
Subject: Coming VERY soon - HOT HOT HOT!
Posted by [Crimson](#) on Sun, 17 Dec 2006 23:48:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Silent Kane (via BHS) will be releasing a HOT pack of fixes very soon!

We just figured out a key piece of information we needed in order to get the serial hash of ANY PLAYER CONNECTED TO YOUR SERVER. What this means is bots can now have a TRUE serial-based ban, completely independent of whether or not the player is running RenGuard, and completely independent of whether the player is using GSA or WOL to connect!

The fix creates a console command that bot creators will have to request for each player when they connect for comparison purposes. All bot creators should PM me to find out what to expect in the response.

The other fixes are related to the ladder. Any of you who have been watching the ladder stats may have noticed that players with nicknames over 10 characters in length are truncated (except on the n00bstories server which is already running/testing the fix) and the map name sent in the results is actually the map AFTER the one the results are for. Both of these problems will be fixed when you use the fix that we will be releasing.

A round of applause for Silent Kane's leet talents!

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Canadacdn](#) on Sun, 17 Dec 2006 23:57:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hurrah! Serial bans!

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Viking](#) on Mon, 18 Dec 2006 00:04:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

DOWN WITH HACKERS!

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [cheesesoda](#) on Mon, 18 Dec 2006 00:39:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let me take this time to say what everybody knows:

SK > jonwil

I know SK would like that said.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Ryu](#) on Mon, 18 Dec 2006 00:42:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very Nice.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [AmunRa](#) on Mon, 18 Dec 2006 01:11:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

sweet, I've been waiting for something like this

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [IronWarrior](#) on Mon, 18 Dec 2006 01:51:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ownage, very nice work SK, you are the man.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Sir Kane](#) on Mon, 18 Dec 2006 01:54:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, that Silent Kane dude made another hot thing for Renegade.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [cheesesoda](#) on Mon, 18 Dec 2006 01:55:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Silent Kane wrote on Sun, 17 December 2006 20:54Damn, that Silent Kane dude made another hot thing for Renegade.
Yeah, what a prick is he to show up the amazing jonwil? Fucking bastard he is.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Kanezor](#) on Mon, 18 Dec 2006 02:23:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Apparently, Silent Kane is not so silent regarding nonsilent Kanes.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Adad](#) on Mon, 18 Dec 2006 06:29:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

What if the player changed the registry key with +1 or -1?
Will the addon have a basic serial validation?

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [light](#) on Mon, 18 Dec 2006 07:37:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Am I the only one who sees this ending in serial theft?

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [IronWarrior](#) on Mon, 18 Dec 2006 07:47:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

light wrote on Mon, 18 December 2006 15:37Am I the only one who sees this ending in serial theft?

Nope, but like most things that are made for good, will in the end be abused.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [EvilWhiteDragon](#) on Mon, 18 Dec 2006 08:22:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

light wrote on Mon, 18 December 2006 08:37Am I the only one who sees this ending in serial theft?

Only if you are able to reverse the hash, and from what I've seen thats hard, very hard.

We where also exprimenting with this, though we didnt really finished it (yet), for now we can just get the serialhash of the first player(id).

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [reborn](#) on Mon, 18 Dec 2006 08:32:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson, will the console command to find out a players serial hash be put in bandtest.dll? And if so, will the source code for the modified bandtest.dll be released?

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Crimson](#) on Mon, 18 Dec 2006 08:46:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Absolutely not. We've already seen what happens when source code is released.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Goztow](#) on Mon, 18 Dec 2006 09:16:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is this the same serial hash we can find in the registry? If not: GG! If yes: oh-oh.

Nice work anyway, Silent kane. Jonwil and you could make a great team if only there wasn't this vendetta...

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Crimson](#) on Mon, 18 Dec 2006 09:30:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is NOT the same serial from the registry. It's a hash.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Cat998](#) on Mon, 18 Dec 2006 09:50:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Mon, 18 December 2006 10:30 This is NOT the same serial from the registry. It's a hash.

I thought the one in the registry is also a hash ?

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Sir Kane](#) on Mon, 18 Dec 2006 11:33:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

The one in the Registry is a shitty encrypted serial. And the serial you get from the client is twice hashed, making reversing it almost impossible.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Goztow](#) on Mon, 18 Dec 2006 11:53:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, then I say GG!

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Carrierll](#) on Mon, 18 Dec 2006 12:03:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wootzor!

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [3663Nixon](#) on Mon, 18 Dec 2006 14:02:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

i know i want the moon on a stick but any news of that new hud mr kane? excuse my typing im eating a bagette

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [cheesesoda](#) on Mon, 18 Dec 2006 14:55:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think this is great. I don't know what else to say about it. I really can't worry about serial theft if the hash is encrypted.

Goztow wrote on Mon, 18 December 2006 04:16Jonwil and you could make a great team if only there wasn't this vendetta...

Sure, if jonwil didn't have a huge ego and wasn't such a worthless fuck.

Remember, bugs that jonwil can't figure out how to fix are unable to be fixed, because if they could be, he would have fixed them already. He's just that leet. Jonwil counted to infinity - twice.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Dave Anderson](#) on Mon, 18 Dec 2006 14:56:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Mon, 18 December 2006 01:22light wrote on Mon, 18 December 2006 08:37Am I the only one who sees this ending in serial theft?

Only if you are able to reverse the hash, and from what I've seen thats hard, very hard.

We where also expringenting with this, though we didnt really finished it (yet), for now we can just get the serialhash of the first player(id).

If it is a one way hash, lol, good luck with that. One way hash code is nearly impossible to reverse unless by brute force.

Goztow wrote on Mon, 18 December 2006 02:16: Is this the same serial hash we can find in the registry? If not: GG! If yes: oh-oh.

Nice work anyway, Silent kane. Jonwil and you could make a great team if only there wasn't this vendetta...

A hash is a random set of numbers generated from a string of text. The function uses a math equation which is literally quite random.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Goztow](#) on Mon, 18 Dec 2006 15:53:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know what a hash is...

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [trooprm02](#) on Mon, 18 Dec 2006 15:57:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

YAY!
Cheaters -1, Server Owners, +1

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Herr](#) on Mon, 18 Dec 2006 19:08:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great job

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [OWA](#) on Mon, 18 Dec 2006 19:32:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heh. No more infinite health Recon Bikes KTHX

Great job

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Kanezor](#) on Mon, 18 Dec 2006 20:22:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

one winged angel wrote on Mon, 18 December 2006 13:32Heh. No more infinite health Recon Bikes KTHX

Great job
Infinite health recon bikes? That sounds fun...

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [DaN#GW](#) on Mon, 18 Dec 2006 21:40:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now what about Renguard 1.04?

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Kanezor](#) on Mon, 18 Dec 2006 22:39:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

DaN#GW wrote on Mon, 18 December 2006 16:40Now what about Renguard 1.04?
It's being worked on.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [luv2pb](#) on Tue, 19 Dec 2006 01:58:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Mon, 18 December 2006 17:39DaN#GW wrote on Mon, 18 December 2006 16:40Now what about Renguard 1.04?
It's being worked on.

or not

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Crimson](#) on Tue, 19 Dec 2006 04:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Mon, 18 December 2006 15:39DaN#GW wrote on Mon, 18 December 2006 16:40Now what about Renguard 1.04?
It's being worked on.

Kanezor would know, trust me.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Creed3020](#) on Tue, 19 Dec 2006 13:26:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very intersting news.

Definatly excited for more news as progress develops.

Great job on your continued research SK!

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [0x90](#) on Tue, 19 Dec 2006 14:08:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:and completely independent of whether the player is using GSA or WOL to connect!

so if i got this right... its useless right?!

since GSA or directconnect doesnt need a valid serial you can just generate random serials on every connect. and with this you will lock out legit players also.

further it sounds like the players need a fix for their clients (new scripts.dll or whatever) in order to get their serial hash. which cheater would install this?!

otherwise, if you can get the serial hash with built-in features of the latest renegade 1.037 as it came from the stores... ok it would be a little bit helpful but like i already said. you can always change your serial on every connect.

please correct me if im wrong.

0x90

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Goztow](#) on Tue, 19 Dec 2006 14:12:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

0x90, not if you disable direct connect (would only work for WOL-only players) .

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [0x90](#) on Tue, 19 Dec 2006 14:16:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Tue, 19 December 2006 15:12:0x90, not if you disable direct connect (would only work for WOL-only players) .

ok, even if i dont think so, forget direct connect. crimson also said GSA will work.
so still same problem.....

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [EvilWhiteDragon](#) on Tue, 19 Dec 2006 14:39:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ox90 wrote on Tue, 19 December 2006 15:16:Goztow wrote on Tue, 19 December 2006 15:12:0x90, not if you disable direct connect (would only work for WOL-only players) .

ok, even if i dont think so, forget direct connect. crimson also said GSA will work.
so still same problem.....

You know that GSA uses DC? Well else you know now.

So WOL only servers would benefit from this somewhat, but you might be able to change the serial at runtime which would even make it possible to join XWIS and then get ingame with a fake serial.

This would only be really usefull if we could get a some sort of verification out of the XWIS database, possibly by a hash. It would be best if XWIS would just page you the serial hash of a player when he joins the game. On GSA the server could request XWIS the serial hash of a player. Then this would be really usefull.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Ox90](#) on Tue, 19 Dec 2006 14:44:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Tue, 19 December 2006 15:39

You know that GSA uses DC? Well else you know now.

So WOL only servers would benefit from this somewhat, but you might be able to change the serial at runtime which would even make it possible to join XWIS and then get ingame with a fake serial.

This would only be really usefull if we could get a some sort of verification out of the XWIS database, possibly by a hash. It would be best if XWIS would just page you the serial hash of a player when he joins the game. On GSA the server could request XWIS the serial hash of a player. Then this would be really usefull.

you know that i was talking about the DC feature i created to direct connect to WOL only servers?
well else you know now! (no offense)

otherwise full ack. working together with xwis would be one of the best solutions for this.

0x90

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [EvilWhiteDragon](#) on Tue, 19 Dec 2006 16:12:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

0x90 wrote on Tue, 19 December 2006 15:44EvilWhiteDragon wrote on Tue, 19 December 2006 15:39

You know that GSA uses DC? Well else you know now.
So WOL only servers would benefit from this somewhat, but you might be able to change the serial at runtime which would even make it possible to join XWIS and then get ingame with a fake serial.

This would only be really usefull if we could get a some sort of verification out of the XWIS database, possibly by a hash. It would be best if XWIS would just page you the serial hash of a player when he joins the game. On GSA the server could request XWIS the serial hash of a player. Then this would be really usefull.

you know that i was talking about the DC feature i created to direct connect to WOL only servers? well else you know now! (no offense)

otherwise full ack. working together with xwis would be one of the best solutions for this.

0x90

Well ofcourse thats easily possible, but you can also rather easily block those connections, so that shouldnt be a huge problem.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Ma1kel](#) on Tue, 19 Dec 2006 16:53:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, it's possible to block direct connecting on XWIS servers.

Subject: Re: Coming VERY soon - HOT HOT HOT!
Posted by [Nightma12](#) on Tue, 19 Dec 2006 17:31:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

in fact i have a program available that does just this.

Subject: Re: Coming VERY soon - HOT HOT HOT!

Posted by [jnz](#) on Sun, 24 Dec 2006 14:53:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

is it possible to connect to xwis and check someones position on the ladder?
