
Subject: *cheat name removed*1.3
Posted by [i_hate_it](#) on Tue, 06 Mar 2007 17:41:56 GMT
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i got a question i am the server owner of www.duke-gaming.com
and we got a big problem with the guys who using *cheat name removed* 1.3
i dont know any more what we can do against it does any one have a ida please tell me i wanna
have a renegade without cheaters

Subject: Re: *cheat name removed*1.3
Posted by [luv2pb](#) on Tue, 06 Mar 2007 18:23:08 GMT
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If there was a quick easy answer don't you think we would all have it already?

I say ban everyone. Then no one can cheat in your server.

Subject: Re: *cheat name removed*1.3
Posted by [EvilWhiteDragon](#) on Tue, 06 Mar 2007 18:35:22 GMT
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I say, wait till we release BIATCH, shouldn't take too long anymore

Subject: Re: *cheat name removed*1.3
Posted by [SeargentSarg](#) on Tue, 06 Mar 2007 20:11:21 GMT
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Speaking of BIATCH, how is the program made? Is it in scripts or something serverside? I think it
would be great if the you know what beta in server forums could load it up.

Subject: Re: *cheat name removed*1.3
Posted by [Goztow](#) on Tue, 06 Mar 2007 20:31:57 GMT
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SeargentSarg wrote on Tue, 06 March 2007 21:11 Speaking of BIATCH, how is the program
made? Is it in scripts or something serverside? I think it would be great if the you know what beta
in server forums could load it up.
It's a seperate dll, which works independantly of a bot.

Subject: Re: *cheat name removed*1.3

Posted by [Ox90](#) on Tue, 06 Mar 2007 21:18:13 GMT

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but how is any serverside cheat detection like BIATCH ever supposed to detect stuff like d3d hooks (wallhack, brighthack), aimbot (perhaps with some random aiming), radarhack/ESP, enhanced player info and so on?! (which are the main features of the renegade part of the cheat were talking about)

the renguard bypass part of it will be broken as soon as the new renguard is obligatory for everyone.

regards

Subject: Re: *cheat name removed*1.3

Posted by [Crimson](#) on Tue, 06 Mar 2007 21:20:29 GMT

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Yes, the two groups making server-side anticheats like to market themselves as a RenGuard replacement when they're really not. There is still PLENTY of dangerous stuff that can't be stopped on the server-side.

Subject: Re: *cheat name removed*1.3

Posted by [Blazer](#) on Tue, 06 Mar 2007 21:41:25 GMT

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The current beta of RG stops *cheat name removed*. While it is possible that it could be bypassed again, we will deal with that when the time comes. In the meantime, server-side cheat protection is useful as well, and harder to "bypass" since there is nothing to hack.

Subject: Re: *cheat name removed*1.3

Posted by [SeargentSarg](#) on Tue, 06 Mar 2007 21:43:55 GMT

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So BIATCH will be loaded with a bot, what type of bot, and how much resources does it take? I would love it if the private ssaow could just load it like a plugin, would that be possible?

Subject: Re: *cheat name removed*1.3

Posted by [Blazer](#) on Tue, 06 Mar 2007 21:50:41 GMT

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As far as I know, BIATCH does not require a bot to function, although it is probably helpful for seeing when it detected and blocked a damage hack.

Similar functionality could also be done by something like brenbot, by scanning the ssgm logs, but I don't think anyone is working on that atm.

Subject: Re: *cheat name removed*1.3
Posted by [SargentSarg](#) on Tue, 06 Mar 2007 21:52:32 GMT
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SSGM still doesn't detect weapons used to kill anything..

As well as vehicle kills with a beacon..

^^ = Bug I think?

My friend & his friend were testing cool things out, (playing around with 16 vechs total and killing all of them with 1 ion & nuke) but both said they killed the vehicles with a repair gun on a hottie.

Subject: Re: *cheat name removed*1.3
Posted by [jnz](#) on Tue, 06 Mar 2007 21:56:50 GMT
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when a veh is killed it looks at the wepon you are holding at the time. if you went a got a another beacon and was holding the time the first one went off it would show up right. there is no way of detecting what gun someone was holding when they fire something. EG, you may fire a rocket launcher at the harvy or something when it gets to low health you fire a last rocket and quickly switch to a pistol it will look like you have the pistol hack.

roshambo killed the Nod tiberium harvester with gunner/pistol

see what i mean?

as far as i know, BIATCH will have to be released open source. so i may be able to get the Sbot to work with it

Subject: Re: *cheat name removed*1.3
Posted by [Crimson](#) on Tue, 06 Mar 2007 22:04:38 GMT
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It isn't being released open source to the best of my knowledge. It doesn't work with a bot, it's a DLL that gets loaded into the server. Bot writers will have to update their software to read the output in the logfiles if they want to display it in IRC.

Subject: Re: *cheat name removed*1.3

Posted by [EvilWhiteDragon](#) on Tue, 06 Mar 2007 22:13:17 GMT

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Crimson wrote on Tue, 06 March 2007 23:04It isn't being released open source to the best of my knowledge. It doesn't work with a bot, it's a DLL that gets loaded into the server. Bot writers will have to update their software to read the output in the logfiles if they want to display it in IRC. Yes, currently a test build has been send to the main bot builders, so I hope they will have a updated version / have a plugin ready when we release it. And NO, it will not be open source.

And NO, it can't block everything and yes renguard is still recommended.

Subject: Re: *cheat name removed*1.3

Posted by [=HT=T-Bird](#) on Tue, 06 Mar 2007 22:21:45 GMT

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Crimson wrote on Tue, 06 March 2007 15:20Yes, the two groups making server-side anticheats like to market themselves as a RenGuard replacement when they're really not. There is still PLENTY of dangerous stuff that can't be stopped on the server-side. AHEM...I clearly point out in the introduction for the BIATCH readme that there is no silver bullet when it comes to stopping cheaters and that BIATCH is only one tool in a skilled moderator's toolbox. People treat RG like it's some oracle, too; BUT IT IS JUST ANOTHER TOOL. The reason it (BIATCH) will not be opensource is that there is hooking code inside it that cheaters could use for more nefarious ends...

Subject: Re: *cheat name removed*1.3

Posted by [jnz](#) on Tue, 06 Mar 2007 22:51:23 GMT

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Crimson wrote on Tue, 06 March 2007 22:04It isn't being released open source to the best of my knowledge. It doesn't work with a bot, it's a DLL that gets loaded into the server. Bot writers will have to update their software to read the output in the logfiles if they want to display it in IRC.

no bot of mine is going to read from log files. that is the dark ages. unless i am reduced to that, i hope not though.

Subject: Re: *cheat name removed*1.3

Posted by [=HT=T-Bird](#) on Wed, 07 Mar 2007 12:38:45 GMT

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gamemodding wrote on Tue, 06 March 2007 16:51Crimson wrote on Tue, 06 March 2007 22:04It isn't being released open source to the best of my knowledge. It doesn't work with a bot, it's a DLL that gets loaded into the server. Bot writers will have to update their software to read the output in

the logfiles if they want to display it in IRC.

no bot of mine is going to read from log files. that is the dark ages. unless i am reduced to that, i hope not though.

Use RLMon then. BIATCH also writes output to the console...

Subject: Re: *cheat name removed*1.3

Posted by [EvilWhiteDragon](#) on Wed, 07 Mar 2007 13:02:51 GMT

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BIATCH documentation: <http://www.black-intel.net/biatch/readme.htm>
