Subject: Explanation?
Posted by exnyte on Wed, 13 Oct 2004 08:06:09 GMT
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I was playing in LTROUSH's CTF server which has recently switched to RG only. It kicks players on a regular basis for not having RG. This is why I am confused to why it didn't kick in this particular instance, and I was curious to find if the RenGuard team could assist?

The time was around 1:57 Central time. Give or take 30 min (that is the game time limit). 1:57 CST was when we found that although all players w/o RenGuard were being kicked, oxs76 was playing w/o RenGuard.

The server has the !rg script to check in game if the player is running RenGuard, which it said they were not. I also Alt+Tabed out and checked RenGuard.com which confirmed. I also tested RenGuard was working properly by logging out, searching for myself, then logging back in, and searching where it correctly identified if I were in the network or not.

He was qkicked and re-entered the game, still without RenGuard, and was not kicked again. He was in the game for another 5-7 minutes or so, then was kicked again for not having RG, where he didn't return.

ScreenShot (Given as link to save load thread load time):
http://www.n00bstories.com/image.fetch.php?id=1016557837

Is it possible for a member of the RenGuard team to see if/when a RenGuard user enters a server at a certain time? (The server hostname is 'aLTServ1', time was approx 1:27-2:25 CST, noticed it at 1:57 where he was soon qkicked after and re-joined.)
Could you check to see if a SERVER was logged into the network properly at that time in any way?

Just curious to what might have gone wrong, and bring it into the light.

Subject: Explanation?
Posted by mac on Wed, 13 Oct 2004 09:03:22 GMT
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I don't have logs in a human readable format.. Crimson needs to do the log viewer, among other things

From what I can tell, it seems that RenGuard SSC lagged a bit.. eventually, the should have been kicked, if it's connected to the network.. (try the Server list)

brenbot 1.36 greatly enhanced stability.. I have not seen minute-long lags on my servers since overhauling the renguard code.. it's due to be released very soon now..

Subject: Explanation?
Posted by exnyte on Wed, 13 Oct 2004 09:34:12 GMT
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The thing is, the SSC wasn't lagging to kick any of the other players... Unless this user is included in the SSC_IGNORE.TXT file, I don't see how it could miss the same player twice, while getting all other non-renguard users right after they join.

On a side note, this player was accused of cheating by several players at the same time, which prompted the usual, "...But they can't, this is a RenGuard protected server", but upon further review, we found he wasn't running it, (or so all sources we had available said...), but the server wouldn't/didn't kick that user for not having RenGuard.
[/edit]

Subject: Explanation?
Posted by mac on Wed, 13 Oct 2004 09:50:16 GMT
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Well.. brenbot 1.36 has a flag in !pi, to see if a user has been verified by renguard yet .. this should help a bit .. it annoyed me that I could not see if someone was just lagging, or renguard obviously failing..

Plus, 1.36 SSC does not "forget" users .. it does continious scans..

Subject: Explanation?
Posted by Crimson on Wed, 13 Oct 2004 18:08:14 GMT
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I think BRenBot 1.35 has a rare bug. I don't know if it's being intentionally exploited or not, but I have added a backup mIRC script on a continuously-connected bot that also checks users to make sure they are on RenGuard. It creates a bit more spam, but it has completely eliminated these players from my servers.

Subject: Explanation?
Posted by exnyte on Wed, 13 Oct 2004 18:21:27 GMT
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Is there any way that the script could be made available to other Server Owners to assist them in stopping that sort of thing as well? Maybe in the Server Owners board?

(I'm not a server owner, I just don't want to play in a RenGuarded game with those who seem to be able to get around it.)

Subject: Explanation?
Posted by Opalkilla on Sun, 17 Oct 2004 20:08:45 GMT

In a recent uproar about switching to it, we have turned it off for the time being. Since we turned it on, it has been lagging about 30 seconds to 1 minute kicking players from the server.

Subject: Explanation?
Posted by exnyte on Mon, 18 Oct 2004 02:27:37 GMT

I understand that the bot lags sometimes, but this player was in the game for over 5+ minutes, left the server, then was in it again for 5 or so minutes before being kicked for not having it. That's why I brought it up to the RG team.