
Subject: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 17:50:46 GMT
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I am aware that the scripts.dll source code is out there, but not TT.dll or ttle.dll. Anyone care to explain why?

Subject: Re: TT 4.0 FULL source code
Posted by [Caveman](#) on Sat, 24 Sep 2011 17:53:02 GMT
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To stop people making cheats...

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 17:55:06 GMT
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Caveman wrote on Sat, 24 September 2011 10:53 To stop people making cheats...

Not really a good reason, have you heard of the saying:
"Security is not obscurity."

Subject: Re: TT 4.0 FULL source code
Posted by [Caveman](#) on Sat, 24 Sep 2011 17:57:16 GMT
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Nevertheless you wanted to know why so I told you.

Its to stop people making net hacks and things alike. You don't need the source for tt.dll

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 18:03:22 GMT
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I'm not asking for it to make cheats, I'm just interested in why it's not open source.

Subject: Re: TT 4.0 FULL source code
Posted by [iRANian](#) on Sat, 24 Sep 2011 18:10:39 GMT
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And he gave you the answer.

Subject: Re: TT 4.0 FULL source code
Posted by [Sean](#) on Sat, 24 Sep 2011 18:15:54 GMT
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chat wrote on Sat, 24 September 2011 11:03I'm not asking for it to make cheats, I'm just interested in why it's not open source.

Yes you are, you can't hide behind that name.

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 18:15:57 GMT
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iRANian wrote on Sat, 24 September 2011 11:10And he gave you the answer.

This wasn't exactly the answer I was looking for...

Even if the code ISN'T open source, all it would take is someone who knows assembly and lots of time.

Subject: Re: TT 4.0 FULL source code
Posted by [ehhh](#) on Sat, 24 Sep 2011 18:19:45 GMT
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Nice try 0x90!

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 18:34:08 GMT
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Can anyone from TT reply, perhaps in private messages?

Subject: Re: TT 4.0 FULL source code
Posted by [Aircraftkiller](#) on Sat, 24 Sep 2011 19:18:55 GMT
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Caveman wrote on Sat, 24 September 2011 13:53To stop people making cheats...

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Can't read that? Here, I made it bigger.

To stop people making cheats...

To stop people making cheats...

To stop people making cheats...

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To stop people making cheats...

To stop people making cheats...

Subject: Re: TT 4.0 FULL source code
Posted by [Starbuzz](#) on Sat, 24 Sep 2011 19:19:31 GMT

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chat wrote on Sat, 24 September 2011 10:55Caveman wrote on Sat, 24 September 2011 10:53To stop people making cheats...

Not really a good reason, have you heard of the saying:
"Security is not obscurity."

How is not releasing critical dll's amount to security via obscurity?

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 19:26:36 GMT

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Starbuzz wrote on Sat, 24 September 2011 12:19chat wrote on Sat, 24 September 2011 10:55Caveman wrote on Sat, 24 September 2011 10:53To stop people making cheats...

Not really a good reason, have you heard of the saying:
"Security is not obscurity."

How is not releasing critical dll's amount to security via obscurity?

They're hiding the anti-cheat code, which should work regardless of it being open source or not. Even if someone were to modify that code, the server should just kick/ban them, simple as that.

Subject: Re: TT 4.0 FULL source code
Posted by [iRANian](#) on Sat, 24 Sep 2011 19:28:51 GMT
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It wouldn't, because you could modify the anti-cheat code to have your cheats working if it were open-source.

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 19:33:41 GMT
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iRANian wrote on Sat, 24 September 2011 12:28It wouldn't, because you could modify the anti-cheat code to have your cheats working if it were open-source.

What I'm relying on is the fact that the server has a different version of tt.dll that HAS anti-cheat circumvention code, so the cheaters with a different DLL would be kicked.

Sorry if I'm not getting my point out exactly, I'm just asking for this for further modifying the server.

Subject: Re: TT 4.0 FULL source code
Posted by [danpaul88](#) on Sat, 24 Sep 2011 19:43:22 GMT
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It's not going to be released. End of discussion.

You asked for a response from a member of TT, that was it.

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 19:45:13 GMT
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danpaul88 wrote on Sat, 24 September 2011 12:43It's not going to be released. End of discussion.

You asked for a response from a member of TT, that was it.

Disappointed, but alright. Either way I'm relatively sure it won't stop cheaters.

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 21:04:21 GMT
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My point for asking why it was closed source is because having it closed source for the anti-cheat makes me think that the anti-cheat is just an obscure mess.

Really, a successful anti-cheat could be open-source but cheaters STILL couldn't figure a way to enable cheats. Even now when it's closed source, if the anti-cheat isn't good, cheaters will still be able to circumvent it.

Subject: Re: TT 4.0 FULL source code
Posted by [iRANian](#) on Sat, 24 Sep 2011 21:11:54 GMT
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That's exactly why Valve Anti-Cheat and PunkBuster are open-source.

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 21:13:29 GMT
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iRANian wrote on Sat, 24 September 2011 14:11That's exactly why Valve Anti-Cheat and PunkBuster are open-source.

They aren't, but even if they were you still couldn't circumvent it.

Subject: Re: TT 4.0 FULL source code
Posted by [danpaul88](#) on Sat, 24 Sep 2011 21:14:28 GMT
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chat wrote on Sat, 24 September 2011 22:13iRANian wrote on Sat, 24 September 2011 14:11That's exactly why Valve Anti-Cheat and PunkBuster are open-source.

They aren't, but even if they were you still couldn't circumvent it.

Considering people can and have circumvented PunkBuster at least in the past WITHOUT the source code, I seriously doubt that's true. Not sure if VAC has been similarly circumvented before but I wouldn't be surprised.

Subject: Re: TT 4.0 FULL source code
Posted by [iRANian](#) on Sat, 24 Sep 2011 21:14:30 GMT
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....

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 21:16:26 GMT
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danpaul88 wrote on Sat, 24 September 2011 14:14chat wrote on Sat, 24 September 2011 22:13iRANian wrote on Sat, 24 September 2011 14:11That's exactly why Valve Anti-Cheat and PunkBuster are open-source.

They aren't, but even if they were you still couldn't circumvent it.

Considering people can and have circumvented both of those in the past WITHOUT the source code, I seriously doubt that's true.

Sure, but then the cheats get banned later on.

Subject: Re: TT 4.0 FULL source code
Posted by [iRANian](#) on Sat, 24 Sep 2011 21:19:05 GMT
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How exactly will they ban players if the anti-cheat is open-source?

Subject: Re: TT 4.0 FULL source code
Posted by [Starbuzz](#) on Sat, 24 Sep 2011 21:20:31 GMT
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chat wrote on Sat, 24 September 2011 14:04My point for asking why it was closed source is because having it closed source for the anti-cheat makes me think that the anti-cheat is just an obscure mess.

Really, a successful anti-cheat could be open-source but cheaters STILL couldn't figure a way to enable cheats. Even now when it's closed source, if the anti-cheat isn't good, cheaters will still be able to circumvent it.

Does the 4.0 anti-cheat work or not? It fucking absolutely does. That's the end of the argument. No software is invulnerable. It will be many many months (hopefully never) before any strains of cheats start to appear in 4.0.

You want the critical dll's released (so you/anyone can edit it and make cheats faster) AND you want such an open-source system to be invulnerable too?

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 21:28:06 GMT
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Starbuzz wrote on Sat, 24 September 2011 14:20chat wrote on Sat, 24 September 2011 14:04My point for asking why it was closed source is because having it closed source for the anti-cheat makes me think that the anti-cheat is just an obscure mess.

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If anything, I'm not even asking for it to make cheats. I just want to edit the server a bit further.

A REAL anti-cheat system wouldn't even need to be on the client, the server would just check if they're cheating or not. Ideally, the only way to enable cheats is to host a custom server. But I'll just end the discussion here, because I probably won't be able to put a point across whatsoever. That and the way CC Renegade was built, to allow the client to have authority over certain things that should only be server-side.

Subject: Re: TT 4.0 FULL source code
Posted by [danpaul88](#) on Sat, 24 Sep 2011 21:30:32 GMT
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Good luck implementing a purely server side solution to check for client side textures and models etc... how would you detect the 'lol-beacon-with-giant-50ft-arrow-above-it' model via a purely server side check that has no access to the files on the clients installation? lol...

Subject: Re: TT 4.0 FULL source code
Posted by [sla.ro\(master\)](#) on Sat, 24 Sep 2011 21:31:20 GMT
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chat wrote on Sun, 25 September 2011 00:28

If anything, I'm not even asking for it to make cheats. I just want to edit the server a bit further.

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u don't need tt.dll open source for editing server further..

VAC/Punkbuster/AnyType of anti-cheat is on both sides (server and client)

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sat, 24 Sep 2011 21:33:42 GMT
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danpaul88 wrote on Sat, 24 September 2011 14:30 Good luck implementing a purely server side solution to check for client side textures and models etc... how would you detect the 'lol-beacon-with-giant-50ft-arrow-above-it' model via a purely server side check that has no access to the files on the clients installation? lol...

I keep saying I'll end the discussion, but I keep lying. Either way, what you're doing is basically asking the client if they have any cheats installed or not, which isn't a very good idea to be honest. I suppose you should have partial client-side anti-cheat, but this will be the actual end of discussion, I promise.

Subject: Re: TT 4.0 FULL source code
Posted by [danpaul88](#) on Sat, 24 Sep 2011 21:39:51 GMT
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So, how exactly would you check CLIENT SIDE files on the SERVER without talking to the client? Seriously, post an implementation outline here that would do that and we will code it. Until you can, stop claiming anti-cheat can be implemented server side only and crawl back under your rock.

There's a reason you have to install a client side component to both VAC and PunkBuster. This is it.

Subject: Re: TT 4.0 FULL source code

Posted by [StealthEye](#) on Sat, 24 Sep 2011 21:59:59 GMT

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Security through obscurity is the highest possible level client-side anti-cheat can achieve. For the same reason, no software license manager is ever open source, and yes, a lot of software gets cracked anyway, but usually it takes a while depending on the amount of crackers interested in it and the level of obscurity.

To give you an idea of the anti-cheat, but not going in too much details for the same reasons:

Some things can be checked from the server side; those are mostly the things BIATCH already did, and which are now indeed included in TT. It is undesirable to release this source code because it means that cheaters can find the boundaries of what -is- possible much easier with the code, although it would not likely be such a big deal.

Another category are things that can theoretically be checked (or maybe only checked to some extent considering lag and such), but are too far off the Renegade netcode to develop. For example, other games run damage detection on the server with a lot of code and specially designed netcode to extrapolate client behavior and latency and such to make it work without noticing too much lag. Doing this in Renegade (try setting UseLagReduction=0 on a Renegade FDS) just makes the game unplayably laggy, and is not a possibility.

The final category are things you cannot detect on the server full stop. Think of visibility hacks (stealth reveal, radar hack and wall hack to some extent, amongst others). The server has to send this information to the client in order for the client to know where players are, so that they won't appear out of nowhere when you suddenly turn around or pass some corner. We can only block this on a best-effort basis: there is no guarantee that noone will break these measures. I am certain however that if we -would- release the code, it would be broken within days. Since we don't, the skills needed to bypass the anti-cheat is significantly increased (you definitely need quite some reverse engineering experience), and the list of possible cheat-makers becomes very short. And it is time-consuming even for those who can.

In the field of encryption, there are better solutions than security through obscurity. In those fields, it is therefore considered unnecessary to obscure and therefore frowned upon. In this case, security through obscurity isn't as bad as you think, since it's the best that can be achieved, and it's certainly better than nothing. Renguard lasted quite a while based on the same principle, and we're hoping to get a similar result with TT.

Subject: Re: TT 4.0 FULL source code

Posted by [EvilWhiteDragon](#) on Sat, 24 Sep 2011 22:22:03 GMT

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chat wrote on Sat, 24 September 2011 20:15iRANian wrote on Sat, 24 September 2011 11:10And he gave you the answer.

This wasn't exactly the answer I was looking for...

Even if the code ISN'T open source, all it would take is someone who knows assembly and lots of time.

Lots of time and knowledge of ASM is indeed correct. Since we appreciate it when cheaters go "all it would take is lots of time". Why? Very simple: all the time they spend working on a new hack is time we do not have to worry about cheaters playing. Considering that there is only one cheater that is known to be able to hack ASM is 0x90, he would need to have a lot of time on his hands. Fortunately I happen to know that his priorities lie elsewhere for the time being and as such the chances of someone actually hacking into the TT code is rather slim.

Btw, have you noticed that pretty much any game is being hacked? Let me tell you that's not because the makers didn't build in AC, it's just impossible to verify the client 100%. Best way to make sure it is as hard as possible is by applying *SOME* obfuscation. No that's not security an sich, but it certainly adds another layer that cheaters will need to bypass and spend time on.

Subject: Re: TT 4.0 FULL source code
Posted by [halo2pac](#) on Sun, 25 Sep 2011 02:16:16 GMT
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There is a company out there that makes a cheat for combat arms, I know the maker. He spends every day sitting there and hacking it and releasing a new version every day ... while combat arms sits there and patches every day.

BOTH make in excess of 10k a month LOL.

So no hacker on fucking earth is going to sit here every day and hack TT.dll just to make a cheat for an old unpopular game where he is not going to make any money. Safe to say the only people who will have hacks are 0x09 and one of his friends... and he wont share because TT will patch the next day and all his efforts will be thwarted.

and I bet 0x09 has better hax to make for better games.

Subject: Re: TT 4.0 FULL source code
Posted by [ChewML](#) on Sun, 25 Sep 2011 03:28:45 GMT
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Punkbusters sucks ass, at least it did for that awful war rock game...

Subject: Re: TT 4.0 FULL source code
Posted by [Hitman](#) on Sun, 25 Sep 2011 13:50:41 GMT
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stfu 0x90 and get a life

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sun, 25 Sep 2011 14:42:03 GMT
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Well, thanks for the extensive replies. I guess you're right, but it sucks that the source code for a module can't be released ONLY because of the anti-cheat code within.

Subject: Re: TT 4.0 FULL source code
Posted by [EvilWhiteDragon](#) on Sun, 25 Sep 2011 16:48:40 GMT
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chat wrote on Sun, 25 September 2011 16:42 Well, thanks for the extensive replies. I guess you're right, but it sucks that the source code for a module can't be released ONLY because of the anti-cheat code within.

Entirely true. We're not too happy about it ourself either, but it basically contains all the low-level stuff we're doing in the TT scripts. As such the bits itself might not be immediately cheat-sensitive, but could help cheaters gain insight in how they might be able to create cheats in Renegade.

Subject: Re: TT 4.0 FULL source code
Posted by [liquidv2](#) on Sun, 25 Sep 2011 17:04:36 GMT
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Azazel wrote on Sat, 24 September 2011 13:15 chat wrote on Sat, 24 September 2011 11:03 I'm not asking for it to make cheats, I'm just interested in why it's not open source.

Yes you are, you can't hide behind that name.

Subject: Re: TT 4.0 FULL source code
Posted by [Prulez](#) on Sun, 25 Sep 2011 17:09:27 GMT
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halo2pac wrote on Sun, 25 September 2011 04:16 There is a company out there that makes a cheat for combat arms, I know the maker. He spends every day sitting there and hacking it and releasing a new version every day ... while combat arms sits there and patches every day.

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and I bet 0x09 has better hax to make for better games.

You're stating here that everyone who hacks programs, creates cheats, and so on, is solely doing

so because of the money.

Most of the time, it's because they are bored and as a hobby (and also to use their knowledge), they try to hack into a program/game.

Subject: Re: TT 4.0 FULL source code
Posted by [halo2pac](#) on Sun, 25 Sep 2011 23:30:52 GMT
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Prulez wrote on Sun, 25 September 2011 13:09 You're stating here that everyone who hacks programs, creates cheats, and so on, is solely doing so because of the money.

Most of the time, it's because they are bored and as a hobby (and also to use their knowledge), they try to hack into a program/game.

That is true. I should have said "alot" instead of no hacker would.

Subject: Re: TT 4.0 FULL source code
Posted by [NACHO-ARG](#) on Sun, 25 Sep 2011 23:38:51 GMT
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Prulez wrote on Sun, 25 September 2011 10:09 halo2pac wrote on Sun, 25 September 2011 04:16 There is a company out there that makes a cheat for combat arms, I know the maker. He spends every day sitting there and hacking it and releasing a new version every day ... while combat arms sits there and patches every day.

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You're stating here that everyone who hacks programs, creates cheats, and so on, is solely doing so because of the money.

Most of the time, it's because they are bored and as a hobby (and also to use their knowledge), they try to hack into a program/game.

agree, i dont think ppl whit this level of knoledge been retards, i think they just want a good challenge to test his skills and as a hobbie too, sadly his hobbie and skills could make a lot of ppl unhapy

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sun, 09 Oct 2011 21:06:32 GMT
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One more question, are we going to get the source to shaders.dll?

Subject: Re: TT 4.0 FULL source code
Posted by [saberhawk](#) on Sun, 09 Oct 2011 21:21:50 GMT
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No.

Subject: Re: TT 4.0 FULL source code
Posted by [chat](#) on Sun, 09 Oct 2011 21:38:49 GMT
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saberhawk wrote on Sun, 09 October 2011 14:21No.

I'm assuming for the same reason, it could enable cheaters to make cheats?

Subject: Re: TT 4.0 FULL source code
Posted by [Starbuzz](#) on Mon, 10 Oct 2011 03:50:48 GMT
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Stop baiting for more info.

Subject: Re: TT 4.0 FULL source code
Posted by [StealthEye](#) on Mon, 10 Oct 2011 12:11:52 GMT
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Yes; it's for the same reason.

Subject: Re: TT 4.0 FULL source code
Posted by [Caveman](#) on Mon, 10 Oct 2011 13:47:40 GMT
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@Chat -

What is it you're trying/planning to do with the source code that you're looking for?
