Subject: Server DLLs
Posted by Genesis2001 on Wed, 30 Aug 2006 19:35:11 GMT
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i was wondering if i could get in contact with someone who know C++ well enough to modify the server scripts for me??

i need console commands added to the server to make my bot work properly

if anyone can help me, plz contact me at one of the following areas:

MSN: bhmath@hotmail.com
Email: bhmath@gmail.com - I don't check my hotmail that often.
Xfire: MathK1LL

Subject: Re: Server DLLs
Posted by Kamuix on Wed, 30 Aug 2006 19:39:59 GMT
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But i'm not good enouph to help you

Subject: Re: Server DLLs
Posted by ghost on Wed, 30 Aug 2006 20:20:39 GMT
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What type of commands are you planning on doing?

Subject: Re: Server DLLs
Posted by Cat998 on Wed, 30 Aug 2006 20:51:05 GMT
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There are just a few people around which know how to add
console commands...good luck

I would do it, if I would have time for it

Subject: Re: Server DLLs
Posted by Genesis2001 on Wed, 30 Aug 2006 23:30:05 GMT
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ghost wrote on Wed, 30 August 2006 14:20What type of commands are you planning on doing?

I want to make a console command to drop bot reinforcements down at a player's location and another command to withdraw credits from someone's credits

Subject: Re: Server DLLs
Posted by jnz on Wed, 30 Aug 2006 23:44:37 GMT
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i can do both but i cannot add commands, that is in bhs.dll.

Subject: Re: Server DLLs
Posted by dead6re on Thu, 31 Aug 2006 07:09:42 GMT
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help-linux wrote on Wed, 30 August 2006 19:44i can do both but i cannot add commands, that is in bhs.dll.

And various other DLL's around the place, including my BlackIntel.dll which contains reserved slots.

Subject: Re: Server DLLs
Posted by vloktboky on Thu, 31 Aug 2006 07:23:30 GMT
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I have a suggestion to this community. Has anyone ever tossed around the idea of having an external script or at the very least an XML feed that could allow someone to make their own console commands? The code takes whatever the user typed and can either look it up in an XML feed or pass it through a callback routine in an external script and the end user can define what happens when that command gets called. I'm sure a lot of server hosts may find such a feature quite useful to their needs.

Subject: Re: Server DLLs
Posted by jnz on Thu, 31 Aug 2006 14:09:26 GMT
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i would definetly

Subject: Re: Server DLLs
Posted by LR01 on Thu, 31 Aug 2006 15:06:55 GMT
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MathK1LL wrote on Thu, 31 August 2006 01:30ghost wrote on Wed, 30 August 2006 14:20What type of commands are you planning on doing?

I want to make a console command to drop bot reinforcements down at a player's location and another command to withdraw credits from someone's credits

I thought about this before, Can't this be done with creating a Dave's arrow at the location of the player?

Subject: Re: Server DLLs
Posted by =HT=T-Bird on Thu, 31 Aug 2006 20:27:22 GMT
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vloktboky wrote on Thu, 31 August 2006 02:23I have a suggestion to this community. Has anyone ever tossed around the idea of having an external script or at the very least an XML feed that could allow someone to make their own console commands? The code takes whatever the user typed and can either look it up in an XML feed or pass it through a callback routine in an external script and the end user can define what happens when that command gets called. I'm sure a lot of server hosts may find such a feature quite useful to their needs.
Actually...what should be done is Add_Console_Command (void (*f) (int, char**), char* name)

Subject: Re: Server DLLs
Posted by Cat998 on Thu, 31 Aug 2006 20:30:20 GMT
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Jonwil won't do it because he thinks console commands are a big
security hole, because of being able to change things during
the game.

Subject: Re: Server DLLs
Posted by Dan on Thu, 31 Aug 2006 21:09:47 GMT
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The main concern is that if people have easy access to creating console commands, then it would be so easy for people to create cheats. Having a console command to replenish your health/ammo, do a various amount of other things would be very bad.

Subject: Re: Server DLLs
Posted by jnz on Thu, 31 Aug 2006 21:20:05 GMT
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=HT=T-Bird wrote on Thu, 31 August 2006 21:27

Actually...what should be done is Add_Console_Command (void (*f) (int, char**), char* name)

please... tell me more.

as in please give me an example.

Subject: Re: Server DLLs
Posted by Nightma12 on Thu, 31 Aug 2006 21:49:44 GMT
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Dan wrote on Thu, 31 August 2006 16:09The main concern is that if people have easy access to creating console commands, then it would be so easy for people to create cheats. Having a console command to replenish your health/ammo, do a various amount of other things would be very bad.

server-side only?

Subject: Re: Server DLLs
Posted by StealthEye on Thu, 31 Aug 2006 22:02:00 GMT
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Yes, there are a lot of potential evil uses of console commands. I'm doing some lag testing and added 3 console commands. I have only released the compiled versions for the blackintel team though, as I know it is possible to exploit these to cheat... :/
If it weren't that dangerous, I would certainly show the code to add a command, but I think it's not a smart thing to do...
Wasn't this the (one of the) most important reason(s) for bhs.dll to be closed source?

[edit]
server side only could imo be released, however with a little bit of asm knownlege you will probably be able to figure out how to do it for the client side too, when you can see how it's done for the server side... I think you need only one or two memory addresses...

Subject: Re: Server DLLs
Posted by jnz on Thu, 31 Aug 2006 22:22:33 GMT
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can you PM me please with an example, it is for my bot and i will not release sources. when looking through scripts.dll sources i could not find a function called Add_Console_Command am i missing somthing?

Subject: Re: Server DLLs
Posted by Whitedragon on Thu, 31 Aug 2006 22:53:41 GMT
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There is no such function. He was just suggesting that it be added.

Subject: Re: Server DLLs
Posted by jnz on Thu, 31 Aug 2006 23:00:08 GMT
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oh, damm i really wanted somthing like that for my bot. o well.

if someone really did reverse engernear scripts.dll to find how it was done and change the client side scripts.dll wouldn't rengaurd detect it?

Subject: Re: Server DLLs
Posted by Cat998 on Thu, 31 Aug 2006 23:06:41 GMT
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help-linux wrote on Fri, 01 September 2006 01:00oh, damm i really wanted somthing like that for my bot. o well.

if someone really did reverse engernear scripts.dll to find how it was done and change the client side scripts.dll wouldn't rengaurd detect it?

well there wasn't any need to reverse engineer the original

scripts.dll (scripts2.dll now) because it just contains scripts

(like the file says). The important code is in

game.exe/server.dat. And no, because renguard excludes scripts.dll

frombeing scanned

Subject: Re: Server DLLs
Posted by jnz on Thu, 31 Aug 2006 23:13:49 GMT
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that opens a massive hole in rengaurd

Subject: Re: Server DLLs

Posted by dead6re on Fri, 01 Sep 2006 07:32:32 GMT
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Exactly why BHS.dll is closed source.

Subject: Re: Server DLLs
Posted by jnz on Fri, 01 Sep 2006 12:02:35 GMT
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dead6re wrote on Fri, 01 September 2006 08:32Exactly why BHS.dll is closed source.

no no no, the fact that rengaurd doen't check scripts.dll.

Subject: Re: Server DLLs
Posted by Cat998 on Fri, 01 Sep 2006 12:07:56 GMT
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help-linux wrote on Fri, 01 September 2006 14:02dead6re wrote on Fri, 01 September 2006
08:32Exactly why BHS.dll is closed source.

no no no, the fact that rengaurd doen't check scripts.dll.

yes, so the risky code is in bhs.dll and closed source

Subject: Re: Server DLLs
Posted by jnz on Fri, 01 Sep 2006 12:49:21 GMT
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but what if some reverse engernears it, rengaurd will not detect

Subject: Re: Server DLLs
Posted by LR01 on Fri, 01 Sep 2006 15:01:56 GMT
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Yes, but IF sum1 does and IF he cheat with it, Renegaurd WILL scan for it

Subject: Re: Server DLLs
Posted by Renx on Fri, 01 Sep 2006 15:09:20 GMT
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What will most likely happen is the specific scripts.dll releases will be added to an allowed list.
That way if they are modified(on the client's end) RenGuard will catch it.

Subject: Re: Server DLLs
Posted by jnz on Fri, 01 Sep 2006 15:51:46 GMT
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so i dont a problem, if someone isnt running rengaurd they will get banned from servers cheeting
if they have a bad scripts.dll

Subject: Re: Server DLLs
Posted by dead6re on Fri, 01 Sep 2006 19:02:13 GMT
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What happanes if StealthEye releases a client side fix, he then requires the scripts.dll new hash to
be added to the allowed list.

There are very few people who can add console commands, at the moment I wouldn't worry.

Subject: Re: Server DLLs
Posted by StealthEye on Fri, 01 Sep 2006 20:07:02 GMT
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With renguard bypassed, I don't see why you would want it to block scripts.dll If a new version of
renguard will come out, it might be different, but I do want to be able to do some testing on the
client side too... And if I want to release a fix like the wall lag fix, it would be a bad thing if
renguard did not allow it. Depends on how prepared and fast the renguard team is with allowing
trusted modifications though...

Subject: Re: Server DLLs
Posted by Renx on Fri, 01 Sep 2006 20:17:34 GMT
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Any client side fixes will be blocked with 1.04 anyway if they use their own DLL. Unless they are
added to an allowed list.

Subject: Re: Server DLLs
Posted by Sir Kane on Fri, 01 Sep 2006 21:30:20 GMT
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Newbies.

Subject: Re: Server DLLs
Posted by Kamuix on Fri, 01 Sep 2006 21:32:21 GMT
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Silent Kane wrote on Fri, 01 September 2006 17:30Newbies.

Harsh....

Subject: Re: Server DLLs
Posted by EvilWhiteDragon on Fri, 01 Sep 2006 21:49:38 GMT
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Silent Kane wrote on Fri, 01 September 2006 23:30Newbies.
Who? what? why? because?
Your point ?

Subject: Re: Server DLLs
Posted by Mad Ivan on Fri, 01 Sep 2006 22:04:00 GMT
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Silent Kane wrote on Sat, 02 September 2006 00:30Newbies.

rushes to IRC
Now you're gonna get it j/k.

But actualy, Silent Kane, i've always been wondering why don't you release some sort of tutorials
for us little people to learn from?

Subject: Re: Server DLLs
Posted by jnz on Fri, 01 Sep 2006 23:08:43 GMT
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ah well, looks like im am going to learn how to reverse-engineer

bwhahaha!

Subject: Re: Server DLLs
Posted by jnz on Sat, 02 Sep 2006 01:42:51 GMT
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hey, im at the first step lol, i have the asm version and it seems i mite be able to add commands from asm, i understand a little bit of asm.

BWHAHAHA!!!

Subject: Re: Server DLLs
Posted by =HT=T-Bird on Sat, 02 Sep 2006 10:59:42 GMT
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It is possible to add console commands in the Source engine's server.dll (and possibly in client.dll as well), and they don't seem to have any issues with people creating console commands for the point of cheating...

Subject: Re: Server DLLs
Posted by Cat998 on Sat, 02 Sep 2006 11:10:22 GMT
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Because it is much more secure than renegade

Subject: Re: Server DLLs
Posted by Sir Kane on Sat, 02 Sep 2006 11:27:01 GMT
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help-linux wrote on Fri, 01 September 2006 20:42hey, im at the first step lol, i have the asm version and it seems i mite be able to add commands from asm, i understand a little bit of asm.

BWHAHAHA!!!
K.

EvilWhiteDragon wrote on Fri, 01 September 2006 16:49Silent Kane wrote on Fri, 01 September 2006 23:30Newbies.
Who? what? why? because?
Your point ?
Why not?

Mad Ivan wrote on Fri, 01 September 2006 17:04Silent Kane wrote on Sat, 02 September 2006

00:30Newbies.

rushes to IRC
Now you're gonna get it j/k.

But actualy, Silent Kane, i've always been wondering why don't you release some sort of tutorials for us little people to learn from?
I'm considering to release the awesome strings editor.

=HT=T-Bird wrote on Sat, 02 September 2006 05:59It is possible to add console commands in the Source engine's server.dll (and possibly in client.dll as well), and they don't seem to have any issues with people creating console commands for the point of cheating...
You wouldn't say that if you knew about all the possible exploits in Renegade. lol

---

Subject: Re: Server DLLs
Posted by Ivan275 on Sat, 02 Sep 2006 12:27:54 GMT
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Silent Kane wrote on Sat, 02 September 2006 04:27You wouldn't say that if you knew about all the possible exploits in Renegade. lol

Are you talking about server side? Or is there a way to use console commands on a server by being a client?

Subject: Re: Server DLLs
Posted by StealthEye on Sat, 02 Sep 2006 12:33:44 GMT
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Some time ago, you indeed could execute server side console commands by sending them from the client. That has been fixed though... But you can do a lot of client side things that would be cheating, and it would be much easier when there is a way to execute them when the player wants them to execute (by using the console commands)

Subject: Re: Server DLLs
Posted by =HT=T-Bird on Sat, 02 Sep 2006 15:33:45 GMT
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Why not make it so that new console commands are server-side only?

Subject: Re: Server DLLs
Posted by Sir Kane on Sat, 02 Sep 2006 17:00:58 GMT
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As I said, you have no idea about all the possible exploits (that do NOT require some console command).

Subject: Re: Server DLLs
Posted by jnz on Sun, 03 Sep 2006 19:09:56 GMT

=HT=T-Bird wrote on Sat, 02 September 2006 16:33Why not make it so that new console commands are server-side only?

this is what i want, i just want the commands to get info from a player thats all

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