the player is disconnected from RenGuard. If EA replies with a YES, then we can (almost) safely assume that the player has not altered their reported serial hash in any way.

I'm not sure how much more is safe to reveal, but I doubt currently that we would be able to take the FDS-reported hash and bounce that against EA's server. Their hash calculation is (probably) not compatible. I am waiting on a reply about that. Of course, if it were compatible, being able to truly and reliably serial ban players would be in our grasp. But if it's not, as I suspect is the case, we would still depend on using RenGuard as an intermediary for validation of serials.

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As you may have grasped, I am more in favor of software solutions rather than introducing the need for human intervention. Software can react much more quickly, in theory before a game's outcome is affected by someone who wants to cheat.
