

Subject: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Fri, 26 Oct 2007 22:11:37 GMT
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This is so bizarre i mean i modified the Orca Rockets to do +50 damage and the Apache Rockets to!

Anyways whenever i get into a Apache/Orca and attack something with the rockets it comes up with a message saying that i am using the "Weapon Damage Hax" and that i am BANNED! I mean WTF i am the Host/Admin of the server and it bans me...no big problem as i can unban myself but i am totally like WTF with this....i think it is something with the NR not knowing about my modifications

I found this is a file called BIATCH in my FDS!

File Attachments

1) BIATCH Log File!.JPG, downloaded 1050 times

extended - Notepad

File Edit Format View Help

```
[26/10/07 20:56:27] -----  
[26/10/07 20:56:27] weapon not available.  
[26/10/07 20:56:27]  
[26/10/07 20:56:27] Name: bat66wat6  
[26/10/07 20:56:27] SessionTime: 461.869019  
[26/10/07 20:56:27] IP: 192.168.1.64  
[26/10/07 20:56:27] Ping: 138  
[26/10/07 20:56:27]  
[26/10/07 20:56:27] Damage: 30.000000  
[26/10/07 20:56:27] warhead: 6  
[26/10/07 20:56:27] Distance: 38.276569  
[26/10/07 20:56:27]  
[26/10/07 20:56:27] BIATCH version: 1.1 beta 1, built on May 13 2007 at 00:33:12  
[26/10/07 20:56:27] IsAutoBanEnabled: 0  
[26/10/07 20:56:27]  
[26/10/07 20:56:27] Owned ammo types:  
[26/10/07 20:56:27] - Ammo_AutoRifle_Player, last selected 50016 ms ago  
[26/10/07 20:56:27] - Ammo_MineTimed_Player, never selected before  
[26/10/07 20:56:27] - Ammo_Pistol_Player, last selected 53625 ms ago  
[26/10/07 20:56:27] - CNC_Ammo_Orca_Rocket, currently selected  
[26/10/07 20:56:27] - CNC_Ammo_Orca_HeavyMachineGun, currently selected
```

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Fri, 26 Oct 2007 22:14:09 GMT

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Are you making these changes server side or client side?

I am assuming you are changing it server side, in which case you should know that changing weapon damage values server side actually has no effect because damage is calculated client side. Which leads me to think your doing it client side, which would be cheating.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ghostshaw](#) on Fri, 26 Oct 2007 22:28:24 GMT
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Changing objects.ddb damage values on teh server does not work. The only way to increase damage is by changing for example armor.ini or by scripts code.

-Ghost-

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Fri, 26 Oct 2007 22:29:29 GMT
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The reason it kicks you is because your using the normal damage value (client side) and the server thinks it should be the +50 value you changed it to, so it assumes its a cheat. You can't change damage values server side as I said before, because damage is calculated client side.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Fri, 26 Oct 2007 22:37:13 GMT
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Ok i partially understand what you mean!

Okay i explain what i do...i go into LE edit the presets to my like e.g Orca Rocket does extra 50 damage than normal

Then i exit LE after saving Preset Tree changes change the objects.ddb to objects.gm for my server then copy & paste the file into my RenegadeFDS/Data folder!

What are you all on about?

What is the difference from Client Sided & Server Sided?
+ How can i change this so NR not think im cheating?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Fri, 26 Oct 2007 22:38:21 GMT
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You cannot change damage values on the server-side anyway.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Caveman](#) on Fri, 26 Oct 2007 22:59:40 GMT

bat66wat6 wrote on Fri, 26 October 2007 23:37Ok i partially understand what you mean!

Okay i explain what i do...i go into LE edit the presets to my like e.g Orca Rocket does extra 50 damage than normal

Then i exit LE after saving Preset Tree changes change the objects.ddb to objects.gm for my server then copy & paste the file into my RenegadeFDS/Data folder!

What are you all on about?

What is the difference from Client Sided & Server Sided?

+ How can i change this so NR not think im cheating?

You cant.

You have a mod called BIATCH running on your server that checks for damage hacks.

You have made the orca rockets deal 50 damage instead of the default so BIATCH thinks its a cheat. I will explain this to you as easy as I can.

You changed the damage via objects.ddb and uploaded that to your RenegadeFDS\data folder. But since the damage is calculated client side you actually send the default damage. So the servers goes 'Hey orcas do 50dmg but this guy here is only doing XX damage, OMG THATS DAMAGE HACKS I BETTER BAN HIM'. To solve your problem, disable auto ban cheaters in the BIATCH.ini but cheaters will be able to use damage hacks in your server.

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [Ethenal](#) on Fri, 26 Oct 2007 23:01:05 GMT

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Which probably wouldn't be too much of an issue in a mod server, though that depends on what kind of things you run.

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [Lone0001](#) on Fri, 26 Oct 2007 23:04:36 GMT

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if you run a modded server don't use biatch I know a lot of people will reply to this don't listen to him but I am saying by experience don't use it believe me it will save you from a lot of issues of it thinking you cheat, if it is just a small server you should be able to detect cheaters on your own anyways..

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Fri, 26 Oct 2007 23:05:51 GMT

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And Orcas will still do the original damage amount anyway, so you have disabled automatic cheater banning and gained... nothing. Best solution is to undo the changes you made to the damage values, since they won't work anyway.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 01:15:12 GMT

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So you are telling me you can make awesome mods like adding new presets to a server and MASSIVE MASSIVE mods like those Renzor servers and co-Op servers but you can't simply change the preset damage on a Rocket?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Sat, 27 Oct 2007 04:06:34 GMT

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On the server-side? No.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Nightma12](#) on Sat, 27 Oct 2007 08:49:57 GMT

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danpaul88 wrote on Fri, 26 October 2007 18:05And Orcas will still do the original damage amount anyway, so you have disabled automatic cheater banning and gained... nothing. Best solution is to undo the changes you made to the damage values, since they won't work anyway.

Exactly ^^

Just for clarification, it is in fact BIATCH that is banning you and not NR, NR just relays the message to you before you get banned.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [IronWarrior](#) on Sat, 27 Oct 2007 10:17:14 GMT

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Stop cheating.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 14:22:05 GMT

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OKAY FIRST IRON WARRIOR! I never cheat in my life on Renegade---Except in LAN and MultiPlayerPractice LOL---

I want to make the Orcas and apache missile do more damage cus it is a missile from a Aircraft, i mean come on....if a tank gets hit by a barrage of 3-4 missiles in Reall life from Aircraft he's gonna be hurt!

It is no cheat, i mean i made it fair on all accounts, each team has the same added and Removed things!

So if you say i cheat on my server i have 1 thing to say..."FUCK YOU!"

Anyways moving onwards....how can i mod/edit the missiles so that they do +50 normal damage so that BIATCH don't think i cheat?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ghostshaw](#) on Sat, 27 Oct 2007 14:24:18 GMT

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Like I said before, edit armor.ini on the server or use a script (Its not easy either way).

-Ghost-

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 14:27:34 GMT

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Okay, i think i know what you mean i have to edit if it is in RenegadeFDS/Data area....

But i not get it, how does editing the armor make the missiles more powerfull?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ghostshaw](#) on Sat, 27 Oct 2007 15:30:56 GMT

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It doesn't it mkaes the armor less strong and thus the rockets do more damage .

-Ghost-

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 17:00:32 GMT

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That is a big no no , i don't want the vehicles weaker just the Rockets to do more damage-->

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Sat, 27 Oct 2007 17:03:10 GMT

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If the vehicles were weaker then the rockets would destroy them faster. Is common sense present in this topic?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Sat, 27 Oct 2007 17:04:14 GMT

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Unfortunately you simply cannot do that easily server side. The only other solution would be to write a scripts.dll script and attach it to every object in the game, to check if the damage comes from an Orca / Apache missile and if it does apply an extra x amount of damage from the shooter. But that requires a decent understanding of c++ to accomplish.

Alternatively create a .PKG mod with all the original maps in, apply your changes in there and have all the people who want to play on your server download that. Not recommended if you ever want to have players in your server.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 17:13:08 GMT

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Since i have LITERALLY NO understanding of C++ would it be possible for anyone to make it 4 me?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Sat, 27 Oct 2007 17:15:37 GMT

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Probably not, that would be a lot of coding (I think).

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 17:17:09 GMT

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Well there has to be a way...

I mean comes on all it is really is generally make the Orca Rocket and Apache rockets do more damage

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Sat, 27 Oct 2007 17:19:34 GMT

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I think your just going to have to face the fact that your not going to be able to implement this.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 18:40:39 GMT

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GODAMIT! There must be an alternative...?

I dunno, could i change the Orca rockets Velocity or Add a new preset and replace the Orca rockets with that one-?

Would BIATCH think i cheat then?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Sat, 27 Oct 2007 18:42:11 GMT

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You CANNOT do it.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 18:44:07 GMT

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I will NEVER accept that! There has to be a way!

PERSISTANCE IS A POWERFULL THING!

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [EvilWhiteDragon](#) on Sat, 27 Oct 2007 22:54:18 GMT

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{SB}Lone0001 wrote on Sat, 27 October 2007 01:04if you run a modded server don't use biatch I know alot of people will reply to this don't listen to him but I am saying by experience don't use it believe me it will save you from alot of issues of it thinking you cheat, if it is just a small server you should be able to detect cheaters on your own anyways..

Please people,
FUCKING READ!

Changing the damage serversde in the objects.xxx DOES NOT WORK.

Not with BIATCH and not without BIATCH...

The only way is with the armor.ini, that works, always.

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [R315r4z0r](#) on Sat, 27 Oct 2007 23:28:33 GMT

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Renegade Resurrection changes shrapnel damage to 33.3% of Renegade's original amount of damage. And that works server side. Even if some of the clients don't have RR installed.

Do what EvilWhiteDragon said with the armor.ini

That is somewhat like the same thing that bat is looking to accomplish...

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [Ghostshaw](#) on Sat, 27 Oct 2007 23:32:56 GMT

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RR damage modification are armor.ini based.

-Ghost-

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [bat66wat6](#) on Sun, 28 Oct 2007 01:04:25 GMT

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OKAY OKAY, FINE 4 GODS SAKE!!

I will make the tank Armor weaker!!

Just not to much!->Tell me where this .ini file is and how i edit it!Please

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [EvilWhiteDragon](#) on Sun, 28 Oct 2007 10:38:45 GMT
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You need to extract it from the always.dat I think, you can do this with xcc mixer.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sun, 28 Oct 2007 16:10:10 GMT
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Okay now i have extracted the file and it's on my Dekstop...what do i edit in the .ini file to either make the Orca and Apache warheads do more damage or make it so that when the tank vehicle is hit by a rocket from Orca/Apache it does more damage?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Sun, 28 Oct 2007 16:16:26 GMT
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Find the

[Scale_CNCVehicleMedium]
and
[Scale_CNCVehicleHeavy]

sections and either change the Shell value from 0.5000 to something higher (increasing scale = increasing damage), but this will also make it take more damage from other tank shells and lots of other weapons. Alternatively change the Explosive value from 0.3000 to something higher, but this will make all rockets, C4 and other explosive weapons also do much more damage.

Because apache / orca rockets do not have their own individual entries in armour.ini you can't change their damage scales without also affecting the damage done by lots of other weapons.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sun, 28 Oct 2007 16:23:06 GMT
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I understand this but could i somehow make an area in armor.ini for the ORca and Apache rocket warheads? So i can edit there explosive values?

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Sun, 28 Oct 2007 22:39:48 GMT
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Holy ignorance BATMAN. READ the posts again, armor.ini allows you to edit the actual armor types, not the DAMAGES. YOU CANNOT EDIT THE ORCA/APACHE WARHEAD DAMAGES.

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Sun, 28 Oct 2007 23:32:41 GMT
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Well if there is absolutely no way i could make the Orca & Apache rockets do more damage then forget the whole thing!

It is obviously way 2 much hassle

I thought you could edit anything and do anything if you knew all the tools and where good at it!?
But i just struggle to grasp to concept that out of all the amazing things you can do make server
bots, objectives, helicopters dropping of allied bot tanks! Mission setup's and MCT's that register
as Refinary's ALL SERVER SIDED!

You can't simply change one warhead to do more damage!

At least without your own server banning you!

It is just unbelievable!

I am usually very persistant if something is important to me and i really want it done!
Orcas and Apaches should be more powerfull than they are! I mean a stupid soldier with a little
sniper can take out a fighter!? UNLIKELY!
LOL, unless he is using a 50 caliber Uranium Depleted shell that can go through anything!!

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Ethenal](#) on Mon, 29 Oct 2007 00:11:47 GMT
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The whole server-side thing was an ACCIDENT. Westwood never intended all this to be possible!

Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [bat66wat6](#) on Mon, 29 Oct 2007 16:23:22 GMT
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Okay right first if you do not have anything related to the topic or anything usefull to say do not post!

And can someone please just end this right here right now!!

Is it technically or theoretically possible in way shape or form to achieve what i want!

And this is "For the Orca And Apache rockets to do more damage, server-sided!"

Okay right, can someone with great experience in this field please please TELL ME AND END THIS!

Thnx.....

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [CarrierII](#) on Mon, 29 Oct 2007 19:32:12 GMT

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Yes. This is possible. It requires C++ coding.

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [bat66wat6](#) on Wed, 31 Oct 2007 20:09:58 GMT

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Right problem

1: C++ is highly complex requiring great experience and knowledge which i do not have in this field

2:No one will do this "Coding" 4 me as they get nothing out of it and that it would "take alot of coding"

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [Goztow](#) on Wed, 31 Oct 2007 20:47:42 GMT

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I got an idea: do not do it then...

Subject: Re: My NR thinks i am cheating and bans ME!

Posted by [bat66wat6](#) on Thu, 01 Nov 2007 16:03:47 GMT

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Very helpfull that!

In fact so helpfull i will request 4 this Topic to be locked as it is leading me nowhere->
