
Subject: Serials

Posted by [Gen_Blacky](#) on Sun, 28 Mar 2010 06:10:29 GMT

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Will TT be doing anything about all the fake serials out there? Making a new serial system for users or some kind of identification system?

Subject: Re: Serials

Posted by [Sladewill](#) on Sun, 28 Mar 2010 11:09:28 GMT

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I thought the fake serials didnt even work

Subject: Re: Serials

Posted by [Goztow](#) on Sun, 28 Mar 2010 17:12:42 GMT

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Sladewill wrote on Sun, 28 March 2010 13:09: I thought the fake serials didnt even work
Blame server owners for putting their server on gamespy and actively disabling serial check because the gamespy serial database isn't up to date.

Subject: Re: Serials

Posted by [halo2pac](#) on Wed, 31 Mar 2010 01:09:03 GMT

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Speaking of serials and name checking ... I hate direct connectors because they can choose your name and use it.. thats the whole point of serial checking and the WOL system. I like being able to have my name to my self.

Will the new TT patch get rid of direct connectors or have the option to block them?

Subject: Re: Serials

Posted by [a000clown](#) on Wed, 31 Mar 2010 02:42:17 GMT

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Possible solutions have already been provided and discussed here:
<http://www.renegadeforums.com/index.php?t=msg&th=29417>

Although no one has confirmed if any will be implemented yet.

Subject: Re: Serials

Posted by [Gen_Blacky](#) on Wed, 31 Mar 2010 05:23:46 GMT

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I was talking about making a unique id or something for every person that uses tt client and that would solve everything. At least for servers that force everyone to use the tt update.

Subject: Re: Serials

Posted by [Clark Kent](#) on Wed, 31 Mar 2010 16:50:35 GMT

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Mr.NiceGuy wrote on Tue, 30 March 2010 23:23I was talking about making a unique id or something for every person that uses tt client and that would solve everything. At least for servers that force everyone to use the tt update.

I was under the impression that TT was manditory for all people that wanted to play Ren online?

Subject: Re: Serials

Posted by [EvilWhiteDragon](#) on Wed, 31 Mar 2010 17:39:16 GMT

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Clark Kent wrote on Wed, 31 March 2010 18:50Mr.NiceGuy wrote on Tue, 30 March 2010 23:23I was talking about making a unique id or something for every person that uses tt client and that would solve everything. At least for servers that force everyone to use the tt update.

I was under the impression that TT was manditory for all people that wanted to play Ren online?

That is the plan yes.

also, creating a unique ID, and then? why wouldn't someone nick your ID?

Subject: Re: Serials

Posted by [Gen_Blacky](#) on Wed, 31 Mar 2010 18:42:21 GMT

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well you would encrypt the id so no one could change it even if they reinstalled renegade or tried to bypass it. Like giving each user a special install password. They cant install without that password and it would just generate this id. It was just an idea and might take a lot of work. Servers would just kick someone using a name that's under a different id or whatever. It would basically replace renegade serials and we wouldn't even worry about players serial's anymore. This kind of system might have a problem with many people not being able to install the update and drive many players away.

This would solve the gsa and the direct connect problem because they will still have to use the tt client.

Subject: Re: Serials

Posted by [Goztow](#) on Wed, 31 Mar 2010 19:30:09 GMT

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Allow one single nickname (or whatever id you want to use) per install. If they want to change nicknames, then they need to reinstall. I bet that even the worst nolifes get sick of reinstalling their game every time they want to bypass a simple nickname ban.

Subject: Re: Serials

Posted by [Carrierll](#) on Wed, 31 Mar 2010 19:56:36 GMT

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Goztow wrote on Wed, 31 March 2010 20:30 Allow one single nickname (or whatever id you want to use) per install. If they want to change nicknames, then they need to reinstall. I bet that even the worst nolifes get sick of reinstalling their game every time they want to bypass a simple nickname ban.

And if various legitimate (clanwars, for example) players want to change names, they can't easily either. Nice idea - better to tie all nicknames used by one install together, so that if one is banned, they all are. (Thus legit players can swap, no-lifes discover all of their 9 nicks are banned and have to reinstall).

Subject: Re: Serials

Posted by [Sladewill](#) on Wed, 31 Mar 2010 20:45:15 GMT

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this was the whole point of the serial being unique and u want to put another system on top of that to cause more problems?

Subject: Re: Serials

Posted by [Goztow](#) on Wed, 31 Mar 2010 20:46:03 GMT

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(or whatever id you want to use)

Subject: Re: Serials

Posted by [Gen_Blacky](#) on Wed, 31 Mar 2010 21:20:31 GMT

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player could have more than one nick. Serials aren't unique anymore only for xwis players. Unless it can identify legit serials.

Subject: Re: Serials

Posted by [HaTe](#) on Thu, 01 Apr 2010 00:51:56 GMT

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Quote:Allow one single nickname (or whatever id you want to use) per install. If they want to change nicknames, then they need to reinstall.

Was this in all seriousness? That is completely retarded in my opinion. Using different nicknames is something every player should have the right to do....making it so we would have to reinstall to change our god damn nicknames would be plain insane honestly..

Subject: Re: Serials

Posted by [Goztow](#) on Thu, 01 Apr 2010 06:17:28 GMT

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Goztow wrote on Wed, 31 March 2010 22:46 (or whatever id you want to use)

Subject: Re: Serials

Posted by [TruYuri](#) on Thu, 01 Apr 2010 06:26:48 GMT

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Goztow wrote on Thu, 01 April 2010 00:17Goztow wrote on Wed, 31 March 2010 22:46 (or whatever id you want to use)

This is getting to the point of hilarious that you have to keep quoting this.

Subject: Re: Serials

Posted by [Goztow](#) on Thu, 01 Apr 2010 06:58:59 GMT

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Not as hilarious as the people claiming they need to have the right to change their nickname. It's a bit like saying you need the right to change your first name in real life... Just a bit of course.

Bear in mind many new games also restrict the amount of nicknames you can use. It's only in Renegade that we have a habit of fucking around on servers, then changing nicks and ip's to bypass a ban.

Subject: Re: Serials

Posted by [EvilWhiteDragon](#) on Thu, 01 Apr 2010 07:44:45 GMT

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The problem is that ID's can be changed, maybe not easily, but they can be changed.

The chances are rather high that it would somewhere be intercepted and thus can be read and changed. The fact that the server needs this ID to ban doesn't make this any better.

Subject: Re: Serials

Posted by [EvilWhiteDragon](#) on Thu, 01 Apr 2010 07:48:05 GMT

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Goztow wrote on Sun, 28 March 2010 19:12Sladewill wrote on Sun, 28 March 2010 13:09I thought the fake serials didnt even work

Blame server owners for putting their server on gamespy and actively disabling serial check because the gamespy serial database isn't up to date.

Actually, that doesn't have anything to do with this, as one can connect to normal WOL only servers as well using DC. You're just lucky that StealthEye made a proper way to check whether the user is on WOL or not and you're being an ass to communities that don't have this.

Subject: Re: Serials

Posted by [Zion](#) on Thu, 01 Apr 2010 07:52:39 GMT

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Goztow wrote on Thu, 01 April 2010 07:58Not as hilarious as the people claiming they need to have the right to change their nickname. It's a bit like saying you need the right to change your first name in real life... Just a bit of course.

Funny you say that, because the majority of people do actually have the right to change their birth name. Of course they have to go through the proper channels, and inform utility, bank, etc of the name change, but it's still perfectly legal.

I'm against the one nick per install, a group of nicks like CarrierII suggested is a good idea though.

Subject: Re: Serials

Posted by [CarrierII](#) on Thu, 01 Apr 2010 12:47:00 GMT

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Indeed, I just ran with the nickname idea because the serials issue is not really fixable.

Subject: Re: Serials

Posted by [StealthEye](#) on Thu, 01 Apr 2010 17:08:25 GMT

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The group of nicknames will have the same issue though: the problem isn't so much how to limit, and whether it's on nickname, serial, hardware id or whatever else. The problem is preventing players from faking this information. This can't be prevented; it can only be made harder by means of an online registration service or something like that. Making it harder for people to change their id however also makes it harder for new players to register, which we probably want to avoid.

Subject: Re: Serials

Posted by [Goztow](#) on Thu, 01 Apr 2010 18:23:19 GMT

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EvilWhiteDragon wrote on Thu, 01 April 2010 09:48Goztow wrote on Sun, 28 March 2010 19:12Sladewill wrote on Sun, 28 March 2010 13:09I thought the fake serials didnt even work Blame server owners for putting their server on gamespy and actively disabling serial check because the gamespy serial database isn't up to date.

Actually, that doesn't have anything to do with this, as one can connect to normal WOL only servers as well using DC. You're just lucky that StealthEye made a proper way to check whether the user is on WOL or not and you're being an ass to communities that don't have this. I'm not the one who isn't releasing it... When exactly was BI's last release?

Subject: Re: Serials

Posted by [GEORGE ZIMMER](#) on Thu, 01 Apr 2010 18:30:47 GMT

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StealthEye wrote on Thu, 01 April 2010 11:08The group of nicknames will have the same issue though: the problem isn't so much how to limit, and whether it's on nickname, serial, hardware id or whatever else. The problem is preventing players from faking this information. This can't be prevented; it can only be made harder by means of an online registration service or something like that. Making it harder for people to change their id however also makes it harder for new players to register, which we probably want to avoid.

Yeah, exactly. It's people faking their ID that's the real problem. I remember having to deal with that shit alot on a server I was admin of awhile back. People don't realize how annoying just one person can be... let alone hundreds.

Subject: Re: Serials

Posted by [Goztow](#) on Thu, 01 Apr 2010 18:34:58 GMT

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It's not as much a matter of people being able to hack around your protection, it's a matter of how easy / often you can update. People will ALWAYS be able to hack around your protections, be it cheat detection, serial bans or whatever. It's just a matter of making it hard enough + updating regularly enough to discourage people from doing it or at least to discourage them from releasing their stuff publically.

IMO there should at least be an attempt.

Subject: Re: Serials

Posted by [GEORGE ZIMMER](#) on Thu, 01 Apr 2010 18:36:51 GMT

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Goztow wrote on Thu, 01 April 2010 12:34It's not as much a matter of people being able to hack around your protection, it's a matter of how easy / often you can update. People will ALWAYS be able to hack around your protections, be it cheat detection, serial bans or whatever. It's just a matter of making it hard enough + updating regularly enough to discourage people from doing it or at least to discourage them from releasing their stuff publically.

IMO there should at least be an attempt.

Yeah.

I'd like to see it so you have to reinstall every single time to bypass a serial ban, atleast. AFAIK, you don't have to.

Subject: Re: Serials

Posted by [Gen_Blacky](#) on Fri, 02 Apr 2010 22:22:18 GMT

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StealthEye wrote on Thu, 01 April 2010 12:08The group of nicknames will have the same issue though: the problem isn't so much how to limit, and whether it's on nickname, serial, hardware id or whatever else. The problem is preventing players from faking this information. This can't be prevented; it can only be made harder by means of a online registration service or something like that. Making it harder for people to change their id however also makes it harder for new players to register, which we probably want to avoid.

well i would expect what ever system you guys use it would be encrypted several different not just one way. Once someone figures out how to change this information i would expect tt to make monthly updates. once the flaws have been found, or making it even harder to change that information.

Yea making a complex online registration will be a big struggle. Hopefully you guys can make simple system that will be secure and simple to use.

Maybe make a system like renlist had. Where you just login with the tt client to wol, its just as fast as direct connecting. Then block direct connecting. That would stop nick spoofing but might piss of some players and maybe easily bypassed. For gamespy players it would just auto load the tt client when they start renegade.

I currently only use dc to play in servers. But if tt had a system like that i wouldn't mind it.

Subject: Re: Serials

Posted by [EvilWhiteDragon](#) on Sat, 03 Apr 2010 09:21:26 GMT

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Goztow wrote on Thu, 01 April 2010 20:23 EvilWhiteDragon wrote on Thu, 01 April 2010 09:48 Goztow wrote on Sun, 28 March 2010 19:12 Sladewill wrote on Sun, 28 March 2010 13:09 I thought the fake serials didnt even work

Blame server owners for putting their server on gamespy and actively disabling serial check because the gamespy serial database isn't up to date.

Actually, that doesn't have anything to do with this, as one can connect to normal WOL only servers as well using DC. You're just lucky that StealthEye made a proper way to check whether the user is on WOL or not and you're being an ass to communities that don't have this.

I'm not the one who isn't releasing it... When exactly was BI's last release?

And you also know why we're not releasing it. It's simply because we'd need to give out the sourcecode which we don't want (cheatsensitive), or StealthEye would need to redo a lot of our code to move it out of scripts.dll

Subject: Re: Serials

Posted by [Goztow](#) on Sat, 03 Apr 2010 09:35:23 GMT

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It was included in xwis.dll for the cw servers we ran for a while, together with pointsfix. I suppose the items used from scripts.dll in there would be very limited, but I'm not the coder of course... As for cheat sensitivity: I cannot evaluate that, but I personally fail to see how a DC-blocker could make Renegade even more cheat sensitive than it currently is. If you say so, I guess it's true...

Subject: Re: Serials

Posted by [a000clown](#) on Sat, 03 Apr 2010 19:21:39 GMT

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Maybe I'm being naive but can't you just ask the copyright holder of the scripts.dll project (jonwil?) for a one-time exemption to release this dll without the source or grant use of an alternate license?

I know this suggestion goes against everything the GNU GPL license stands for but it would certainly simplify things and imo the reasons for such an exemption should be understood.

Subject: Re: Serials

Posted by [Sladewill](#) on Sat, 03 Apr 2010 21:49:40 GMT

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Why not provide it in another dll file, under a different lisencc.

Subject: Re: Serials

Posted by [a000clown](#) on Sat, 03 Apr 2010 22:09:41 GMT

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Sladewill wrote on Sat, 03 April 2010 16:49 Why not provide it in another dll file, under a different licence.

EvilWhiteDragon wrote on Sat, 03 April 2010 04:21 StealthEye would need to redo a lot of our code to move it out of scripts.dll

^ That's why...

Subject: Re: Serials

Posted by [Sladewill](#) on Sun, 04 Apr 2010 11:18:41 GMT

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:S but it would be worth it

Subject: Re: Serials

Posted by [EvilWhiteDragon](#) on Tue, 06 Apr 2010 11:25:45 GMT

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Goztow wrote on Sat, 03 April 2010 11:35 It was included in xwis.dll for the cw servers we ran for a while, together with pointsfix. I suppose the items used from scripts.dll in there would be very limited, but I'm not the coder of course... As for cheat sensitivity: I cannot evaluate that, but I personally fail to see how a DC-blocker could make Renegade even more cheat sensitive than it currently is. If you say so, I guess it's true...

The fact that the assembly hacks are in either scripts.dll or in xwis.dll which needs BICEPS which needs scripts. This could make it easier for cheaters to abuse scripts.dll even more.

Subject: Re: Serials

Posted by [Jerad2142](#) on Thu, 22 Apr 2010 15:01:48 GMT

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Sladewill wrote on Sun, 28 March 2010 05:09 I thought the fake serials didnt even work Pffff, Ren has issues getting real serials to work, let alone the fake ones.
