Subject: RenegadeIP Blocker
Posted by Nightma12 on Wed, 15 Feb 2006 21:47:23 GMT

yes, i understand i said i would NEVER touch this project again

but there are lots of people going around hacking nicknames which is one of the bugs RPB protects against

so i opened up RPB, and disabled all the unfinished sections + deleted some options, etc

this fixes the nickname takeovers NOTHING ELSE

you need NightRegulator v0.0.5 or above to run this

http://www.aohost.co.uk/RenegadeIPBlocker.zip

Subject: Re: RenegadeIP Blocker
Posted by Canadacdn on Thu, 16 Feb 2006 03:58:04 GMT

Every time I try and run it, it tells me to run Config.exe, but after I configure it, It just deletes my settings and it just keeps telling me to run config when I try and open the program.

Subject: Re: RenegadeIP Blocker
Posted by Goztow on Thu, 16 Feb 2006 07:37:34 GMT

Obviously we'd need someone to try and make the same thing for Brenbot .

Subject: Re: RenegadeIP Blocker
Posted by Nightma12 on Thu, 16 Feb 2006 10:40:48 GMT

Canadacdn wrote on Thu, 16 February 2006 04:58Every time I try and run it, it tells me to run Config.exe, but after I configure it, It just deletes my settings and it just keeps telling me to run config when I try and open the program.

redownload

Subject: Re: RenegadeIP Blocker
Posted by Spice on Thu, 16 Feb 2006 10:57:45 GMT
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They can still get your IP through other meathods?

Otherwise, This makes it so people can't get your IP and knock your connection offline?

Subject: Re: RenegadeIP Blocker
Posted by Nightma12 on Thu, 16 Feb 2006 14:35:08 GMT
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RenegadeIP was originally designed to block a direct connection to a server but i never really got around to finishing it, lol

i am accually considering restarting this project up because its pretty close to being complete and could be finished in a few days if i worked hard

basically in this build i have disabled all the unfinished bits on the config screen

what this fixes is the bug where you can join the game on somebody elses nick when they are in the server and then the other person loses connection to the serv + gets kicked out aka nickname takeover bug

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Subject: Re: RenegadeIP Blocker
Posted by Goztow on Thu, 16 Feb 2006 17:06:03 GMT
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Nightma12 wrote on Thu, 16 February 2006 09:35

what this fixes is the bug where you can join the game on somebody elses nick when they are in the server and then the other person loses connection to the serv + gets kicked out aka nickname takeover bug
So basically what scripts 2.1 fixes? Or am I wrong?

Subject: Re: RenegadeIP Blocker
Posted by Cat998 on Thu, 16 Feb 2006 17:43:08 GMT
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This is fixed in Scripts 2.3

Subject: Re: RenegadeIP Blocker

Posted by Nightma12 on Thu, 16 Feb 2006 17:48:42 GMT
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yeah, the scripts fix is better, than running RPB

but it seems to not work for some people? something to do with the latest scripts conflicting with bandtest.dll or the fix not working or something? lol

but anyway, RPB is for the people who cannot get the scripts fix to work

Subject: Re: RenegadeIP Blocker
Posted by Spice on Fri, 17 Feb 2006 00:01:57 GMT
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so, Technically speaking, someone could join a server under any nickname they want, even a moderators of the server and get their moderation satus? (If the nickname wasn't protected via irc.)

Subject: Re: RenegadeIP Blocker
Posted by Nightma12 on Fri, 17 Feb 2006 00:58:46 GMT
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erm, yeah.....

your a bit slow? lol this exploit has been around for ages

Subject: Re: RenegadeIP Blocker
Posted by Spice on Fri, 17 Feb 2006 18:56:30 GMT
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Seeing as I'm not a server owner and I don't take heed in exploiting the game, That is why I don't know about half of the exploits.

Subject: Re: RenegadeIP Blocker
Posted by Dave Mason on Sat, 18 Feb 2006 13:56:27 GMT
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Nightma12 wrote on Fri, 17 February 2006 00:58erm, yeah.....

your a bit slow? lol this exploit has been around for ages

You're*