Subject: How did this happen?
Posted by GoTWhisKéY on Mon, 29 Nov 2010 17:06:51 GMT
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I don't know the entire story, but from I gather:

1. Troop was somehow let into TT
2. He was given access to TT source code
3. He uploaded the entire thing and released it to the main renegade cheats forum where 0x90 resides

so....
Can we get an explanation from TT on how this happened?
Are we fucked or what?

Subject: Re: How did this happen?
Posted by Crimson on Mon, 29 Nov 2010 17:14:42 GMT
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jonwil hasn't been online since the incident so I have not yet been able to get an explanation as to why he would share any of this information or code with someone who has been an indescribable moron from day 1. Troop was definitely NOT a member of TT and never would have been.

Once I know more, I will let you guys know.

To everyone: Do NOT post the link to the files or any other page that has a link to the files or you will be banned from this forum for whatever time period I deem necessary!

Subject: Re: How did this happen?
Posted by Hitman on Mon, 29 Nov 2010 17:33:26 GMT
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my god just lay that entire TT project to rest already

Subject: Re: How did this happen?
Posted by GoTWhisKéY on Mon, 29 Nov 2010 17:49:43 GMT
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0x90's gonna take that code, bend it over, fuck it, insemenate it with his cheat seed, and give birth to *cheat name removed* jr 2011 edition

---

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Mon, 29 Nov 2010 18:06:19 GMT
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Since we're pretty much fucked anyway:
Quote:
<jonwil> hi
<EvilWhiteDragon> hi
<EvilWhiteDragon> You, sir, are an idiot
<EvilWhiteDragon> So what did you want to talk about?
<jonwil> I just want to say that I did not give trooprm02 the <censor> file. How he got it I am not sure but I did not give it to him.
<jonwil> <censor>.zip and <censor>.exe came from the Reborn forums as he is a reborn tester
<jonwil> and the admin of the reborn test FDS
<EvilWhiteDragon> Still you shared information that you were not supposed to share in chat with him.
<EvilWhiteDragon> jonathanwilson623@hotmail.com says:
<EvilWhiteDragon> Dont tell ANYONE I am saying this but
<EvilWhiteDragon> Hex sent me a PM with the following
<EvilWhiteDragon> Someone emailed me a rar file months ago (no idea who) with almost 2000 source files in it that contains TT, scripts and Renegade (from westwood) code
<EvilWhiteDragon> cross platform tt.dll specific engine calls
<EvilWhiteDragon> Copyright 2009 Jonathan Wilson
<EvilWhiteDragon> This file is part of the Renegade tt.dll.
<EvilWhiteDragon> CONFIDENTIAL: DO NOT USE OR DISTRIBUTE WITHOUT PERMISSION
<EvilWhiteDragon> */
<EvilWhiteDragon> The only way someone would have that comment is if they had actual source code to 4.0
<EvilWhiteDragon> That gave troop at least a hint on where to look for it heh?
<jonwil> I think what happened is that I made this post
<jonwil> http://www.renegadeforums.com/index.php?<censor>
<jonwil> and somehow he discovered http://<censor>/<censor> in the brief window it was on that site even though no public link to it existed with the only link being the one in that post
<EvilWhiteDragon> YOU FUCKING IDIOT! DONT YOU SEE WHAT GAPING HOLE YOU HAVE ON YOUR WEBSITE? DIRLISTING IN A DIRECTORY YOU USE FOR PRIVATE FILES WITH NO PASSWORD OF ANY KIND! YOU IDIOT
<EvilWhiteDragon> http://<censor>/ <-- nice files stored there
<jonwil> at the time I had no idea it was possible to dirlist that directory. Once I found out that it was possible, I stopped using it for sensitive files.
<jonwil> Nothing currently uploaded is sensitive
<EvilWhiteDragon> TT is in that dir
<jonwil> no its not
<EvilWhiteDragon> I just downloaded TT
<jonwil> binaries are there
<EvilWhiteDragon> yes
<EvilWhiteDragon> so, those are private as well
<EvilWhiteDragon> Or did I miss the release of TT?
<EvilWhiteDragon> In that case I might be misinformed...
<EvilWhiteDragon> Have you verified that the code troop leaked is the same as Hex' version?

<jonwil> yes it is identical
<jonwil> same zip file
<jonwil> rar file
<jonwil> A whole pile of APB and reborn testers have those test binaries and have been testing 4.0 for months. There was a leak of an APB test build (by a tester who was promprly banned I believe) a while back and no-one said anything at the time about that leak compromizing 4.0
<EvilWhiteDragon> I mean the sourcecode
<EvilWhiteDragon> is it identical or not?
<jonwil> yes the source code is identical to the leak
<jonwil> the <censor> file is identical to the hex/jnz leak
<EvilWhiteDragon> Ok, So it's what? 4 months old?
<jonwil> older than that
<EvilWhiteDragon> Still, I think we should set a lot of new security rules.
<jonwil> yes true
<EvilWhiteDragon> like not putting up files on private hosting
<EvilWhiteDragon> with open dirs
<jonwil> yes definatly
<jonwil> but like I said, I had no clue that it was open dir
<jonwil> we should not post TT private stuff anywhere but 100% verified private locations
<EvilWhiteDragon> You could've attached the file to your forum post for ex.
<EvilWhiteDragon> or on a private ftp
<jonwil> As mentioned though at the time I posted <censor>, I had no idea that there was any way to get to it other than through the link in the post
<jonwil> had I known the dir was open, I would have not posted it to that space
<jonwil> /me smacks self in forehead for not knowing much about how to run a website
<jonwil> and not knowing how to tell if folders are open to the world or not
<EvilWhiteDragon> I would start with putting a .htaccess on the files dir
<EvilWhiteDragon> as there are plenty of files with which you violate the NDA you signed.
<jonwil> right now I will remove the sensitive stuff until it can be uploaded somewhere thats less public
<jonwil> I dont know what web server is running on that box or the right way to set up limited access
<EvilWhiteDragon> phpinfo.php :: <?php phpinfo(); ?> and you'll probably see apache named there
<jonwil> everything even remotely sensitive has been removed
<jonwil> everything that remains in that location has been made public before by me
<jonwil> i.e. C&C3/RA3 stuff
<jonwil> and some renegade stuff like the w3d importer work I did and published a while back
<EvilWhiteDragon> well as said, I dont mind the files published there too much, just the fact that its open dir is really bad
<jonwil> the only files on that server before I removed them that were even remotly sensitive were the test builds that had fairly wide distribution with APB, AR and reborn guys having them. But they are gone now .
<EvilWhiteDragon> It's the principle JW. If w don't care about security, other people will certainly not care for it.
<jonwil> well yeah true
<jonwil> hence why I removed all the sensitive stuff
<jonwil> and will not post stuff to public unprotected locations in the future

<jonwil> the real question is what the response to the leak is. What, if any, PR do we put out. What do we tell EA. What, if any, legal avenues do we pursue. etc. I for one intend to post absolutely nothing in public.

<jonwil> the other question (and one I am totally unqalified to answer) is which bits of code we will need to rewrite to be different to whats in that code dump so that if/when 0x90 and other cheaters get hold of it, they cant abuse it for bad things

<jonwil> but right now I will say nothing anywhere in public

<jonwil> I do however have the current EA community guy in my email should anything need to be sent to him (or if it needs to come from someone else, I can point him in their direction)

<EvilWhiteDragon> I know, I introduced you remember ?

<EvilWhiteDragon> I'm trying to get 0x90 not to abuse the code. Not sur if it'll work but it's worth a try

<EvilWhiteDragon> also, he doesnt have the code currently so thats good I guess

<jonwil> ok

<jonwil> I was going to ask you if you had gotten anywhere with your investigation into setting up "BlackIntel LLC" or whatever it is called over there. But all this kind of puts a hold on that

<jonwil> since we obviously couldnt go public even if we DID have fixes for the bugs on our list

<EvilWhiteDragon> I have gotten somewhere

<jonwil> ok

<EvilWhiteDragon> just some form issues I need to ahve answered before I can set it up actually

<EvilWhiteDragon> but once thats done i think the rest would be the matter of like 2-3 weeks

<jonwil> oh and btw I cant remember ever signing any bits of paper related to TT

<jonwil> being that at the time secret stuff was first added to scripts, I was the only developer

<jonwil> and no-one else had it

<jonwil> this is most definatly not the end of the world (or even the end of 4.0) though.

<EvilWhiteDragon> it does show that something has to change

<jonwil> yes

<EvilWhiteDragon> we really should apply proper project management tecniques

<jonwil> do we want to take legal action against trooprm02?

<EvilWhiteDragon> if anyone finds the money and time, why not?

<jonwil> we need someone who knows Candian copyright law

<jonwil> I think at this point though there is no way to put the genie back into the bottle.

<EvilWhiteDragon> DCMA

<EvilWhiteDragon> particularly US companies are sensetive to that

<jonwil> canada doesnt have a DMCA

<jonwil> but we can certainly issue one against any sites that host it

<EvilWhiteDragon> USA companies or companies operating in the uSA

<EvilWhiteDragon> indeed

<jonwil> but it wont stop it going up in places outside the USA

<jonwil> or being distributed among cheaters in private/semi private locations

<EvilWhiteDragon> I'm not that afraid of UC, I think they are rather tight on copyright and such

<EvilWhiteDragon> I could be wrong of course, but still

<jonwil> btw, a google search for the files (<censor>) shows no results

<jonwil> no relavent results that is

<jonwil> some links to things about cars called TT

<jonwil> but thats about it

<jonwil> Looking through my MSN logs, there is some evidence that trooprm02 knew of the existence of <censor> before the stuff at the top of "jonwil scripts leak.txt". Not saying that means

anything though.

<jonwil> so yeah I shall let the right people handle this, I shall continue working through the list of bugs we have and leave it at that.

Subject: Re: How did this happen?
Posted by cAmpa on Mon, 29 Nov 2010 18:06:49 GMT
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Lmao, what a RQ.

Subject: Re: How did this happen?
Posted by Hitman on Mon, 29 Nov 2010 18:14:18 GMT
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audi tt patch

Subject: Re: How did this happen?
Posted by Reaver11 on Mon, 29 Nov 2010 18:37:40 GMT
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Sorry to hear, didn't know this was going on.

Subject: Re: How did this happen?
Posted by Xpert on Mon, 29 Nov 2010 18:46:46 GMT
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Well good. So Troop made himself look like an ass (again), and the stuff leaked wasn't that big of a deal.

I figured as much considering while looking through the code, there was no anti-cheat or anything. Unless I was wrong.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Mon, 29 Nov 2010 18:52:58 GMT
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Xpert wrote on Mon, 29 November 2010 19:46Well good. So Troop made himself look like an ass (again), and the stuff leaked wasn't that big of a deal.

I figured as much considering while looking through the code, there was no anti-cheat or anything.
Unless I was wrong.
Enough nasty things that can be done with this...

Subject: Re: How did this happen?
Posted by Goztow on Mon, 29 Nov 2010 18:56:14 GMT
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More renedrama on clanwars.cc
http://www.clanwars.cc/smak_leagueThread.aspx?GID=25&FID=1&ThreadID=1562 2

Subject: Re: How did this happen?
Posted by Xpert on Mon, 29 Nov 2010 19:03:02 GMT
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But what can you do now? Over 200 downloads on it since it was uploaded and posted here,
CW.CC and UC Forums. 90% of the people who downloaded it know jack shit about C++ or even
know where to start on making anything malicious for it.

The only thing you can do is enforce copyright anywhere possible to places where it's being
uploaded to and move on and continue working on it.

Maybe you'll see users running it here and there, who knows. Some will probably try it and be
disappointed that they can't use a lot of their old stuff like building bars and will just resort back
to 2.9.2 or 3.4.4 because it was a waste of time for them.

The thing I can say out of all this is the code has proven that TT isn't full of shit and wasting
everyone's time on nothing.

Subject: Re: How did this happen?
Posted by Hypnos on Mon, 29 Nov 2010 19:28:08 GMT
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Xpert wrote on Mon, 29 November 2010 19:03But what can you do now? Over 200 downloads on
it since it was uploaded and posted here, CW.CC and UC Forums. 90% of the people who
downloaded it know jack shit about C++ or even know where to start on making anything
malicious for it.

The only thing you can do is enforce copyright anywhere possible to places where it's being
uploaded to and move on and continue working on it.

Maybe you'll see users running it here and there, who knows. Some will probably try it and be
disappointed that they can't use a lot of their old stuff like building bars and will just resort back to
2.9.2 or 3.4.4 because it was a waste of time for them.

The thing I can say out of all this is the code has proven that TT isn't full of shit and wasting everyone's time on nothing.

He actually has quite a good point, despite Bosnian somewhat 'sabotaging' TT's hard work, he's shown that there is work being done

---

Subject: Re: How did this happen?
Posted by GoTWhisKéY   on Mon, 29 Nov 2010 19:30:47 GMT
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LMFAO this is about as good as wikileaks...

Once EA finds out this has happened, I can't see them EVER approving it as an official patch anymore. How can they trust TT to do anything official for them after this?

I just downloaded the file... its loaded with conversations between Troop, Jonwil, EWD, and others... I've only read like a couple and already there is tons of info in there...

PS, Can I install Scripts 4.0 when I get home? Will it work?

Subject: Re: How did this happen?
Posted by GoTWhisKéY   on Mon, 29 Nov 2010 19:39:55 GMT
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Umm... just reading through Reneleaks and found this little TIDBIT:

Quote:- [D4M1R] says:
 now 1 thing im not supposed to talk about (lol) is another anticheat method
 which is actually in existance already, but appearently nobody but a few of us are supposed to know about....
 mapch.
 its almost in the same boat tho...if more people know about it, the less effective it will become
 I guess thats why we were asked to keep quiet about it
 know what im talking about?
jonathanwilson623@hotmail.com says:
 no
 what is this mapch?
- [D4M1R] says:
 server console command
 im pretty sure the client (3.4.4) has the matching code for it tho....
 initially was designed to be a simple command to check if a player has map example.mix
 but with modified scripts, the .mix extension limitation was removed

and with a (private) matching brenbot plugin
you could run a command like !search example.exe, example.dll, example.w3d etc
search the clients data folder essentially
(effective for things like bighead, RoF, big bodies, and even advanatge skins)
THEN I realized wildcard even work
so I could search a ingame players entire c:\ drive lol
./././././rgh/ for example and etc
jonathanwilson623@hotmail.com says:
 mapch as implemented by me in scripts has no check to see what file to check for
 its not locked to .mix
- [D4M1R] says:
 "has no check to see what file to check for"?
jonathanwilson623@hotmail.com says:
 I mean its not locked to .mix
 or any other extention
 it will check anything
- [D4M1R] says:
 ah
jonathanwilson623@hotmail.com says:
 in any case it was intended for map checks
- [D4M1R] says:
 well did you know about the wilcard thing?   or did you ever think about using it as an anticheat?
jonathanwilson623@hotmail.com says:
 I have the code in front of me, wildcard shouldnt work
- [D4M1R] says:
 it does lol
jonathanwilson623@hotmail.com says:
 if it does anything, its giving false results
- [D4M1R] says:
 ../
 are you sure?
 I put test.txt in a random directory, and it found it\
jonathanwilson623@hotmail.com says:
 oh so you mean ../ amd not *.*
- [D4M1R] says:
 yes, ../
jonathanwilson623@hotmail.com says:
 ok
 in that case yes it would work
- [D4M1R] says:

jonathanwilson623@hotmail.com says:
 its not intended to be used like that
 but I have no plans to change the command (since doing so wouldnt matter)
 well wouldnt help
- [D4M1R] says:
 leave it if anything,

So what I'm getting from it... is Scripts 3.4.4 has a loophole that allows server owners to SEARCH YOUR ENTIRE C DRIVE!!! EXPLANATION ASAP PLEASE

Subject: Re: How did this happen?
Posted by Hypnos on Mon, 29 Nov 2010 19:50:44 GMT
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That's how these anti-cheats work, Whiskey, they search through specific directories, but can obviously be modified to scan entire drives.

Subject: Re: How did this happen?
Posted by GoTWhisKéY on Mon, 29 Nov 2010 19:52:14 GMT
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Isn't that a privacy issue? Next thing ya know Troop will be whacking off to wifenude.jpg

---

Subject: Re: How did this happen?
Posted by Hypnos on Mon, 29 Nov 2010 19:55:13 GMT
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Damn right it is a privacy issue, EKT used to do it when all of their members were required to use the EKT-Launcher

I remember seeing people be mortified online because Goku was trolling through their private documents such as chat logs, internet history etc.

Subject: Re: How did this happen?
Posted by GoTWhisKéY on Mon, 29 Nov 2010 19:58:29 GMT
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oh god....

So who knows how many server owners have been browsing our C drives over the years.

wow.

Subject: Re: How did this happen?
Posted by Prulez on Mon, 29 Nov 2010 20:00:18 GMT

GoTWhisKéY wrote on Mon, 29 November 2010 20:58oh god....

So who knows how many server owners have been browsing our C drives over the years.

wow.
Rest assured, not many people were aware of this (Like myself), I doubt that a lot of server owners knew..

..even though I've seen something at TmX that may have been using this "feature" to stop cheats.

Subject: Re: How did this happen?
Posted by Hypnos on Mon, 29 Nov 2010 20:02:25 GMT

Yeah, scary thought huh?

You can't tarnish all server owners with the same brush as a select few who would use this with malicious intent. The use that Bosnian was using it for, is actually pretty sound. It was an effective method of checking who was using what, and I can imagine if he was given permission to use it as evidence, then he, and many other server owners would of been able to remove more cheaters, such as people you and I probably both trust(ed)

@Prulez:- I take it you're referring to the capability to scan for the likes of Big Bodies, Big Heads, RGH, etc?

Subject: Re: How did this happen?
Posted by danpaul88 on Mon, 29 Nov 2010 20:07:21 GMT

GoTWhisKéY wrote on Mon, 29 November 2010 19:39Umm... just reading through Reneleaks and found this little TIDBIT:

Quote:<snip>

So what I'm getting from it... is Scripts 3.4.4 has a loophole that allows server owners to SEARCH YOUR ENTIRE C DRIVE!!! EXPLANATION ASAP PLEASE

Technically... unless it also filters out D:\, E:\ etc it can search EVERY drive on your computer. However I have not looked at the code behind the command so I don't know if it does or not.

If it does block that, then it only allows you to search the drive Renegade is installed on, which in my case contains nothing but games.

Subject: Re: How did this happen?
Posted by Hypnos on Mon, 29 Nov 2010 20:13:04 GMT
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That's debatable, I know that on my old computer, I had my games installed on my primary drive and simply used my secondary drive for back ups.

Subject: Re: How did this happen?
Posted by GoTWhisKéY on Mon, 29 Nov 2010 20:15:22 GMT
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The average person only uses a C drive.

So thanks to Scripts, People like Troop have had access to our private files.

Also, judging by their convo, it seems like that 'feature' was being left in Scripts 4.0 as well.

I only read 5 minutes of txt and found that out! What else is in those txt files? Reneleaks galore most likely.

Subject: Re: How did this happen?
Posted by Goztow on Mon, 29 Nov 2010 20:17:42 GMT
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There's a difference between being able to search for filenames and being able to open them. I agreet his is a privacy problem, but it's not as if people could watch your pr0n collection through Renegade.

Subject: Re: How did this happen?
Posted by Prulez on Mon, 29 Nov 2010 20:18:31 GMT
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Hypnos wrote on Mon, 29 November 2010 21:02@Prulez:- I take it you're referring to the capability to scan for the likes of Big Bodies, Big Heads, RGH, etc?
Yes, I've seen logs of the data folder being scanned for models.

As for Whiskey:

"As far as I am concerned this can only be executed from the server, and thus only by server owners, people with access to the FDS or with a bot that allows people to execute that command. Yes, it is a loophole, and quite a big one too, but I deem the chance slim that this would have been abused in the past. Also, as far as I know, you can only check the files in place; not actually read them. That is, only if you have access to the command."

Subject: Re: How did this happen?
Posted by Canadacdn on Mon, 29 Nov 2010 20:24:02 GMT
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What a joke.

GG guys.

Subject: Re: How did this happen?
Posted by Jerad2142 on Mon, 29 Nov 2010 20:34:37 GMT
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It is fail, but it was going to happen sooner or later, your just asking for trouble when the source code starts getting out to the testers.

However I don't see this killing renegade by any means. I mean really, who the fuck would still design cheats for Renegade its getting to be boring enough making mods for it, let alone making cheats for its already shrinking player base.

Worse case we just go into the code and change a few lines here and there and that'll keep the cheaters guessing for years how to make that already way out of date release compatible with the current/new TT code revisions.

(Shame he didn't release an exe of 4.0 in there, I think that'd probably start doing exactly the opposite of what he wanted and people would start coming back to the game).

Subject: Re: How did this happen?
Posted by GoTWhisKéY on Mon, 29 Nov 2010 20:41:42 GMT
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There is a scripts4.0.exe in there... i'm gonna try installing it when i get home

---

Subject: Re: How did this happen?
Posted by StealthEye on Mon, 29 Nov 2010 20:44:04 GMT
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I wasn't aware of this exploit, but as far as I can see from the code, it is only possible to check whether a file exists. i.e. it is not possible to get file listings or something which seemed to be suggested above.

Subject: Re: How did this happen?
Posted by Jerad2142 on Mon, 29 Nov 2010 20:47:00 GMT

StealthEye wrote on Mon, 29 November 2010 13:44I wasn't aware of this exploit, but as far as I can see from the code, it is only possible to check whether a file exists. i.e. it is not possible to get file listings or something which seemed to be suggested above.
Indeed, and with out the dir command it would be a lot of "fun" to find anything on someone's hard drive, as you'd have to guess every folder and then on top of that guess the name of the file your after in those folders. And after all that work, you'd get an all useful "The file Exists" or "SOL no file" sounds worth one's time doesn't it.

Subject: Re: How did this happen?
Posted by GoTWhisKéY   on Mon, 29 Nov 2010 20:57:08 GMT

The fact that it has the capability to scan your hard drive at all - that means the loophole is there and CAN be abused. Troop mentioned using a 'private' brenbot plugin with it, and Hypno's said a server owner used it to bring up private message logs... Now whats true and whats not, who knows. But if it can 'see' the files', it can essencially read them. It can probably be written into brenbot as a plugin, if it hasn't been already.

No matter the case, if that loophole exists, what else does in this 3rd party software that all of us Renegade players are using.

EA isn't going to be happy about their netcode being leaked either.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Mon, 29 Nov 2010 21:09:23 GMT

GoTWhisKéY wrote on Mon, 29 November 2010 21:57The fact that it has the capability to scan your hard drive at all - that means the loophole is there and CAN be abused. Troop mentioned using a 'private' brenbot plugin with it, and Hypno's said a server owner used it to bring up private message logs... Now whats true and whats not, who knows. But if it can 'see' the files', it can essencially read them. It can probably be written into brenbot as a plugin, if it hasn't been already.

No matter the case, if that loophole exists, what else does in this 3rd party software that all of us Renegade players are using.

EA isn't going to be happy about their netcode being leaked either.
The scan code should indeed be limited to the Renegade dir only, if we decide to keep it in place.

The source code from EA was AFAIK not about the netcode, but that is probably of little relevance. They will not like it anyways.

The netcode bits are highly annoying as it could make servers rather vulnerable for crashes.

Subject: Re: How did this happen?
Posted by TheBeerinator on Mon, 29 Nov 2010 21:22:09 GMT
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Oh boy, best not click okay on that EULA. This is not a new technique at all. Hell, if you ever play a blizzard game there is an entire DLL just for watching what you have running while you play.

Subject: Re: How did this happen?
Posted by Xpert on Mon, 29 Nov 2010 21:27:08 GMT
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Ugh people keep speculating and making up shit. Reading logs using MAPCH? Who ever said that is full of shit and is just making up things.

On #Jelly
Quote:
<Xpert> MAPCH is harmless
<Xpert> It doesn't support wildcard. You can look for any filepath yes, but not wildcard for a specific file.
<Xpert> The only useful thing about it is probably checking if the user has big bodies files.

So in short, if I wanted to look for someone's rgh.exe file on their computer, I would need to know the EXACT file path it's in for me to know if the user has it or not. There's no wildcard, so therefore it's impossible to pinpoint a file name without knowing where the file is.

So stop worrying that we're looking through your whole C drive or whatever.

And as far as this goes, I think it only works for your renegade folder.

Subject: Re: How did this happen?
Posted by Starbuzzz on Mon, 29 Nov 2010 21:30:44 GMT
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So troops's actions are very damaging. Will it really kill the game? I am trying to be optimistic.

What's the damage control on this thing? How many months before any new strains of cheats?

Subject: Re: How did this happen?
Posted by Hypnos on Mon, 29 Nov 2010 21:32:08 GMT
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@Xpert - I'm not making things up, I saw the EKT Launcher working, and it used a modified version of this MAPCH function, or at least something similar to pull up logs and internet history.

Subject: Re: How did this happen?
Posted by StealthEye on Mon, 29 Nov 2010 21:34:02 GMT
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Quote:But if it can 'see' the files', it can essencially read them. It can probably be written into brenbot as a plugin, if it hasn't been already.No, it can not read them. It can only ask the client "hey, does this file exist?" and then the client says either "yes" or "no". I'm pretty confident you can't abuse this to read files by any server side modification.

If something pulled up logs and internet history, it's probably not related at all to this mapch function (nor any other Renegade function I know of).

Subject: Re: How did this happen?
Posted by Xpert on Mon, 29 Nov 2010 21:36:27 GMT
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Starbuzzz wrote on Mon, 29 November 2010 16:30
So troops's actions are very damaging.

Somewhat.

Starbuzzz wrote on Mon, 29 November 2010 16:30
Will it really kill the game?

No.

Starbuzzz wrote on Mon, 29 November 2010 16:30
I am trying to be optimistic.

Good, stay that way.

Starbuzzz wrote on Mon, 29 November 2010 16:30
What's the damage control on this thing? How many months before any new strains of cheats?

It's not that bad really, from what I've seen really. Also, anyone with 4.0, it automatically triggers [BIATCH]'s netcode hack detection because of the different netcode in 4.0 being different. Ya people probably got a sneak peak at what TT looks like, but there's no anti-cheat in there or anything important. And from the logs, looks like this code is over 6 months old. The binaries are recent but not the code.

Subject: Re: How did this happen?
Posted by Xpert on Mon, 29 Nov 2010 21:37:37 GMT
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Hypnos wrote on Mon, 29 November 2010 16:32@Xpert - I'm not making things up, I saw the EKT Launcher working, and it used a modified version of this MAPCH function, or at least something similar to pull up logs and internet history.

That's a 3rd party program, that's different. Goku did something malicious his own way and people were stupid enough to download it. Not to mention he used *cheat name removed*himself. But that's a different story.

Subject: Re: How did this happen?
Posted by Gen_Blacky on Mon, 29 Nov 2010 21:54:00 GMT
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Indeed i have been using mapch for years to check for object files and other sensitive files that can be used as cheats. mapch is harmless you have to know the exact filename and you cant access any of files only check if the client has the file.

Subject: Re: How did this happen?
Posted by Renardin6 on Mon, 29 Nov 2010 22:35:33 GMT
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who banned him in the first place? I know the reason but come on... when you know someone has all your code...damn you think twice before banning him...

If the result is: This game is fucked, then I change of engine for Reborn. All the graphical stuff is done for now and I know a mod that will be ready for our stuff (RenX).

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Mon, 29 Nov 2010 22:53:45 GMT
View Forum Message <> Reply to Message

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Yes errors have been made, but banning troop is not one of them.

Oh and please move your mod over to RenX, saves JW a lot of time.

Subject: Re: How did this happen?
Posted by Gen_Blacky on Mon, 29 Nov 2010 23:09:09 GMT
View Forum Message <> Reply to Message

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Troop had the code long before this. Why give code out to beta testers.

Subject: Re: How did this happen?
Posted by Renardin6 on Mon, 29 Nov 2010 23:15:43 GMT
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EvilWhiteDragon wrote on Mon, 29 November 2010 23:53
Oh and please move your mod over to RenX, saves JW a lot of time.

With such answer, I begin to understand why you get your stuff leaked. What a pity.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Mon, 29 Nov 2010 23:16:00 GMT
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Gen_Blacky wrote on Tue, 30 November 2010 00:09EvilWhiteDragon wrote on Mon, 29 November 2010 16:53Renardin6 wrote on Mon, 29 November 2010 23:35who banned him in the first place? I know the reason but come on... when you know someone has all your code...damn you think twice before banning him...

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We don't, AND FUCK YOU IF YOU DON'T WANT TO READ MY POSTS.

As said, at some point it was on a open webdir (because of a leak related to Hex/Jnz). In that time Troop apparently found it and stored it so he could use it to show the world what kind of FUCKTARD he actually is at a later time.

Also, if you knew he had the code, why didn't you warn us about it? Would've been nice to actually get support from the community for once.

Subject: Re: How did this happen?
Posted by Gen_Blacky on Mon, 29 Nov 2010 23:24:51 GMT
View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Mon, 29 November 2010 17:16Gen_Blacky wrote on Tue, 30 November 2010 00:09EvilWhiteDragon wrote on Mon, 29 November 2010 16:53Renardin6 wrote on Mon, 29 November 2010 23:35who banned him in the first place? I know the reason but come on... when you know someone has all your code...damn you think twice before banning him...

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Also, if you knew he had the code, why didn't you warn us about it? Would've been nice to actually get support from the community for once.

"Also, if you knew he had the code, why didn't you warn us about it? Would've been nice to actually get support from the community for once." because jonwill gave it to him i can be completely wrong just what i heard from troop himself.

Read my server owner post

Subject: Re: How did this happen?
Posted by jonwil on Tue, 30 Nov 2010 01:07:05 GMT
View Forum Message <> Reply to Message

I can assure you I did NOT give Trooprm02 this code.
What happened is that at some point, I uploaded a file (containing a really old code dump of 4.0) to a server that was not as secure as I assumed it was. Once I found out that the file wasnt secure, I immediately removed it. Until this leak happened, I was unaware that anyone outside of TT even HAD the source code.

I for one do not intend to let this stop 4.0. After all, Valve had a major leak of the source code to Half-Life 2 and that went on to be a smash hit and one of the most popular FPS games of all time.

We are most definatly not "fucked". The code dump was old and did not contain most of the anti-cheat.

Subject: Re: How did this happen?
Posted by Ethenal on Tue, 30 Nov 2010 02:32:29 GMT
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jonwil wrote on Mon, 29 November 2010 19:07I can assure you I did NOT give Trooprm02 this code.
What happened is that at some point, I uploaded a file (containing a really old code dump of 4.0) to a server that was not as secure as I assumed it was. Once I found out that the file wasnt secure, I immediately removed it. Until this leak happened, I was unaware that anyone outside of TT even HAD the source code.

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We are most definatly not "fucked". The code dump was old and did not contain most of the anti-cheat.

Just to clarify, I read through one of the chat logs, found a url, took the file off, and voila - directory listing. It was infact the one you're talking about. Just throwing it out there to back up the point it was a simple mistake that was very easy to find.

(Although at that point it just had a build of scripts 4.0 in there, not any source code)

Subject: Re: How did this happen?
Posted by jonwil on Tue, 30 Nov 2010 02:35:02 GMT
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And FYI, even the scripts build has been removed (along with anything else sensitive)

Subject: Re: How did this happen?
Posted by Ethenal on Tue, 30 Nov 2010 02:45:45 GMT
View Forum Message <> Reply to Message

jonwil wrote on Mon, 29 November 2010 20:35And FYI, even the scripts build has been removed (along with anything else sensitive)

Indeed, I looked at it earlier this morning and it was removed.

Subject: Re: How did this happen?
Posted by Hypnos on Tue, 30 Nov 2010 03:17:31 GMT
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Xpert wrote on Mon, 29 November 2010 21:37Hypnos wrote on Mon, 29 November 2010 16:32@Xpert - I'm not making things up, I saw the EKT Launcher working, and it used a modified version of this MAPCH function, or at least something similar to pull up logs and internet history.

That's a 3rd party program, that's different. Goku did something malicious his own way and people were stupid enough to download it. Not to mention he used *cheat name removed*himself. But that's a different story.

Yes, he may have done this with his own malicious intentions; but he did use this module either as reference or built apon it, which one it was I really can't remember.

Subject: Re: How did this happen?
Posted by Dave2916 on Tue, 30 Nov 2010 03:19:31 GMT

Maybe try a new signature.

Subject: Re: How did this happen?
Posted by Xpert on Tue, 30 Nov 2010 04:02:48 GMT

Dave2916 wrote on Mon, 29 November 2010 22:19Maybe try a new signature.

LMAO!

Subject: Re: How did this happen?
Posted by Hypnos on Tue, 30 Nov 2010 04:08:09 GMT

brb suicide.

Subject: Re: How did this happen?
Posted by Gen_Blacky on Tue, 30 Nov 2010 04:50:20 GMT

Hypnos wrote on Mon, 29 November 2010 22:08brb suicide.

do it

Subject: Re: How did this happen?
Posted by jonwil on Tue, 30 Nov 2010 05:04:13 GMT

EvilWhiteDragon wrote on Tue, 30 November 2010 05:09The source code from EA was AFAIK not about the netcode, but that is probably of little relevance. They will not like it anyways.
Actually, it was source code from all over renegade, netcode included

---

Subject: Re: How did this happen?
Posted by halo2pac on Tue, 30 Nov 2010 05:42:19 GMT

UC CheatsWe are doing server and software maintenance right now, the site will be back up as soon possible. Sorry for any inconvenience caused.

To me it looks like they are taking down the copywrited stuff.

This sucks, I was really hoping that a leak would not happen.
It sets back a release.

also
Quote:Sorry, but this board is currently unavailable. Please try again later.

[+TRPM+]C&C Renegade Clan Forums

Them too.

Subject: Re: How did this happen?
Posted by Hypnos on Tue, 30 Nov 2010 05:45:35 GMT
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If anything, this is speeding up a release because they just announced some public testing to be done this weekend...

Subject: Re: How did this happen?
Posted by halo2pac on Tue, 30 Nov 2010 06:13:50 GMT
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are the 200 people who downloaded the source/binaries going to be banned for possession/use?

Since TT is reverse engineering a lot of dlls and has some source from EA... Does this include the one that does the hashes for the serials?
and if so isnt that a HUGE security hole since you could decrypt serials?

Subject: Re: How did this happen?
Posted by Brandon on Tue, 30 Nov 2010 06:55:10 GMT
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How funny, it's been quite some time since I left the Renegade community. Not much has changed since I left...

I heard about the TT leak. Disappointing to see that the offender is acting rashly and maliciously and yet claims that he's not. But what I find even more disappointing is how sloppy TT's "representatives" are handling the situation thus far.

1) You don't go to other people's websites and turn them into stomping grounds. There are channels in existence for a reason. When negotiations go south you turn to web hosts' policies to

remove copyrighted works. You don't go start a flame war. Flame wars make you look unprofessional and no one will take you seriously from that point forward.

2) TT should have known something like this would happen eventually. If you guys did things the smart way you would have had people on the staff sign documents (confidentiality agreements, team operating agreements, etc) just to be on the safe side. After all, we have e-signing in this digital age - use it. Documentation is everything!

What do you think would go through EA's mind if they saw all the drama and flame wars ignited by this incident? This certainly isn't a plus for TT's reputation.

Anyways, I'm just offering some friendly advice in hopes that you guys are listening. I wish you all the best in containing this leak and reaching your completion point.

Brandon out.

Subject: Re: How did this happen?
Posted by jonwil on Tue, 30 Nov 2010 07:11:11 GMT
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halo2pac wrote on Tue, 30 November 2010 14:13are the 200 people who downloaded the source/binaries going to be banned for possession/use?

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and if so isnt that a HUGE security hole since you could decrypt serials?
The leaked source does not include serial hash code.

Subject: Re: How did this happen?
Posted by Goztow on Tue, 30 Nov 2010 07:30:57 GMT
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Brandon, you should read people's posts: this was not a leak by a member of a staff, rather a case of "bad place to save this kind of information". I'm stunned a coder can make this kind of mistakes myself, but it happened unfortunately.

Troop was banned here for releasing a building bars variant, he knew very well people were banned for this in the past and that he was on "probation" after being unbanned not so long ago. If anything unbanning Troop in the first place was the mistake, not banning him after he posted a cheat.

Subject: Re: How did this happen?

Posted by jonwil on Tue, 30 Nov 2010 07:36:01 GMT

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Its called "I didnt know anything about the default settings of the web site in question and didnt know of anything I should have checked into re security"

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Tue, 30 Nov 2010 09:30:01 GMT

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Ethenal wrote on Tue, 30 November 2010 03:32jonwil wrote on Mon, 29 November 2010 19:07I can assure you I did NOT give Trooprm02 this code.
What happened is that at some point, I uploaded a file (containing a really old code dump of 4.0) to a server that was not as secure as I assumed it was. Once I found out that the file wasnt secure, I immediately removed it. Until this leak happened, I was unaware that anyone outside of TT even HAD the source code.

I for one do not intend to let this stop 4.0. After all, Valve had a major leak of the source code to Half-Life 2 and that went on to be a smash hit and one of the most popular FPS games of all time.

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(Although at that point it just had a build of scripts 4.0 in there, not any source code)
You are right. It was a really stupid mistake to make. Unfortunately we can't change that right now, the only thing we can and will do is make sure that it doesn't happen again.

Hypnos wrote on Tue, 30 November 2010 06:45If anything, this is speeding up a release because they just announced some public testing to be done this weekend...
Not really, it may speed up a release, but still sets us back on the coding work ahead of us. We know TT is pretty stable, but it does still contain errors. Look at it as a diamond which is in cutting. While it may look pretty good, it's not yet done. Now we will probably have a lot more coding stuff to do, to protect servers from crashing (and perhaps more AC measures).

Subject: Re: How did this happen?

Posted by Hex on Tue, 30 Nov 2010 09:40:12 GMT
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jonwil wrote on Tue, 30 November 2010 01:07Until this leak happened, I was unaware that anyone outside of TT even HAD the source code.

Now thats a lie.

Subject: Re: How did this happen?
Posted by StealthEye on Tue, 30 Nov 2010 11:03:59 GMT
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Brandon wrote on Tue, 30 November 2010 07:55How funny, it's been quite some time since I left the Renegade community. Not much has changed since I left...

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Anyways, I'm just offering some friendly advice in hopes that you guys are listening. I wish you all the best in containing this leak and reaching your completion point.

Brandon out.I agree that that's the right approach, but actually, it's not very different from what we have done. The file has been removed from some hosts already, and the staff did sign NDAs. But I don't know how the documents will help, since it was an accidental leak and the damage has already been done. What we will definitely be doing is change some policies in order to avoid anything like this from happening again.

Subject: Re: How did this happen?
Posted by danpaul88 on Tue, 30 Nov 2010 11:27:28 GMT
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Goztow wrote on Tue, 30 November 2010 07:30If anything unbanning Troop in the first place was the mistake, not banning him after he posted a cheat.

We could have told you that months ago.... troop has always been trouble, I don't see why everyone was falling over themselves to give him a 5000th chance not so long back....

Subject: Re: How did this happen?
Posted by Goztow on Tue, 30 Nov 2010 11:35:05 GMT
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I think noone actually did that... Certainly not me.

Subject: Re: How did this happen?
Posted by danpaul88 on Tue, 30 Nov 2010 11:45:35 GMT
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So who decided to unban him? Someone must have done it...

Subject: Re: How did this happen?
Posted by Hitman on Tue, 30 Nov 2010 11:53:32 GMT
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12th of november:

(22:03) d4m1r_b@hotmail.: I got a TT update for you lol
find me on msn

maybe he planned this! OMFG OMFG OMFG MGFO GMFOGMFOGMFOMGO

Subject: Re: How did this happen?
Posted by Gohax on Tue, 30 Nov 2010 12:13:28 GMT
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Well, I think I chose the right time to reinstall Ren.

Sarcasm or not? lol.

Man, whenever I first read the post, I was like gg. But, I'm not so worried. Kind of relieved that TT actually went through so much trouble to get things back on track. I applaud you guys for that.

But, I do have to say one thing. I think EWD pointed out something about not much community

support, and I do agree. But what kind of support can we give you? Not much of the community knows a lot about coding that could be of any relevance to the project. Many people have stated that if you decided to have beta testing, they would love to help out, which is basically all of the help and support the community can give you guys.

Anyway, as I said before, good job on this. Hopefully nothing like this happens again and this doesn't have too much of an impact on the project as a whole.

Subject: Re: How did this happen?
Posted by Goztow on Tue, 30 Nov 2010 14:13:59 GMT
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danpaul88 wrote on Tue, 30 November 2010 12:45So who decided to unban him? Someone must have done it...
A woman with a big heart .

Subject: Re: How did this happen?
Posted by Prulez on Tue, 30 Nov 2010 15:17:44 GMT
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Goztow wrote on Tue, 30 November 2010 15:13danpaul88 wrote on Tue, 30 November 2010 12:45So who decided to unban him? Someone must have done it...
A woman with a big heart .
Too big, so it seems.

Subject: Re: How did this happen?
Posted by halo2pac on Tue, 30 Nov 2010 15:37:00 GMT
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so what happens with this leak? Can people actually use 4.0 on the game at the moment?

Subject: Re: How did this happen?
Posted by Hypnos on Tue, 30 Nov 2010 17:01:04 GMT
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EvilWhiteDragon wrote on Tue, 30 November 2010 09:30Ethenal wrote on Tue, 30 November 2010 03:32jonwil wrote on Mon, 29 November 2010 19:07I can assure you I did NOT give Trooprm02 this code.
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Despite it being a set back, it gives the community an insight into what is actually left, and gives some meaning to the statistics we've been hit with for a long period of time. Yes, it's inconvenient, and yes, it may contain some errors, but isn't that the point of either acquiring an independent test group, or releasing a public beta so people can report feedback on any bugs they may find?

Subject: Re: How did this happen?
Posted by Rocko on Tue, 30 Nov 2010 21:01:59 GMT
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rofl troop's posts on that other forum that shall not be named are dripping with so much nerdy desperation and sadness. troop is such a weird guy, is he actually 30 years old?

Subject: Re: How did this happen?
Posted by TheBeerinator on Tue, 30 Nov 2010 21:27:35 GMT
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I SMELL DELICIOUS ASSBURGERS.

Subject: Re: How did this happen?
Posted by Catalyst on Wed, 01 Dec 2010 02:08:36 GMT

TheBeerinator wrote on Tue, 30 November 2010 15:27I SMELL DELICIOUS ASSBURGERS.

You are amazing *Shh**

Subject: Re: How did this happen?
Posted by jonwil on Wed, 01 Dec 2010 02:39:20 GMT

We are working as hard as possible on getting a usable client test build and will be releasing one as soon as we have something releasable.

This leak has in no way set back the work on that client build and no changes need to be made as a result of this leak. Any new cheats or hacks that appear (including those that appear as a result of the leaked code) will be fixed/blocked by TT.

We will be very proactive in shutting down cheaters and bad guys.

Subject: Re: How did this happen?
Posted by cAmpa on Wed, 01 Dec 2010 03:23:07 GMT

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We will be very proactive in shutting down cheaters and bad guys.

Sounds fair.

Subject: Re: How did this happen?
Posted by Goztow on Wed, 01 Dec 2010 07:15:16 GMT

Pro tip: try to lock your source code away .

Subject: Re: How did this happen?
Posted by Gen_Blacky on Wed, 01 Dec 2010 07:22:44 GMT
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don't leave anything on a ftp they are not secure. Use sftp instead of ftp. Dont leave important files on a website. SSH connection with key pairs to make sure lol

Subject: Re: How did this happen?
Posted by _SSnipe_ on Wed, 01 Dec 2010 08:07:22 GMT
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I had such high hopes........

Subject: Re: How did this happen?
Posted by Crimson on Wed, 01 Dec 2010 08:08:19 GMT
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Our SVN and wiki are secured well. Ironically, this happened because of a prior leak from a former team member (jnz/roshambo) and the leaked files were the ones that troopn00b got a hold of.

I think it's safe to say he will be more careful in the future.

Subject: Re: How did this happen?
Posted by Jerad2142 on Wed, 01 Dec 2010 16:08:46 GMT
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Crimson wrote on Wed, 01 December 2010 01:08Our SVN and wiki are secured well. Ironically, this happened because of a prior leak from a former team member (jnz/roshambo) and the leaked files were the ones that troopn00b got a hold of.

I think it's safe to say he will be more careful in the future.
Yeah the wiki is just 1000 years out of date.

Subject: Re: How did this happen?
Posted by CarrierII on Wed, 01 Dec 2010 17:48:14 GMT
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Know what else is over, Johndoe? Your spamming!

On topic, please.

Subject: Re: How did this happen?
Posted by Hex on Wed, 01 Dec 2010 18:02:29 GMT
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Crimson wrote on Wed, 01 December 2010 08:08Our SVN and wiki are secured well. Ironically, this happened because of a prior leak from a former team member (jnz/roshambo) and the leaked files were the ones that troopn00b got a hold of.

I think it's safe to say he will be more careful in the future.

Sounds like passing on the blame tbh, jnz DID NOT leak the source to me and I was good enough to contact TT about the leak and give jonwil the source, jonwil is to blame for the leak because he should have known better than upload something like the to publicly accessible site and not even check if it was secure or not.

Subject: Re: How did this happen?
Posted by Crimson on Wed, 01 Dec 2010 19:24:35 GMT
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I'm not talking about RenegadeWiki.com... which died because I had to lock it down to prevent losers with 8 hours a day to upload pornographic images and deface pages.

Hex - I don't know the whole story about the leak but I wasn't blaming you for it.

Subject: Re: How did this happen?
Posted by halo2pac on Thu, 02 Dec 2010 01:36:38 GMT
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Crimson wrote on Wed, 01 December 2010 14:24I'm not talking about RenegadeWiki.com... which died because I had to lock it down to prevent losers with 8 hours a day to upload pornographic images and deface pages.

Hex - I don't know the whole story about the leak but I wasn't blaming you for it.

He knows your not blaming him. Hes trying to tell you jnz is not to blame. I believe that too. The source should have been locked down better thats all, it was a mistake. Time to get over it and move forward since there are really no devastating repercussions.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Thu, 02 Dec 2010 01:46:41 GMT
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Hex wrote on Wed, 01 December 2010 19:02Crimson wrote on Wed, 01 December 2010 08:08Our SVN and wiki are secured well. Ironically, this happened because of a prior leak from a former team member (jnz/roshambo) and the leaked files were the ones that troopn00b got a hold of.

I think it's safe to say he will be more careful in the future.

Sounds like passing on the blame tbh, jnz DID NOT leak the source to me and I was good enough to contact TT about the leak and give jonwil the source, jonwil is to blame for the leak because he should have known better than upload something like the to publicly accessible site and not even check if it was secure or not.
While jnz is not to blame for this leak, he is the cause of the problems we have atm. But as said cause and blame are not necessarily connected. It just means that IF it weren't leaked at that time, it wouldn't have been on JW's webserver and thus Asshat couldn't have downloaded it. Which in the end would've ment that it wouldn't have been all over the net by now.

Of oucrse, the only one REALLY to blame in this matter is Asshat or as others know him Trooprm...

Subject: Re: How did this happen?
Posted by Rocko on Thu, 02 Dec 2010 02:10:58 GMT
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Has anyone else read his posts on that other forum with no name? He sounds like he's actually heartbroken and wants others to feel his pain. One would think that this is just his big troll moment but for a guy with a clan, numerous boring youtube videos about renegade, and years of playing renegade seriously, it seems like he's really snapped.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Thu, 02 Dec 2010 02:37:03 GMT
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Rocko wrote on Thu, 02 December 2010 03:10Has anyone else read his posts on that other forum with no name? He sounds like he's actually heartbroken and wants others to feel his pain. One would think that this is just his big troll moment but for a guy with a clan, numerous boring youtube videos about renegade, and years of playing renegade seriously, it seems like he's really snapped.
Well I guess that's a pity. The reason however why I don't feel pity for him is that he has always been acting like an ass. After Crimson unbanned him, he was OK-ish for a while, but as soon as he didn't get what he wanted he started to troll again.
If people want to change then I don't mind giving people a second chance, but if you fuck it up then that is your own and only your own fault. There was no reason for him to troll the forums of to try bending the forum rules over something he knew was forbidden.

Subject: Re: How did this happen?
Posted by cmatt42 on Thu, 02 Dec 2010 05:15:58 GMT
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Streisand Effect

I'm blindsided by this. What prompted troop to do this? Was he provoked?

Subject: Re: How did this happen?
Posted by Goztow on Thu, 02 Dec 2010 07:58:29 GMT
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cmatt42 wrote on Thu, 02 December 2010 06:15
I'm blindsided by this. What prompted troop to do this? Was he provoked?
Did he ever need reasons to act like an idiot?

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Thu, 02 Dec 2010 10:30:08 GMT
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cmatt42 wrote on Thu, 02 December 2010 06:15Streisand Effect

I'm blindsided by this. What prompted troop to do this? Was he provoked?
Depends? Is being banned from a forum for posting what is, according to the forum rules, a cheat provocation? I would call it stupidity, particularly if you've been banned before for a long period of time.

Subject: Re: How did this happen?
Posted by cmatt42 on Thu, 02 Dec 2010 13:31:40 GMT
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Neither of you answered my question.

Subject: Re: How did this happen?
Posted by Spoony on Thu, 02 Dec 2010 13:52:30 GMT
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if your question is did anyone wrong him? not that i'm aware of.
but even if anyone did, no sane person can think everyone on renegade ought to suffer for it.

Subject: Re: How did this happen?
Posted by CarrierII on Thu, 02 Dec 2010 14:05:21 GMT
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cmatt42 wrote on Thu, 02 December 2010 13:31Neither of you answered my question.

No one in any official capacity provoked him (AFAIK), however, he may have construed being banned as provocation, as EWD pointed out.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Thu, 02 Dec 2010 14:28:41 GMT
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CarrierII wrote on Thu, 02 December 2010 15:05cmatt42 wrote on Thu, 02 December 2010 13:31Neither of you answered my question.

No one in any official capacity provoked him (AFAIK), however, he may have construed being banned as provocation, as EWD pointed out.
That's the only reason I can think off, besides him just being mentally ill or anything :/

Subject: Re: How did this happen?
Posted by Spoony on Thu, 02 Dec 2010 15:29:02 GMT
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actually, someone on TS asked me if i thought he was mentally ill about the day before he did this, and i said it wasn't at all unlikely :/

Subject: Re: How did this happen?
Posted by StealthEye on Thu, 02 Dec 2010 16:20:25 GMT
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I think all he needed was some posts that were similar to the two posted directly above. He actually mentioned that EWD, Spoony, and Goztow are the direct cause for what he did... Don't ask me why, though.

Subject: Re: How did this happen?
Posted by Goztow on Thu, 02 Dec 2010 16:48:58 GMT
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He didn't mention Spoony at first! He did mention me, though . I'm not sure why. All I did was ban him from renforums twice: once after a poll where the community decided to ban him following his trolling, once after he posted a cheat here.

He was also convinced I had some personal grunge against him because he had called my servers shite. I couldn't care less what he thinks of my servers, though :-S, so that's a bit of a mistery to me. Maybe he was just looking for a reason?

Subject: Re: How did this happen?
Posted by Prulez on Thu, 02 Dec 2010 16:53:38 GMT
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In fact it is a pity, Renegade has just lost one of the most successful hosters out there, one who can make >$1000 in <2 days.

Subject: Re: How did this happen?
Posted by EvilWhiteDragon on Thu, 02 Dec 2010 16:54:29 GMT
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Goztow wrote on Thu, 02 December 2010 17:48He didn't mention Spoony at first! He did mention me, though . I'm not sure why. All I did was ban him from renforums twice: once after a poll where the community decided to ban him following his trolling, once after he posted a cheat here.

He was also convinced I had some personal grunge against him because he had called my servers shite. I couldn't care less what he thinks of my servers, though :-S, so that's a bit of a mistery to me. Maybe he was just looking for a reason?
He didn't mention me at first either, but apparently he found it necessary to ass it in later. Although I have no idea what I could've done to make him angry... I just said that he was trolling and a lot of people don't like that. That could be a reason, but for more normal people it would be a reason to at least slightly adjust their attitude.
Then again, most people don't troll that much or behave this much of an asshat when they do get banned for it...

Subject: Re: How did this happen?
Posted by Tiesto on Thu, 02 Dec 2010 21:16:06 GMT
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Gotta love drama.

Well done troop for causing drama because it was getting abit quiet around here..

Subject: Re: How did this happen?
Posted by shaitan on Fri, 03 Dec 2010 00:03:31 GMT
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http://forums.mp-gaming.com/thread-11789.html?st=22
The reason he did what he did.

Kind of agree with him on the BB's, a good chunk of players use the things, same as skins. That group plays Ren and keeps it alive.

Subject: Re: How did this happen?
Posted by Gen_Blacky on Fri, 03 Dec 2010 00:08:59 GMT
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default renegade is best but skins will be up to the server owners if they allow them or not.

Subject: Re: How did this happen?
Posted by Ethenal on Fri, 03 Dec 2010 04:53:52 GMT
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Tiesto wrote on Thu, 02 December 2010 15:16Gotta love drama.

Well done troop for causing drama because it was getting abit quiet around here..
You know, Renegade is like a bad relationship... there's so much drama, you begin to seriously question if it's even worth it anymore.

shaitan wrote on Thu, 02 December 2010
18:03http://forums.mp-gaming.com/thread-11789.html?st=22
The reason he did what he did.

Kind of agree with him on the BB's, a good chunk of players use the things, same as skins. That group plays Ren and keeps it alive.
Well building bars I'm not so sure about, but a G15 display app? How the fuck is that a cheat? You have to take your eyes off of the screen and focus on the tiny ass display and after that, you could've hit K and done the same thing. Hell, since you have to look away to see them, you're also basically pausing movement (as you do when you hit K), so...

Is that a good reason to flip out on the Renegade community? Ha.

But in all seriousness, I say it's highly likely he has some form of moderate mental illness (or he's just batshit crazy).

Subject: Re: How did this happen?
Posted by Goztow on Fri, 03 Dec 2010 08:26:20 GMT
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I think we have always been very consequent on considering the building bars a cheat. I'm still wondering what this has to do with the fact I'd be a googggggggggg or baaaaad player.

Subject: Re: How did this happen?
Posted by Ethenal on Fri, 03 Dec 2010 13:20:30 GMT
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Goztow wrote on Fri, 03 December 2010 02:26I think we have always been very consequent on considering the building bars a cheat. I'm still wondering what this has to do with the fact I'd be a googggggggggg or baaaaad player.
I know that, and fortunately it really doesn't have a lot to do with troop throwing a fit. He certainly can't use something so insignificant as a valid excuse. I'm not saying regular HUD building bars are or are not cheats, I'm just saying that I certainly don't think that a G15 display app would be a cheat. But is it relevant? Nope.

Subject: Re: How did this happen?
Posted by Spoony on Fri, 03 Dec 2010 14:13:58 GMT
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Goztow wrote on Fri, 03 December 2010 02:26I think we have always been very consequent on considering the building bars a cheat. I'm still wondering what this has to do with the fact I'd be a googggggggggg or baaaaad player.
i'd quite like to post something he said on smak, and my reply to it

Bosnian wrote@goztow, you sir are a retard. YOU have done nothing for this game, you are not even a good player, nor a programmer. You are just a forum troll who hosts a server nobody plays on, whose on a power trip. Im using you as my example, but everyone else useful who left Renegade had people like you to blame in their case.
Spoony's reply
i have long considered gozy a better player than you. i'm always glad to see him show up for the renforums matches, and i've always been consistent in saying no to the question of whether you can play for us. yes, i rate him as a better player than you. this is probably the point at which you change the subject and talk about 1v1s.

why that is relevant to your point is beyond me, if you were the best player in the history of renegade (hitman, sit this out please) you'd still be a ****ing retard right now

nor a programmer? neither am i, nor are a lot of people. there are other stuff you can do besides that, important stuff.
forum troll, oh my. pot, kettle? name a single renegade forum where you're remotely welcome by anybody? even the cheaters don't seem to have warmed to you.
host a server nobody plays on? we had some great games on gozy's server yesterday and we're gonna do more. i don't recall particularly enjoying any games in your server.
he actually didn't change the subject to 1v1s for once. if he had, i could have pointed out that he is nothing special at all in 1v1s, though in anyone except trooprm's case i wouldn't consider that much of a criticism.

Subject: Re: How did this happen?

Posted by CarrierII on Fri, 03 Dec 2010 16:59:07 GMT
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The best part is that Gozy wrote TK2's forums...

Subject: Re: How did this happen?
Posted by danpaul88 on Fri, 03 Dec 2010 17:27:00 GMT
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CarrierII wrote on Fri, 03 December 2010 16:59The best part is that Gozy wrote TK2's forums...

Err... not exactly, the TK2 forums are just phpbb3 with a ton of awesomesauce poured on top by Gozy and Wiener... and maybe even a few bits and pieces of stuff I did years back which may still be lurking in the background, although I think a lot of it has been updated by Gozy.

Subject: Re: How did this happen?
Posted by Goztow on Fri, 03 Dec 2010 17:39:12 GMT
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I do own my own webdesign / translating business, on top of my full time job, though...

Subject: Re: How did this happen?
Posted by Di3HardNL on Sat, 04 Dec 2010 14:27:39 GMT
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This sounds like a bad joke

Subject: Re: How did this happen?
Posted by nikki6ixx on Sun, 05 Dec 2010 21:43:02 GMT
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Ethenal wrote on Thu, 02 December 2010 22:53But in all seriousness, I say it's highly likely he has some form of moderate mental illness (or he's just batshit crazy).

According to the DSM-IV, the psychological ailment is called 'Canadian.'

Subject: Re: How did this happen?
Posted by snpr1101 on Mon, 06 Dec 2010 01:05:34 GMT
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Good times...good times.