
Subject: Playing without Serial Online

Posted by [mr£ÄŞÄ-z](#) on Tue, 12 May 2009 17:48:02 GMT

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Will this be fixed? because you cant ban Peoples then (looking at Wittebolx)

Subject: Re: Playing without Serial Online

Posted by [StealthEye](#) on Tue, 12 May 2009 20:07:26 GMT

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We don't own the serial database, hence this will not (can not) be fixed.

Subject: Re: Playing without Serial Online

Posted by [mr£ÄŞÄ-z](#) on Tue, 12 May 2009 20:13:51 GMT

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So Banned Peoples are still welcome

Subject: Re: Playing without Serial Online

Posted by [Goztow](#) on Tue, 12 May 2009 20:30:52 GMT

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madrackz wrote on Tue, 12 May 2009 22:13So Banned Peoples are still welcome
Not if you restrict your users to only use WOL.

Subject: Re: Playing without Serial Online

Posted by [mr£ÄŞÄ-z](#) on Tue, 12 May 2009 20:53:44 GMT

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Goztow wrote on Tue, 12 May 2009 15:30madrackz wrote on Tue, 12 May 2009 22:13So Banned
Peoples are still welcome
Not if you restrict your users to only use WOL.

Can be bypassed

Subject: Re: Playing without Serial Online

Posted by [StealthEye](#) on Tue, 12 May 2009 21:45:35 GMT

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No, it can't.

Subject: Re: Playing without Serial Online
Posted by [Dover](#) on Tue, 12 May 2009 22:19:20 GMT
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Goztow wrote on Tue, 12 May 2009 13:30madrackz wrote on Tue, 12 May 2009 22:13So Banned Peoples are still welcome
Not if you restrict your users to only use WOL.

Would that also restrict direct connects? >:(

Subject: Re: Playing without Serial Online
Posted by [StealthEye](#) on Tue, 12 May 2009 22:22:13 GMT
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Yes it does, and it blocks GSA users from joining too, that's the main problem with that method. It is the only way to ensure the serials are valid currently though. This blocking is not going to be implemented in TT for that reason (and some other additional reasons...).

Subject: Re: Playing without Serial Online
Posted by [Dover](#) on Tue, 12 May 2009 22:23:38 GMT
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That's good. I doubt anyone will mind that GSA is being blocked, but DCing is just too convenient.
:/

Subject: Re: Playing without Serial Online
Posted by [Goztow](#) on Wed, 13 May 2009 06:34:14 GMT
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The method BlackIntel currently implemented would allow the users of your choice to dc. DC'ers are presented with a password, if you give out that password to a restricted number of players, then they could use dc. We never did this because we never had regulars not using WOL/xwis but it would be an option for servers that like to get a good protection and keep their dc regulars.

Subject: Re: Playing without Serial Online
Posted by [mr£\\$Å-z](#) on Wed, 13 May 2009 15:48:31 GMT
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StealthEye wrote on Tue, 12 May 2009 16:45No, it can't.
lol we will see

Subject: Re: Playing without Serial Online
Posted by [StealthEye](#) on Wed, 13 May 2009 16:03:23 GMT
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We block DC, so try it on the BI/TK2 server then if you think it's possible. (I'm not saying it's impossible to bypass since there are always other bugs that can be exploited etc., but it's probably not as easy as you seem to think it is)

Subject: Re: Playing without Serial Online
Posted by [mrÅ£ÅŞÅ-z](#) on Wed, 13 May 2009 16:37:28 GMT
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Im not talking of DC

Subject: Re: Playing without Serial Online
Posted by [Goztow](#) on Wed, 13 May 2009 16:44:54 GMT
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Then you're not using DC, are you . And you still need a valid serial then!

Subject: Re: Playing without Serial Online
Posted by [mrÅ£ÅŞÅ-z](#) on Wed, 13 May 2009 17:39:16 GMT
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Lets wair till the TT Patch come out, then we can start another war

Subject: Re: Playing without Serial Online
Posted by [EvilWhiteDragon](#) on Wed, 13 May 2009 18:01:47 GMT
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madrackz wrote on Wed, 13 May 2009 19:39 Lets wair till the TT Patch come out, then we can start another war

Just try it on the BI server, because now you're all shouting that it is possible and whatever, but TT will use (mostly) the same way of DC control as BI currently has.

Subject: Re: Playing without Serial Online
Posted by [Prulez](#) on Wed, 13 May 2009 18:47:19 GMT
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Goztow wrote on Wed, 13 May 2009 08:34 The method BlackIntel currently implemented would allow the users of your choice to dc. DC'ers are presented with a password, if you give out that

password to a restricted number of players, then they could use dc. We never did this because we never had regulars not using WOL/xwis but it would be an option for servers that like to get a good protection and keep their dc regulars.

That's a pretty neat system indeed, would be nice if that system would be included into TT/SSGM

Subject: Re: Playing without Serial Online
Posted by [Canadacdn](#) on Fri, 15 May 2009 05:38:38 GMT
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Speaking of D/C and GSA, will TT do anything to fix the problem with servers on the WOL list not displaying players who have joined though those two methods?

For example, two players join my server using GSA, but WOL says there are 0 players inside the server. What the fuck is up with that?

Subject: Re: Playing without Serial Online
Posted by [StealthEye](#) on Fri, 15 May 2009 06:51:54 GMT
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That's because WOL counts the players that connected through it. It's possible to work around it but I'm not sure how much work that would be. It may be done, but don't count on it.

Subject: Re: Playing without Serial Online
Posted by [cAmpa](#) on Fri, 15 May 2009 14:01:50 GMT
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Serial changers ala loki etc. etc., or XSHIT.
That's a bit like aids or cancer.

Is there no third way?

(A 100% running ban hammer would be fair enough, maybe 4.0 could send stuff like the MAC adress on connect?)

Subject: Re: Playing without Serial Online
Posted by [Ghostshaw](#) on Fri, 15 May 2009 14:32:13 GMT
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MAC address can be changed easily. Same goes for virtually every hardware related signature (RG included HD serials and we all know how well that worked).

Subject: Re: Playing without Serial Online
Posted by [mr£\\$Ä-z](#) on Fri, 15 May 2009 14:51:35 GMT
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0x90

Subject: Re: Playing without Serial Online
Posted by [Gen_Blacky](#) on Fri, 15 May 2009 16:47:21 GMT
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is direct connect going to be allowed , should allow a direct connect option in the client.

Subject: Re: Playing without Serial Online
Posted by [cAmpa](#) on Fri, 15 May 2009 16:55:46 GMT
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Ghostshaw wrote on Fri, 15 May 2009 16:32MAC address can be changed easily. Same goes for virtually every hardware related signature (RG included HD serials and we all know how well that worked).

Is there no alternative?

Subject: Re: Playing without Serial Online
Posted by [Genesis2001](#) on Fri, 15 May 2009 17:39:44 GMT
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Gen_Blacky wrote on Fri, 15 May 2009 09:47is direct connect going to be allowed , should allow a direct connect option in the client.

Disallowing direct connect would be up to the server owner. I'd say make it an option on the FDS.

Subject: Re: Playing without Serial Online
Posted by [StealthEye](#) on Fri, 15 May 2009 22:08:19 GMT
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cAmpa wrote on Fri, 15 May 2009 18:55Ghostshaw wrote on Fri, 15 May 2009 16:32MAC address can be changed easily. Same goes for virtually every hardware related signature (RG included HD serials and we all know how well that worked).

Is there no alternative? Nope; as long as the client needs to fetch and send it, it can fake and

send it too.

Subject: Re: Playing without Serial Online
Posted by [Goztow](#) on Sat, 16 May 2009 07:26:08 GMT
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Didn't roshambo find a pretty effective ban method going back to the street's closest ISP "hub"?

Subject: Re: Playing without Serial Online
Posted by [jnz](#) on Sat, 16 May 2009 09:12:20 GMT
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Goztow wrote on Sat, 16 May 2009 08:26: Didn't roshambo find a pretty effective ban method going back to the street's closest ISP "hub"?

It didn't work very well, it sometimes took a very long time to find it.

Subject: Re: Playing without Serial Online
Posted by [Ghostshaw](#) on Sun, 17 May 2009 13:59:44 GMT
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Besides that its unfortunately not as good as it seemed to be, depending on the users ISP.

Subject: Re: Playing without Serial Online
Posted by [Carrierll](#) on Sun, 17 May 2009 17:50:39 GMT
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Ghostshaw wrote on Sun, 17 May 2009 14:59: Besides that its unfortunately not as good as it seemed to be, depending on the users ISP.

And I fear that you may ban all of my town if you do that. :-s

Subject: Re: Playing without Serial Online
Posted by [Gen_Blacky](#) on Mon, 18 May 2009 15:15:59 GMT
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make each client in the tt patch generate there own serial and then use that to ban people instead of renegade serial.

Subject: Re: Playing without Serial Online
Posted by [StealthEye](#) on Mon, 18 May 2009 19:06:36 GMT
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And they will generate another... :/

Subject: Re: Playing without Serial Online
Posted by [Gen_Blacky](#) on Mon, 18 May 2009 23:29:24 GMT
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make it so u can't change your client serial and decode it.

Subject: Re: Playing without Serial Online
Posted by [RTsa](#) on Tue, 19 May 2009 17:14:36 GMT
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Gen_Blacky wrote on Tue, 19 May 2009 02:29make it so u can't change your client serial and decode it.

How exactly would that work? What if you uninstall Renegade (& wipe registry & all traces of the serial) then reinstall the game? Wouldn't it generate a new serial then?

Subject: Re: Playing without Serial Online
Posted by [mr£ÅŞÄ-z](#) on Tue, 19 May 2009 18:02:36 GMT
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to bad renegade only costs 7€
