
Subject: Custom Models and 4.0
Posted by [liquidv2](#) on Sat, 28 Jan 2012 05:08:24 GMT
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i posted this in NACHO's other topic but it belongs here

on Jelly he brought up damage hack readings on different occasions - is it at all possible that his custom models, used while running 4.0, made BIATCH go off?

<http://jelly-server.com/forums/index.php?/topic/18339-bannedkicked-for-dh/>

Quote:[16:06:03] <JellyMarathon> [Kill] smokeout killed raknar (Havoc/Ramjet Rifle vs Sakura/Ramjet Rifle) [LD: 106]
[16:06:30] <JellyMarathon> [BIATCH] raknar used an unavailable weapon (Damage: 20.000000; Warhead:s3s(Shrapnel)).
[16:06:30] <JellyMarathon> [BIATCH] raknar used an unavailable weapon (Damage: 20.000000; Warhead:s3s(Shrapnel)).
[16:07:51] <JellyMarathon> [Kill] raknar killed H3adSh00t (Black Hand Sniper/Sniper Rifle vs GDI Soldier/Automatic Rifle) [LD: 150]
Quote:[22:20:08] -Tiresias- [BIATCH] [JellyMarathon] aldevaran used an unavailable weapon (Damage: 40.000000; Warhead:s1s(Steel)6).

raknar and aldevaran are two of NACHO's alternate nicks
he's a 4.0 user, by the way, and Jelly Marathon does not currently run 4.0

Subject: Re: Custom Models and 4.0
Posted by [Gen_Blacky](#) on Sat, 28 Jan 2012 07:06:21 GMT
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Quote:is it at all possible that his custom models, used while running 4.0, made BIATCH go off?

I don't think so.

Subject: Re: Custom Models and 4.0
Posted by [iRANian](#) on Sat, 28 Jan 2012 10:58:32 GMT
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Easy to check, just use the model in-game and see BIATCH go off.

Subject: Re: Custom Models and 4.0
Posted by [EvilWhiteDragon](#) on Sat, 28 Jan 2012 14:23:11 GMT
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Which version of BIATCH are you running?

Edit: Oh and 4.0 will behave just as 3.4.4. unless coupled to a TT server. With a < 4.0 server you will not have any extra anti-cheat besides *cheat name removed*not working.

Subject: Re: Custom Models and 4.0
Posted by [liquidv2](#) on Sat, 28 Jan 2012 20:20:36 GMT
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not sure which but it's apparently not the latest release of BIATCH
date on the plugin is 12/31/2010
i just threw the newest one from the black-intel site on there

Subject: Re: Custom Models and 4.0
Posted by [liquidv2](#) on Sat, 28 Jan 2012 23:45:41 GMT
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[16:53:46] <&Tiresias> [BIATCH] [JellyMarathon] [-HOH-]nacho-arg used an unavailable weapon (Damage: 28.000000; Warhead:s3s(Shrapnel)).

[16:53:46] <&Tiresias> [BIATCH] [JellyMarathon] [-HOH-]nacho-arg used an unavailable weapon (Damage: 28.000000; Warhead:s3s(Shrapnel)).

[16:53:56] <&Tiresias> [BIATCH] [JellyMarathon] [-HOH-]nacho-arg used an unavailable weapon (Damage: 28.000000; Warhead:s3s(Shrapnel)).

this occurred shortly after a new map began
he was en route to the Nod harvester on Walls_Flying as a GDI soldier
he didn't even have a chance to use a timed c4 yet, and i'm unsure what could have caused this
i used his same c4 model and was unable to replicate the message (i also use 4.0)

this is still the older BIATCH version; server hasn't restarted yet so the new one is not yet in use

Subject: Re: Custom Models and 4.0
Posted by [liquidv2](#) on Sat, 28 Jan 2012 23:57:50 GMT
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i had him take a ss of his c4 from that game

Quote:here you go:

PD:tell if you want me to upload all my skins/models.

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Sun, 29 Jan 2012 03:08:46 GMT

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Subject: Re: Custom Models and 4.0

Posted by [liquidv2](#) on Sun, 29 Jan 2012 03:21:49 GMT

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so you're saying it's probably due to the out of date biatch version? alright
it said that ^ if it corresponds to damage a vehicle does
are there any vehicles that do 28? or 40? i was told that 20 is orca/apache bullets

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Sun, 29 Jan 2012 03:37:46 GMT

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<http://www.blackintel.org/renegade/projects/biatch/weaponinfo>

There is NOTHING that does 28 damage, or at least not in the way it's reported by BIATCH. And the damage handling isn't changed in TT. Well, not for either <4.0 client or <4.0 server. That makes his damage amount very suspicious, as this amount of damage is not possible without a modified always.something.

Subject: Re: Custom Models and 4.0

Posted by [Generalcamo](#) on Sun, 29 Jan 2012 06:06:10 GMT

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Perhaps it is server side modified.

Subject: Re: Custom Models and 4.0

Posted by [liquidv2](#) on Sun, 29 Jan 2012 06:21:03 GMT

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since it's our server and i know what's on it and it hasn't happened to anyone else i don't think it's that
he has like 8,000 different models for everything but i'm not sure how they could set BIATCH off

like that

maybe if other 4.0 players were using all of those models in conjunction it would do the same

Subject: Re: Custom Models and 4.0

Posted by [NACHO-ARG](#) on Sun, 29 Jan 2012 10:22:17 GMT

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i am available for any test needed

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Sun, 29 Jan 2012 13:21:36 GMT

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Easy to say that now.

Subject: Re: Custom Models and 4.0

Posted by [NACHO-ARG](#) on Sun, 29 Jan 2012 16:15:23 GMT

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came on man, i am pretty sure i can make the bot get trigered again like yesterday.

Subject: Re: Custom Models and 4.0

Posted by [Sean](#) on Sun, 29 Jan 2012 19:19:10 GMT

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NACHO-ARG wrote on Sun, 29 January 2012 09:15came on man, i am pretty sure i can make the bot get trigered again like yesterday.

I doubt it's a false positive, It'll be the first that I've hesrd heard of it. I doubt you'll make the error appear again because we both know what you tried to use while running 4.0.

Subject: Re: Custom Models and 4.0

Posted by [StealthEye](#) on Sun, 29 Jan 2012 21:00:14 GMT

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This should not be caused by a modified skin, only modified .ddb or .ini files may affect this. It is extremely unlikely to be a serverside issue. Does this happen on a single map or globally? Does it happen on other servers too? Please upload all .ini and .ddb files in your Renegade/data/ folder, if any, so that we can check them.

If you can reproduce the problem, try the following steps:

- Run mixcheck.exe in your Renegade main dir (as admin) to ensure that your always files are unmodified. If it reports that it downloads any files, try in-game if you can still reproduce it. If it did not download any files or if it did and you can still reproduce it, continue with the next step.
- Try disabling all your skins (move them to outside your Renegade and data dir). If you can still reproduce it afterwards, upload the files still in your Renegade folder except for the .mix files, always.dat, and always2.dat. That should only be a few MB.

Alternatively you can zip up and upload your entire Renegade folder, but that might take a while, and you'd need to provide a way to reproduce it without having to play very long so that we can debug it.

Subject: Re: Custom Models and 4.0
Posted by [EvilWhiteDragon](#) on Sun, 29 Jan 2012 21:23:22 GMT
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NACHO-ARG wrote on Sun, 29 January 2012 17:15: came on man, i am pretty sure i can make the bot get triggered again like yesterday. Well please enlighten us on how you do that without modifying files in such a way that you're actually doing more damage? Otherwise it seriously looks like you're cheating.

Subject: Re: Custom Models and 4.0
Posted by [NACHO-ARG](#) on Mon, 30 Jan 2012 02:54:26 GMT
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i just reproduce it yesterday according to liquidv2, dont know how i did it but the bot got triggered again, i am not a cheater and i am not a fucking coward, i already say to liquidv2 yesterday and errel that if i get the bot triggered again just call me to some part of the map to test what ever is needed, in case you didnt notice i am not dodging anybody or anything about this problem.

Subject: Re: Custom Models and 4.0
Posted by [NACHO-ARG](#) on Mon, 30 Jan 2012 03:15:44 GMT
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now that i browsed my data folder i find a couple of .pkg files which are from urismas and otter authors, dont know if this could be the source of issue but i will have my entire ren folder upload by tomorrow.

Subject: Re: Custom Models and 4.0
Posted by [C4Smoke](#) on Mon, 30 Jan 2012 05:19:08 GMT

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First off if he set the projectiles wrong it would alter / affect the radius / splash. I have made alot of "Models" and I know from first hand if you even add one more zero to a model it will affect everything. It might just be a editing error or might be problem with the script, I honestly think he set the projectiles wrong cause I had this happen to me before also.

Edit: I must say I never used a model with 4.0 so I don't know if that is also another case.

Subject: Re: Custom Models and 4.0

Posted by [Jerad2142](#) on Mon, 30 Jan 2012 06:53:13 GMT

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EvilWhiteDragon wrote on Sat, 28 January 2012

20:37<http://www.blackintel.org/renegade/projects/biatch/weaponinfo>

There is NOTHING that does 28 damage, or at least not in the way it's reported by BIATCH. And the damage handling isn't changed in TT. Well, not for either <4.0 client or <4.0 server. That makes his damage amount very suspicious, as this amount of damage is not possible without a modified always.something.

Wonder what the chance of standing just far enough away from an explosion to have it scale to exactly 28 (in floating point) is...

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Mon, 30 Jan 2012 10:33:42 GMT

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Jerad Gray wrote on Mon, 30 January 2012 07:53EvilWhiteDragon wrote on Sat, 28 January 2012

20:37<http://www.blackintel.org/renegade/projects/biatch/weaponinfo>

There is NOTHING that does 28 damage, or at least not in the way it's reported by BIATCH. And the damage handling isn't changed in TT. Well, not for either <4.0 client or <4.0 server. That makes his damage amount very suspicious, as this amount of damage is not possible without a modified always.something.

Wonder what the chance of standing just far enough away from an explosion to have it scale to exactly 28 (in floating point) is...

Splash damage is calculated serverside. Also, the number is before applying any transformations due to different armourtypes. It's the value the CLIENT sends.

Subject: Re: Custom Models and 4.0

Posted by [liquidv2](#) on Wed, 01 Feb 2012 21:26:57 GMT

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we determined the cause after testing it extensively with NACHO ingame it appears to be a combination of his models and skins that set BIATCH off

Quote:We conducted very detailed ingame testing just now. The trigger mechanism was hitting timed C4 (on enemy's back or in hand) with NOD shotgunner. Nacho finally removed his C4 skin and it is ok.

I tested that C4 model on myself too and it did nothing so I think that the cause is this model interacting with some other model Nacho uses. Case is closed.

not sure what the true cause was but either way it's not happening anymore

Subject: Re: Custom Models and 4.0
Posted by [EvilWhiteDragon](#) on Wed, 01 Feb 2012 21:49:23 GMT
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liquidv2 wrote on Wed, 01 February 2012 22:26we determined the cause after testing it extensively with NACHO ingame
it appears to be a combination of his models and skins that set BIATCH off

Quote:We conducted very detailed ingame testing just now. The trigger mechanism was hitting timed C4 (on enemy's back or in hand) with NOD shotgunner. Nacho finally removed his C4 skin and it is ok.

I tested that C4 model on myself too and it did nothing so I think that the cause is this model interacting with some other model Nacho uses. Case is closed.

not sure what the true cause was but either way it's not happening anymore
I'm not buying it. Not until it can be reproduced or he comes up with a proper explanation. As I already said, it's IMPOSSIBLE to do 28 damage.

But that doesn't matter I guess, it's your server...

Subject: Re: Custom Models and 4.0
Posted by [liquidv2](#) on Wed, 01 Feb 2012 22:45:50 GMT
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true that

Subject: Re: Custom Models and 4.0
Posted by [Jerad2142](#) on Thu, 02 Feb 2012 13:33:59 GMT
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EvilWhiteDragon wrote on Mon, 30 January 2012 03:33
Splash damage is calculated serverside. Also, the number is before applying any transformations due to different armourtypes. It's the value the CLIENT sends.
Ah sorry, didn't realize we were talking about values compared against the servers own

calculations, never mind then.

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Fri, 03 Feb 2012 00:51:56 GMT

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No need to apologize. I can't expect everyone to know how BIATCH works internally. However is the case, it is impossible for a stock client to send 28 damage as far as we know.

If someone thinks it is possible I would like to invite them to prove it under controlled circumstances, with a way for us to reproduce it. Otherwise I will stick to my view that it's impossible without deliberately modifying the client. That's one of the reasons that liquid decided to not ban nacho/forces him to help us out in the development in BIATCH.

The latter part would mean that every serverowner AND player would be better of, but apparently that's not important to Jelly.

Subject: Re: Custom Models and 4.0

Posted by [iRANian](#) on Fri, 03 Feb 2012 12:21:05 GMT

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Just like it is impossible to make BIATCH show '<player> used an unavailable weapon (Damage: <num>; Warhead: <num>)' for players playing legit thru an oversight by Westwood.

That said i'd like to know what exactly is triggering the messages, as I doubt it's objects.ddb because Jelly can check for it.

Subject: Re: Custom Models and 4.0

Posted by [raven](#) on Fri, 03 Feb 2012 23:12:48 GMT

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EvilWhiteDragon wrote on Thu, 02 February 2012 17:51

The latter part would mean that every serverowner AND player would be better of, but apparently that's not important to Jelly.

Yes. We like to train and harbour cheaters at Jelly.

We're the al-Qaeda of Renegade.

Subject: Re: Custom Models and 4.0

Posted by [Sean](#) on Sat, 04 Feb 2012 15:51:38 GMT

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raven wrote on Fri, 03 February 2012 16:12 EvilWhiteDragon wrote on Thu, 02 February 2012 17:51

The latter part would mean that every serverowner AND player would be better of, but apparently that's not important to Jelly.

Yes. We like to train and harbour cheaters at Jelly.

We're the al-Qaeda of Renegade.

You're the al-Qaeda of al-Qaeda.

Gay Muslims, whatever next.

Subject: Re: Custom Models and 4.0
Posted by [iRANian](#) on Sat, 04 Feb 2012 16:30:19 GMT
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Azazel is the trigger-happy Bin Laden of Renegade.

Subject: Re: Custom Models and 4.0
Posted by [StealthEye](#) on Mon, 06 Feb 2012 00:02:08 GMT
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I'd like to know the reason it triggered too. Maybe nacho can play with no mods except for that c4 skin and see if it triggers in the shotgunner test? And if not add skins until it does. I would be very interested in seeing exactly what caused this so that I can fix it if there is a problem or explain it if it happens again (to someone else).

Subject: Re: Custom Models and 4.0
Posted by [iRANian](#) on Mon, 06 Feb 2012 11:46:45 GMT
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According to what liquid stated on the Jelly-Server forums yesterday or the day before it was the C4 model.

Subject: Re: Custom Models and 4.0
Posted by [shaitan](#) on Mon, 06 Feb 2012 15:27:28 GMT
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People who use those Reborn skins/models, usually do get popped from a few anti-cheats. It's been that way for years, so it's hardly new.

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Sun, 19 Feb 2012 13:13:02 GMT

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raven wrote on Sat, 04 February 2012 00:12 EvilWhiteDragon wrote on Thu, 02 February 2012 17:51

The latter part would mean that every serverowner AND player would be better of, but apparently that's not important to Jelly.

Yes. We like to train and harbour cheaters at Jelly.

We're the al-Qaeda of Renegade.

No, that's not what I'm saying, but I guess rideculing me makes it easier to ignore the fact that you're not helping us out improving BIATCH and TT.

@shaitan

What AC messages? Bighead maybe, the rest is as far as we know completely impossible.

Subject: Re: Custom Models and 4.0

Posted by [iRANian](#) on Sun, 19 Feb 2012 13:27:16 GMT

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So did BlackIntel or the TT team get the C4 model that was apparently causing the issue?

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Sun, 19 Feb 2012 23:44:37 GMT

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As far as I'm aware, no.

Subject: Re: Custom Models and 4.0

Posted by [iRANian](#) on Mon, 20 Feb 2012 00:00:00 GMT

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:/

Subject: Re: Custom Models and 4.0

Posted by [StealthEye](#) on Tue, 21 Feb 2012 22:11:33 GMT

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I found the issue (thanks for sending the files). The problem is that your C4 model uses a bone named "C4", which is not present in the stock model. The C4 bone is configured to have a

damage multiplier of 4, hence shooting at it will report 4 times the amount of damage as normal. This is not possible with stock files, because then you can only do 1x (normal), 3x (neck) or 5x (head) the amount of damage. For this reason, BIATCH detects it as a cheat: you are doing more damage than you should.

With stock files this cannot happen, and with the modified model you are indeed cheating, as you do more damage than you should. BIATCH did exactly what it should do: block the cheat. Even though you did likely not do it on purpose, it is good that BIATCH caught it as it stopped you from accidentally cheating.

The issue only happens in this specific case: if a .w3d has a bone named "C4".

The fix is to rename this bone. Then you should be able to use the model again. There are no other bone names that can give the same effect, so this is really the only model that can cause problems (assuming that noone names a bone "C4" in non-C4 models that is). If anyone ever claims that they have the same problem (although it sounds highly unlikely that it would ever occur again), BIATCH must report 4 times the amount of damage a normal weapon would do, and it must be their C4 model, otherwise, they are likely lying as as far as I know BIATCH does not give any false positives I do not think that there is another way to "accidentally cheat" like in this specific scenario.

Subject: Re: Custom Models and 4.0
Posted by [iRANian](#) on Tue, 21 Feb 2012 22:49:35 GMT
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It's happened before with a custom C4 model Scrinoid made:

<http://www.renegadeforums.com/index.php?t=msg&th=31068&prevloaded=1&rid=0&start=0>

Subject: Re: Custom Models and 4.0
Posted by [Reaver11](#) on Sat, 25 Feb 2012 18:43:58 GMT
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That is not Scrinoids work it is from the Commando mod ages ago.

Subject: Re: Custom Models and 4.0
Posted by [iRANian](#) on Sat, 25 Feb 2012 19:35:18 GMT
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Are you implying Scrinoid didn't rip off most of the stuff he "created"?

Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Tue, 28 Feb 2012 14:14:32 GMT

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iRANian wrote on Tue, 21 February 2012 23:49It's happened before with a custom C4 model
Scrinoid made:

<http://www.renegadeforums.com/index.php?t=msg&th=31068&prevloaded=1&rid=0&start=0>
Yeah, but scrinoid was also intentionally cheating, so that doesn't tell us much now does it
