Subject: PKG Mods
Posted by zunnie on Wed, 24 Sep 2008 12:28:27 GMT
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The PKG modpackages often include a custom objects.ddb
Sometimes modpackages' objects.ddb is still loaded even when
you join a different server.
Suppose some pkg mod has modified the damage the autorifle does,
then wouldnt the server you joined pick it up as a cheat and ban you?
While it is actually not that you want to cheat but a objects.ddb
loaded from a pkg mod still being active by accident.

Subject: Re: PKG Mods
Posted by Ghostshaw on Wed, 24 Sep 2008 14:27:53 GMT
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Yeah we are aware of this problem. My way of solving the problem would be to simply make sure
packages always get unloaded properly (since this will also solve the zero bug problem), but I
haven't looked into it too deeply yet.

Subject: Re: PKG Mods
Posted by _SSnipe_ on Wed, 24 Sep 2008 14:40:20 GMT
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Nice find zunnie

Subject: Re: PKG Mods
Posted by Veyrdite on Fri, 26 Sep 2008 08:36:35 GMT
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Sometimes custom skins don't get unloaded from PKG mods as well, including the hud_main.dds
image.

Subject: Re: PKG Mods
Posted by ErroR on Tue, 30 Sep 2008 12:37:22 GMT
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i know it has been mentioned but i still dun understand what is the 0 bug.

Subject: Re: PKG Mods

Posted by StealthEye on Tue, 30 Sep 2008 12:53:57 GMT
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It's Renegade's anti cheat. It's named that because it resets your score/points to 0 when you tamper with some things. People thought it was a bug, hence they called it "0 bug". It is the not really effective anti cheat code that intentionally causes that though.

Subject: Re: PKG Mods
Posted by ErroR on Tue, 30 Sep 2008 14:42:25 GMT
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Subject: Re: PKG Mods
Posted by Canadacdn on Tue, 30 Sep 2008 16:36:20 GMT
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The 0 bug with pkg mods is related to an outdated armor.ini used by LevelEdit. I believe Jerad posted about it awhile ago.

Subject: Re: PKG Mods
Posted by Veyrdite on Wed, 01 Oct 2008 06:04:46 GMT
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StealthEye wrote on Tue, 30 September 2008 22:53It's Renegade's anti cheat. It's named that because it resets your score/points to 0 when you tamper with some things. People thought it was a bug, hence they called it "0 bug". It is the not really effective anti cheat code that intentionally causes that though.
It could be possible that when the engine tries to multiply a number by an unknown value (shot damage * body part multiplier * armor type multiplier) the engine outputs nil. It's pointless creating an anti-cheat that sets the player-score to zero when they damage the enemy incorrectly(because of the old armor.ini file getting loaded) when Westwood could have simply added a text-line to the server log or displayed an in-game message.

Subject: Re: PKG Mods
Posted by StealthEye on Wed, 01 Oct 2008 09:29:49 GMT
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No, there is quite a bit of code to actually create the zero "bug". TT removed the code entirely. It's clearly intentional judging from clones of the related functions. I agree that it's rather worthless as anti cheat measure, but that doesn't change the fact that they intentionally put it in to happen when people tampered with the data files...

Subject: Re: PKG Mods
Posted by jnz on Wed, 01 Oct 2008 11:16:36 GMT
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StealthEye wrote on Wed, 01 October 2008 10:29No, there is quite a bit of code to actually create the zero "bug". TT removed the code entirely. It's clearly intentional judging from clones of the related functions. I agree that it's rather worthless as anti cheat measure, but that doesn't change the fact that they intentionally put it in to happen when people tampered with the data files...

How does the server know that they have tempered with them? Or do you just see 0 on the client?

Subject: Re: PKG Mods
Posted by StealthEye on Wed, 01 Oct 2008 20:51:32 GMT
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I'm not going to tell exactly how it works. Partially because I don't know the details, partially because if some part somehow does seem to be useful, then I wish not to help people to bypass it by telling them how it works. I can say that the server does know about it though.