
Subject: More permanent banning

Posted by [Jamie or NuneGa](#) on Fri, 03 Oct 2008 15:21:34 GMT

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pretty much everyone knows how easy it is to ban evade, personally I have evaded quite a few bans that I saw as unjust

Is TT including anything that will make bypassing bans a lot less doable.

Subject: Re: More permanent banning

Posted by [cmatt42](#) on Fri, 03 Oct 2008 18:58:38 GMT

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Can't you ban by serial hash now?

Subject: Re: More permanent banning

Posted by [gkl21](#) on Fri, 03 Oct 2008 19:02:20 GMT

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Serial doesn't matter if you allow direct connections.

How a server handle's their bans should be just upto that place, and that's all.

Subject: Re: More permanent banning

Posted by [Goztow](#) on Mon, 06 Oct 2008 18:28:14 GMT

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When the idea of limiting to xwis was opted, there was a shitload of reactions against it. It's the only way to check for valid serials, though. It seems that loads of people don't want to pay for the game but want to be able to ban effectively anyway...

Subject: Re: More permanent banning

Posted by [Caveman](#) on Mon, 06 Oct 2008 19:06:18 GMT

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Some people like me can't use WOL... And I have a valid serial

Subject: Re: More permanent banning

Posted by [cr0sis](#) on Mon, 06 Oct 2008 20:16:42 GMT

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I have (Read as: Had) a valid serial on which I created this nick.

I moved house twice, lost my sleeve booklet and am using a donated valid serial but to keep the nick I have to direct connect; I couldn't remember the password. Since you need the serial on which a nick was created in order to reset it's password, I was screwed.

Subject: Re: More permanent banning
Posted by [Goztow](#) on Mon, 06 Oct 2008 20:37:23 GMT
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cr0sis wrote on Mon, 06 October 2008 22:16 I have (Read as: Had) a valid serial on which I created this nick.

I moved house twice, lost my sleeve booklet and am using a donated valid serial but to keep the nick I have to direct connect; I couldn't remember the password. Since you need the serial on which a nick was created in order to reset it's password, I was screwed.

You know, if u loose your serial of any game, you're always screwed. It shouldn't be different for renegade. You can create a new nick on your new serial.

Subject: Re: More permanent banning
Posted by [Xpert](#) on Mon, 06 Oct 2008 20:46:32 GMT
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Serial hash, IP, DNS... just some of the ways most of us ban already.

Subject: Re: More permanent banning
Posted by [Wiener](#) on Tue, 07 Oct 2008 08:10:04 GMT
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How much was the game again?

Still don't understand why ppl arrogate a working ban system but arn't willing to spend 5 \$/€/£ for it

Subject: Re: More permanent banning
Posted by [Caveman](#) on Tue, 07 Oct 2008 11:25:33 GMT
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Well how about if TT gave you another 'serial' which is randomized and then embedded in TT.dll

and then send that to the new FDS? Yeah banning by a valid Renegade serial is all good and well if you use WOL but for us that cant it sucks.

Subject: Re: More permanent banning
Posted by [Goztow](#) on Tue, 07 Oct 2008 11:44:25 GMT
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Why exactly can't you use WOL again? I know you told me before but I cannot remember it.

A TT serial is no solution as you cannot link it to a user or computer. Everyone needs a serial to install the game and there's an up to date list of valid serials over at xwis.

An in between solution would be to give the server access to the xwis valid serial (hash) list so it can check if direct connectors use a valid serial. However, you'd need Olaf to do this.

Subject: Re: More permanent banning
Posted by [danpaul88](#) on Tue, 07 Oct 2008 16:46:22 GMT
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Of course, your also forgetting the TT scripts.dll will also be used by mods like APB, which are standalone games and do not require a serial to play, but still use XWIS.

Subject: Re: More permanent banning
Posted by [Caveman](#) on Tue, 07 Oct 2008 17:20:37 GMT
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It says something about WOL components or something.. Ren is the only CNC I have installed. Tbh I haven't bothered with WOL in ages.

Subject: Re: More permanent banning
Posted by [Goztow](#) on Tue, 07 Oct 2008 18:39:33 GMT
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Caveman wrote on Tue, 07 October 2008 19:20It says something about WOL components or something.. Ren is the only CNC I have installed. Tbh I haven't bothered with WOL in ages.

There's different possible solutions to this problem in the FAQ sticky.

Subject: Re: More permanent banning
Posted by [cr0sis](#) on Tue, 07 Oct 2008 18:56:47 GMT
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Goztow wrote on Mon, 06 October 2008 15:37cr0sis wrote on Mon, 06 October 2008 22:16I have (Read as: Had) a valid serial on which I created this nick.

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You know, if u loose your serial of any game, you're always screwed. It shouldn't be different for renegade. You can create a new nick on your new serial.

I'm not saying it should be different, I'm just saying what I had to do to keep my nick. The person who gave me their serial to install the game had used the allowance, so I couldn't make a new one.

Further: The reason I had to keep my nick is because I'm a moderator. I'd rather put myself out by having to direct connect than put whoever is in charge of the permissions etc out for my lack of tidyness.

Subject: Re: More permanent banning
Posted by [Wiener](#) on Tue, 07 Oct 2008 19:12:01 GMT
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takes me about 60 secs to change a mods nickname on our server ...

Subject: Re: More permanent banning
Posted by [Goztow](#) on Tue, 07 Oct 2008 19:14:44 GMT
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If you can direct connect and get mod powers on that nick, then everyone can...

Subject: Re: More permanent banning
Posted by [Genesis2001](#) on Tue, 07 Oct 2008 22:54:40 GMT
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Or look into RoShamBo's regulator's banning system.

It bans your node that is unique to your computer...even if you've changed your IP.(I'll refer RoShamBo here to explain more as I'm not 100% sure about it)

Subject: Re: More permanent banning
Posted by [Lone0001](#) on Tue, 07 Oct 2008 22:57:46 GMT
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Though RoShamBo's regulator's banning system atm is closed source.

Subject: Re: More permanent banning
Posted by [Ethenal](#) on Wed, 08 Oct 2008 02:01:21 GMT
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Lone0001 wrote on Tue, 07 October 2008 17:57: Though RoShamBo's regulator's banning system atm is closed source.

Imao

What is a node anyway?

Subject: Re: More permanent banning
Posted by [Lone0001](#) on Wed, 08 Oct 2008 03:34:50 GMT
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<http://forums.dcomproductions.net/viewtopic.php?f=33&t=860>

10th post

Subject: Re: More permanent banning
Posted by [Goztow](#) on Wed, 08 Oct 2008 07:06:24 GMT
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So you basically do a traceroute to find the local node ip and ban it. As simple as genius!

Subject: Re: More permanent banning
Posted by [Carrierll](#) on Wed, 08 Oct 2008 09:52:34 GMT
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Hmm, I happen to know a ren player who, if banned by that system, would get me banned.

It's pretty clever though.

Subject: Re: More permanent banning

Posted by [Caveman](#) on Wed, 08 Oct 2008 12:08:45 GMT

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Right so Daniel has made a decent banning system but is this going to be released with TT? No point saying we have made something that can by you and make sure you stay banned but you can't have it.

Subject: Re: More permanent banning

Posted by [Goztow](#) on Wed, 08 Oct 2008 12:17:24 GMT

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If I understood correctly, it's part of his bot.

Subject: Re: More permanent banning

Posted by [jnz](#) on Wed, 08 Oct 2008 12:19:52 GMT

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Caveman wrote on Wed, 08 October 2008 13:08Right so Daniel has made a decent banning system but is this going to be released with TT? No point saying we have made something that can by you and make sure you stay banned but you can't have it.

According to Crimson my coding is "shoddy" so I very much doubt they want it. The theory behind it is very simple so I'm sure if they did want it they can write their far superior code to implement it.

Subject: Re: More permanent banning

Posted by [thrash300](#) on Wed, 08 Oct 2008 13:17:41 GMT

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Nune wrote on Fri, 03 October 2008 10:21pretty much everyone knows how easy it is to ban evade, personally I have evaded quite a few bans that I saw as unjust

Is TT including anything that will make bypassing bans a lot less doable.

The only way to ban a Renegade player is to physically come to their house and take the game away from them!!

Subject: Re: More permanent banning

Posted by [ChewML](#) on Wed, 08 Oct 2008 13:21:11 GMT

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The only way to ban a Renegade player is to physically come to their house and take the game away from them!!

So they can just go buy/warez it again?

Subject: Re: More permanent banning
Posted by [thrash300](#) on Wed, 08 Oct 2008 13:23:25 GMT
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ChewML wrote on Wed, 08 October 2008 08:21thrash300 wrote on Wed, 08 October 2008 08:17Nune wrote on Fri, 03 October 2008 10:21pretty much everyone knows how easy it is to ban evade, personally I have evaded quite a few bans that I saw as unjust

Is TT including anything that will make bypassing bans a lot less doable.

The only way to ban a Renegade player is to physically come to their house and take the game away from them!!

So they can just go buy/warez it again?

Then the Ban Team will physically come to their house and take that too!!!!

Subject: Re: More permanent banning
Posted by [Caveman](#) on Wed, 08 Oct 2008 18:15:29 GMT
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RoShamBo wrote on Wed, 08 October 2008 13:19Caveman wrote on Wed, 08 October 2008 13:08Right so Daniel has made a decent banning system but is this going to be released with TT? No point saying we have made something that can by you and make sure you stay banned but you can't have it.

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Right so couldn't you just release it as a plugin to SSGM or something? Im sure it would be appreciated by a lot of people.

Subject: Re: More permanent banning
Posted by [jnz](#) on Wed, 08 Oct 2008 20:50:59 GMT

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Caveman wrote on Wed, 08 October 2008 19:15RoShamBo wrote on Wed, 08 October 2008 13:19Caveman wrote on Wed, 08 October 2008 13:08Right so Daniel has made a decent banning system but is this going to be released with TT? No point saying we have made something that can by you and make sure you stay banned but you can't have it.

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Right so couldn't you just release it as a plugin to SSGM or something? Im sure it would be appreciated by a lot of people.

It already is.

Subject: Re: More permanent banning
Posted by [Caveman](#) on Wed, 08 Oct 2008 21:35:58 GMT
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RoShamBo wrote on Wed, 08 October 2008 21:50Caveman wrote on Wed, 08 October 2008 19:15RoShamBo wrote on Wed, 08 October 2008 13:19Caveman wrote on Wed, 08 October 2008 13:08Right so Daniel has made a decent banning system but is this going to be released with TT? No point saying we have made something that can by you and make sure you stay banned but you can't have it.

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Right so couldn't you just release it as a plugin to SSGM or something? Im sure it would be appreciated by a lot of people.

It already is.

Oh? Linky please?

Subject: Re: More permanent banning
Posted by [Lone0001](#) on Wed, 08 Oct 2008 22:22:29 GMT
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It's in his bot YaRR: <http://forums.dcomproductions.net/viewtopic.php?f=33&t=1081> and tbh imo it is much better than any other released bot.

Subject: Re: More permanent banning
Posted by [Caveman](#) on Wed, 08 Oct 2008 22:36:03 GMT

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But I dont want another bot.. I am happy with my modifed BR. I would just like the banning feature.

Subject: Re: More permanent banning
Posted by [Lone0001](#) on Wed, 08 Oct 2008 22:53:10 GMT
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Good luck with getting just that then.

Subject: Re: More permanent banning
Posted by [thrash300](#) on Thu, 09 Oct 2008 00:24:30 GMT
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Lone0001 wrote on Wed, 08 October 2008 16:22It's in his bot YaRR:
<http://forums.dcomproductions.net/viewtopic.php?f=33&t=1081> and tbh imo it is much better than any other released bot.

I don't really get it, what is the problem with the current banning system, you get kicked you can return to the server, you get banned you cannot return to the server what more is there about kicking and banning does it not work.

Subject: Re: More permanent banning
Posted by [Ethenal](#) on Thu, 09 Oct 2008 01:12:34 GMT
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thrash300 wrote on Wed, 08 October 2008 19:24Lone0001 wrote on Wed, 08 October 2008 16:22It's in his bot YaRR: <http://forums.dcomproductions.net/viewtopic.php?f=33&t=1081> and tbh imo it is much better than any other released bot.

I don't really get it, what is the problem with the current banning system, you get kicked you can return to the server, you get banned you cannot return to the server what more is there about kicking and banning does it not work.
Wow. Ever heard of ban evasion?

Subject: Re: More permanent banning
Posted by [thrash300](#) on Thu, 09 Oct 2008 05:30:58 GMT
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Ethenal wrote on Wed, 08 October 2008 20:12thrash300 wrote on Wed, 08 October 2008 19:24Lone0001 wrote on Wed, 08 October 2008 16:22It's in his bot YaRR:

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I don't really get it, what is the problem with the current banning system, you get kicked you can return to the server, you get banned you cannot return to the server what more is there about kicking and banning does it not work.

Wow. Ever heard of ban evasion?

What hacking to get back into a server?.

Subject: Re: More permanent banning

Posted by [Veyrdite](#) on Thu, 09 Oct 2008 07:47:04 GMT

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They get past it by using a shoddy serial and a different IP. Don't ask for any more details.

Subject: Re: More permanent banning

Posted by [Jerad2142](#) on Thu, 09 Oct 2008 15:34:06 GMT

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Goztow wrote on Tue, 07 October 2008 05:44 Why exactly can't you use WOL again? I know you told me before but I cannot remember it.

A TT serial is no solution as you cannot link it to a user or computer. Everyone needs a serial to install the game and there's an up to date list of valid serials over at xwis.

An in between solution would be to give the server access to the xwis valid serial (hash) list so it can check if direct connectors use a valid serial. However, you'd need Olaf to do this.

Which is fail, I have three copies of TFD, one copy of the original renegade, and one copy of the games that were bundled in that orange box. I've had to reinstall renegade 10 times across 3 different computers because of "You have an invalid serial" or something like that when try to enter the advanced game listing lobby.

Also, Banning by ISP is a bad idea, what about groups of people that play in their college dorms, one person in the school gets banned and then everyone else in the school can't play That would be very annoying.

Subject: Re: More permanent banning

Posted by [Wiener](#) on Thu, 09 Oct 2008 16:18:28 GMT

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Jerad Gray wrote on Thu, 09 October 2008 10:34 what about groups of people that play in their

college dorms, one person in the school gets banned and then everyone else in the school can't play That would be very annoying.

literally beat the shit out of him and send a photo with proof that he will never be able to play again (something like cut of fingers...) to the serverowner. Would be enough for me to lift the isp ban

Subject: Re: More permanent banning
Posted by [Jerad2142](#) on Thu, 09 Oct 2008 16:29:28 GMT
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Wiener wrote on Thu, 09 October 2008 10:18Jerad Gray wrote on Thu, 09 October 2008 10:34
what about groups of people that play in their college dorms, one person in the school gets banned and then everyone else in the school can't play That would be very annoying.

literally beat the shit out of him and send a photo with proof that he will never be able to play again (something like cut of fingers...) to the serverowner. Would be enough for me to lift the isp ban
LOL, well you never know, that could be the result, but... I have a feeling that it would have some nasty legal issues that could follow.

Subject: Re: More permanent banning
Posted by [GEORGE ZIMMER](#) on Thu, 09 Oct 2008 17:11:42 GMT
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Just tell the police that he was avoiding a ban. They'll understand why you had to cut his balls off.

Subject: Re: More permanent banning
Posted by [Caveman](#) on Thu, 09 Oct 2008 17:36:59 GMT
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Back on topic...

Can this method of banning be released as a separate DLL please, Dan?

Subject: Re: More permanent banning
Posted by [jnz](#) on Thu, 09 Oct 2008 17:48:07 GMT
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Caveman wrote on Thu, 09 October 2008 18:36Back on topic...

Can this method of banning be released as a separate DLL please, Dan?

It needs a rewrite at some point so I can make it open source, but I'm not writing it into a separate

file. If anyone wants to use it they can rip it out of YaRR themselves.

Subject: Re: More permanent banning
Posted by [Veyrdite](#) on Fri, 10 Oct 2008 05:50:32 GMT
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Couldn't we just trace down the offenders by their IP and pee in their cornflakes?
An ISP may also sue us for denying their users access to our servers, and most countries have only a few main internet service providers that most of the population uses.

Subject: Re: More permanent banning
Posted by [Goztow](#) on Fri, 10 Oct 2008 06:25:16 GMT
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Dthdealer wrote on Fri, 10 October 2008 07:50: Couldn't we just trace down the offenders by their IP and pee in their cornflakes?
An ISP may also sue us for denying their users access to our servers, and most countries have only a few main internet service providers that most of the population uses.
You didn't understand the concept, I think.

I can deny anyone from joining the server I pay for, as well.
