
Subject: Regarding Renegade Resurrection
Posted by [a000clown](#) on Thu, 04 Jun 2009 19:55:06 GMT
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Are any of the features in RR going to be implemented? I asked on Yrr's forum but he basically said he doesn't know.

I'm most interested in the deny/allow access rules (specifically the CIDR banning) as I use it quite a bit (both to protect moderator nicknames and to ban subnets) and don't want to lose that when the TT patch is ready.

Subject: Re: Regarding Renegade Resurrection
Posted by [StealthEye](#) on Thu, 04 Jun 2009 21:41:46 GMT
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I don't know much about those RR access rules. Please explain what they are. Since I don't know what it is, I don't think it has been implemented (yet), but it may or may not be done in the future if we know what you mean.

Subject: Re: Regarding Renegade Resurrection
Posted by [a000clown](#) on Thu, 04 Jun 2009 23:15:27 GMT
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Ok, well here's the two config files RR comes packaged with:

```
access.cfg
Toggle Spoiler// only allow nickname 'test' with the given serial
{
  allow name:test hash:fd383e2ebaa4262d873dc4f68d7ae028
  deny name:test reason:'Nickname is reserved!'
}
```

```
// ban IP addresses using CIDR
deny address:123.123.123.0/24 reason:'Your ISP sucks :P'
```

```
// ban clients by serial hash
deny hash:fd383e2ebaa4262d873dc4f68d7ae028
```

```
// ban nicknames
deny name:*bantestnick*
deny name: '*another test player*'
```

```

// allow player to use a reserved slot (by serial hash)
allow-reserved hash:fd383e2ebaa4262d873dc4f68d7ae028

// allow player to use a reserved slot (by address)
allow-reserved address:123.123.123.0/24

server.cfg
Toggle Spoilergame
{
    emptyTeamBehaviour = 'interrupt'; // sets what will happen if one team runs out of players:
        // 'default' - default Renegade behavior: the game is paused
        // 'ignore' - the game can be played as if there are players on both
teams (choose this for co-op)
        // 'interrupt' - the game will be interrupted (no damage allowed, but
anything else can be done)
    nonResurrectionJoinMessage = yes; // sends a host message to all players when a client
without Resurrection joins
    nonResurrectionPopupMessage = yes; // when a player without Resurrection joins the server, a
popup will be send to him
    reservedSlots = 0; // number of additional slots for special players defined in
access.cfg
    popupPauseMessage = yes; // a (popup) message will be to all players when the game
pauses/continues
    revivableBuildings = no; // allows buildings to be revived when destroyed
    totalConversion = no; // set this if you are using Resurrection for a total conversion
modification like 'A Path Beyond'
        // If set to 'yes', remove Resurrection's data/armor.ini file!
    unevenTeamLimit = 1; // Does not allow one team to have the given number of players
MORE than the other team.
        // This does only affect team changing (it forbids players to change the
team if it would break the rule above).
        // Set to 0 to disable.

killMessages
{
    enabled = yes; // enable extended kill messages
    showComputerVsPlayer = yes; // show message if a player was killed by AI
    showPlayerVsComputer = yes; // show message if AI was killed by a player
    showSuicides = yes; // show message if a player killed himself
    showVehicles = yes; // show the vehicle used for the kill
    showWeapons = yes; // show the weapon used for the kill
}

powerups
{
    allowPickupInVehicle = no; // allow players to pickup powerups from within a vehicle

```

```

}

scores
{
    applyPointsFix = yes; // fixes a bug in Renegade's score calculation

    modifiers
    {
        // renegade default:
        damageFriendly      = -1.00; // -1.0
        damageFriendlyBuildings = -1.50; // -1.0
        damageFriendlySoldiers = -2.25; // -1.0
        damageFriendlyVehicles = -1.50; // -1.0
        damageHostile       = 1.00; // 1.0
        damageHostileBuildings = 1.00; // 1.0
        damageHostileSoldiers = 1.55; // 1.0
        damageHostileVehicles = 1.25; // 1.0
        repairFriendly      = 1.00; // 0.5
        repairFriendlyBuildings = 0.75; // 0.5
        repairFriendlySoldiers = 1.25; // 0.5
        repairFriendlyVehicles = 1.00; // 0.5
        repairHostile       = -1.00; // -0.5
        repairHostileBuildings = -1.50; // -0.5
        repairHostileSoldiers = -2.25; // -0.5
        repairHostileVehicles = -1.50; // -0.5
    }
}

spectator
{
    allow      = yes; // allow spectator mode
    penaltyTime = 30; // time in seconds a player has to stay in spectator mode until he can
rejoin the game
}

suicide
{
    allow      = yes; // can players commit suicide?
    penaltyAllMoney = no; // the player loses all money on suicide
    penaltyTime  = 15; // time in seconds a player has to wait for respawn after committing
suicide
}

vehicles
{
    artillery
    {
        reduceCameraShake = yes; // reduces the artillery's camera shake duration and range
while slightly increasing its intensity
    }
}

```

```

        // does only apply to Resurrection clients using RR 1.0.3 or above
    }
}

weapons
{
    improveExplosions = yes; // makes explosions distance and damage calculation much more
precise

    beacons
    {
        allowAtGameEnd = no; // allow beacons at game end, when there is not more time for
them to detonate ('no' avoids beacon spam at end of game)
        allowMoreThanOne = no; // allow more than one placed beacon per player ('no' avoids
beacon spam at end of game)
    }

    c4
    {
        allowAttachToTeam = no; // can players attach C4 to friendly units (soldiers, vehicles,
terminals)?
        allowDefuseOwn = yes; // can players defuse own C4?
        damagesOwnVehicle = yes; // can C4 damage the vehicle of the player who placed the
C4?
        improveProximity = yes; // makes enemy detection of proximity C4 much more precise
        remoteDetonationChain = yes; // detonates remote C4 one by one, instead of all at once
    }
}

maps
{
    mesa
    {
        useAlternateHarvesterPaths = yes; // use alternate Harvester paths to avoid AGT fire at the
Nod harvester
    }
}

cheats
{
    kickMessage = 'You were caught cheating.';
}

```

```

aimbot
{
    detect = yes; // enable client-side Aimbot detection
    kick  = yes; // auto-kick player when detected
}

bigHead
{
    detect = yes; // enable BigHead detection
}

damageHack
{
    detect = yes; // enable Damage Hack detection
}

fireRangeHack
{
    detect = yes; // enable FireRange Hack detection
}

fireRateHack
{
    detect = yes; // enable FireRate Hack detection
}

rgh
{
    detect = yes; // enable client-side *cheat name removed*detection
    kick  = yes; // auto-kick player when detected
}

sniperHack
{
    detect = yes; // enable Sniper Hack detection
}

terminalHack
{
    detect      = yes; // enable Terminal Hack detection
    distanceBlock = 5; // block purchase request if the next friendly terminal is more than X
meters away
    distanceCheat = 75; // treat as cheating if the next friendly terminal is more than X meters
away
}
}

```

```

// TCP Remote Console
remote
{
    enabled = no;
    password = 'aPassword';
    port    = 4848;
}

// add your own GameSpy information here
gamespy
{
    enabled = yes; // show server in GameSpy listing (recommended ;)

    // shows additional data in the GameSpy/ASE server information window
    data
    {
        /* EXAMPLES:
        Administrator = 'Yrr (yrr@icefinch.net)';
        IRC           = '#Resurrection, irc.n00bstories.com';
        */
    }
}

```

So basically you have a deny rule to block access to anyone using a given nickname/hash/address, and then an allow rule to make an exception to individuals. You can mix and match these in some cases to be more restrictive, for example:
deny address:123.123.123.0/24 hash:fd383e2ebaa4262d873dc4f68d7ae028
That would only deny access if both the address and hash match up.

If you want to make it a bit simpler you can have individual bans and then exceptions that override everything, opposed to individual exceptions per deny rule.

Subject: Re: Regarding Renegade Resurrection
Posted by [StealthEye](#) on Fri, 05 Jun 2009 08:33:34 GMT
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I think that will be quite a hassle to port... I don't think we will implement this because of that. We will have a somewhat more advanced ban system than the original (at least serial&reason support), but probably less advanced than this.

Subject: Re: Regarding Renegade Resurrection

Posted by [jnz](#) on Fri, 05 Jun 2009 11:15:07 GMT

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StealthEye wrote on Fri, 05 June 2009 09:33 I think that will be quite a hassle to port... I don't think we will implement this because of that. We will have a somewhat more advanced ban system than the original (at least serial&reason support), but probably less advanced than this.

It hasn't been fully implimented yet, though. So at least we could think about it.

Subject: Re: Regarding Renegade Resurrection

Posted by [Jeroenganges](#) on Sat, 06 Jun 2009 14:02:03 GMT

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I don't think serial ban is a good idea as lots of people don't have their own serial but got a serial from the internet as they can't buy the game anymore. (Yeah I know todays ban works on serial 2)

Subject: Re: Regarding Renegade Resurrection

Posted by [EvilWhiteDragon](#) on Sat, 06 Jun 2009 15:09:50 GMT

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Jeroenganges wrote on Sat, 06 June 2009 16:02 I don't think serial ban is a good idea as lots of people don't have their own serial but got a serial from the internet as they can't buy the game anymore. (Yeah I know todays ban works on serial 2)

You can as far as I know still buy the game. At least you can by the first decade and such which still include Renegade.

Subject: Re: Regarding Renegade Resurrection

Posted by [Goztow](#) on Sat, 06 Jun 2009 15:14:12 GMT

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<http://www.bol.com/nl/p/games/command-conquer-renegade/1004004000001376/index.html>

10 €

If you can buy it in the Netherlands, surely you can also buy it elsewhere. There's also the first decade.

Subject: Re: Regarding Renegade Resurrection

Posted by [Jeroenganges](#) on Sat, 06 Jun 2009 15:49:17 GMT

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Goztow wrote on Sat, 06 June 2009 10:14

<http://www.bol.com/nl/p/games/command-conquer-renegade/1004004000001376/index.html>

10 €

If you can buy it in the Netherlands, surely you can also buy it elsewhere. There's also the first decade.

Try to order it, after a few days you'll get your money back and a note that they didn't manage to order the game for you.

Also, not much people will buy The First Decade only if they want to play Renegade.

Subject: Re: Regarding Renegade Resurrection
Posted by [Goztow](#) on Sat, 06 Jun 2009 16:10:17 GMT
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A friend of mine ordered it successfully a few months ago. Maybe they had a temporary rupture of stock?

Subject: Re: Regarding Renegade Resurrection
Posted by [a000clown](#) on Sat, 06 Jun 2009 16:16:08 GMT
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Jeroenganges wrote on Sat, 06 June 2009 10:02: I don't think serial ban is a good idea as lots of people don't have their own serial but got a serial from the internet as they can't buy the game anymore. (Yeah I know today's ban works on serial 2)
I'll take my chances. I don't mind having a few additional casualties if it means keeping cheaters and other idiots out.
