
Subject: Scripts 4.4 progress update

Posted by [jonwil](#) on Wed, 24 May 2017 23:07:17 GMT

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This is a list of all the changes we have made since scripts 4.3 was released:

- * Restore stock turret behavior. Turrets no longer face the origin of the map on creation and no longer rotate when a vehicle is empty unless it is controlled by AI. Reworked netcode was added to make the original behavior no longer have client side lag like it did in the original game.
- * New and improved scripts from dblaney
- * Remove some code from danpaul's AI scripts that is no longer needed as a result of the turret improvements
- * Update ra_base_defense to face the location for the entire duration of the idle timer
- * New and improved scripts from Jerad
- * Reduce latency substantially on vehicles by fixing a bug in the client side latency interpolation code.
- * New engine calls Force_Orientation_Update and Force_Orientation_Update_Player to force the orientation of a vehicle to a specific direction over the network.
- * Small improvement for jumping latency.
- * Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.
- * Reduce issues with explosions not appearing on large games, and the repair guns beam from becoming straight and some other things not appearing properly.
- * Fix the ignore tracking flag for ammo definitions to work correctly.
- * Fix a few bugs in the graphics code
- * Fix some bugs related to attaching to a bone
- * New engine call Create_2D_Wave_Sound_Cinematic_Player
- * New engine calls Force_Turret_Update and Force_Turret_Update_Player call to force objects to instantly set their turret facing and tilt to the specified facing/tilt.

The plan is to release a 4.4 RC1 release sometime in the near future although I dont know exactly when it will happen.

Subject: Re: Scripts 4.4 progress update

Posted by [ehhh](#) on Wed, 24 May 2017 23:38:52 GMT

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anticheat? :->

Subject: Re: Scripts 4.4 progress update

Posted by [jonwil](#) on Thu, 25 May 2017 04:39:43 GMT

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4.x already contains a whole bunch of anti-cheat features.

Subject: Re: Scripts 4.4 progress update
Posted by [Goztow](#) on Thu, 25 May 2017 06:17:44 GMT
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It would be nice if they weren't bypassed. It would be nice if instead of blocking a cheat you reported a cheating player to a central list so we can ban his ip range.

Subject: Re: Scripts 4.4 progress update
Posted by [dbloney1](#) on Thu, 25 May 2017 06:37:23 GMT
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If servers would require people to have the latest scripts installed instead of allowing stock players to join there would be substantially less cheating. My server only allows 4.3 and newer clients to join and we have had pretty much no cheaters.

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Thu, 25 May 2017 09:48:32 GMT
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Which bits of the anti-cheat dont currently log details to a log file?

I know the stuff we took from BIATCH logs to a log file (PT checks, netcode hacks, weapon/ammo hacks) but if there are other parts of the anti-cheat that should be logging to a file but aren't, let me know and I will see what I can do.

EDIT:

I do know the file-hash anti-cheat doesn't log to a file and have made a note on our internal scripts todo list so that logging for that particular feature will get added (i.e. the details of players kicked for file-hash failures will get logged to the same log files as per those for the netcode hacks etc)

Oh also I hope servers are actually turning on the file-hash anti-cheat (if anyone knows of servers that don't use it or knows why servers aren't using it, please tell me so I can make whatever changes are necessary so servers are willing to turn it on)

Subject: Re: Scripts 4.4 progress update
Posted by [ehhh](#) on Thu, 25 May 2017 11:05:46 GMT
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was referring to someone releasing a cheat 3 weeks ago that were supposed to bypass the current anticheat?

havent tested them yet however

Subject: Re: Scripts 4.4 progress update
Posted by [iRANian](#) on Thu, 25 May 2017 19:15:08 GMT
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He's talking about an updated version of an older triggerbot for 4.0 that was released a few weeks back.

You can find it on the usual website for renegade cheats.

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Thu, 25 May 2017 20:55:11 GMT
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We at TT will do our best to stop this triggerbot.

Subject: Re: Scripts 4.4 progress update
Posted by [Gen_Blacky](#) on Wed, 31 May 2017 07:11:41 GMT
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Good Response lol. Nice updates.

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Sun, 04 Jun 2017 23:20:37 GMT
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More changes:

Further updates to scripts by dblaney

Further updates to scripts by jerad

New engine calls Force_Velocity_Update and Force_Velocity_Update_Player to allow you to force objects to instantly set their velocity.

Add some changes to prevent the new triggerbot from working by forcing the value it looks for to always be the one it wants to see in order to shoot (i.e. a player using the bot will constantly fire their weapon)

As of now none of the stuff on that cheats forum will work with the current 4.4 builds.

Before I release 4.4RC1 I want to add some logging to the file-hash anti-cheat similar to logging for the various anti-cheat features taken from BIATCH. That way server admins can see who got kicked and take further action (e.g. banning that individual)

Subject: Re: Scripts 4.4 progress update
Posted by [iRANian](#) on Mon, 05 Jun 2017 07:08:49 GMT
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Would it be possible to have scripts 4.4 send an anti-cheat message when that specific triggerbot is used?

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Mon, 05 Jun 2017 09:35:18 GMT
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No, we cant detect it, we can just make sure it doesn't get correct values and therefore wont work.

Subject: Re: Scripts 4.4 progress update
Posted by [\[EE\]pickle-jucer](#) on Mon, 05 Jun 2017 15:19:22 GMT
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Out of curiosity, what is stopping you from hooking the code that handles the cross-hair color, and the code that handles keyboard and mouse input, then calculating the response time of the player? Or would that not work for some reason?

Even if it wasn't used for automatic kicking/banning, a 95th percentile or running average of the samples would allow server admins to easily check if someone had super-human response times.

Subject: Re: Scripts 4.4 progress update
Posted by [iRANian](#) on Mon, 05 Jun 2017 16:09:13 GMT
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Thanks a lot for the effort on scripts 4.4.

Just pisses me off that the same players will suddenly start playing a lot better when that hack gets updated.

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Mon, 05 Jun 2017 21:10:37 GMT
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If they update the hack, I will find another way to stop whatever they are doing.

Subject: Re: Scripts 4.4 progress update
Posted by [dubstar](#) on Sun, 11 Jun 2017 23:09:47 GMT
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thankyou to the TT team for all the work you have put into scripts.

It is possible to have the reticle not change colour when pointed at enemy, I seen this on a test server last year (it was either dblaney's or Jerad's server).

Is there any way this can be implemented so server owners can toggle it on/off for their server?

Subject: Re: Scripts 4.4 progress update
Posted by [dblaney1](#) on Mon, 12 Jun 2017 18:11:25 GMT
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dubstar wrote on Sun, 11 June 2017 16:09thankyou to the TT team for all the work you have put into scripts.

It is possible to have the reticle not change colour when pointed at enemy, I seen this on a test server last year (it was either dblaney's or Jerad's server).

Is there any way this can be implemented so server owners can toggle it on/off for their server?

That was done by jerad on his map. He just had all the units set to not targetable. That also makes the healthbars not show up as well. The color of the reticle when aimed at an enemy though, could be changed to be the same in the objects.ddb if a server wanted to turn it off. It would require the objects.ddb to be put in a tt package that clients joining the server download.

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Mon, 12 Jun 2017 22:42:21 GMT
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Its fairly trivial to set the reticle colors on a per-map basis via the per-map presets and then have all the maps your server runs downloaded over the TT downloader so it can feed that per-map ddb file (you could even easily modify all he stock maps in this way and make them into something you can package up via the TT downloader)

Subject: Re: Scripts 4.4 progress update
Posted by [dblaney1](#) on Tue, 13 Jun 2017 18:20:35 GMT
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Even simpler would be to just make your server use a custom objects.dbb inside a package and load that package for all maps. That's what I do for some other tweaks on my server. That way it works on all maps as long as they don't temp out those settings which very few maps do. None of the stock ones do. You can fix a lot of other issues this way as well.

Subject: Re: Scripts 4.4 progress update
Posted by [dubstar](#) on Sat, 17 Jun 2017 20:31:55 GMT
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Thanks for the speedy reply. From what I gather objects.dbb is a way for hackers to use big head, damage hacks etc. Does scripts 4+ have md5 CRC checking capabilities?

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Sat, 17 Jun 2017 21:33:08 GMT
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Yes, there are file checks to prevent cheating, servers need to enable it though.

Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Sun, 18 Jun 2017 23:24:54 GMT
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Hopefully I will be releasing 4.4RC1 this week.
Still need to add logging for the file hash anti-cheat but that shouldn't be hard.

Subject: Re: Scripts 4.4 progress update
Posted by [Gen_Blacky](#) on Mon, 19 Jun 2017 01:45:19 GMT
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Subject: Re: Scripts 4.4 progress update
Posted by [jonwil](#) on Mon, 19 Jun 2017 01:55:23 GMT
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Logging has been added for the file-hash anti-cheat.

It will output to the console either:

[BIATCH] <abc> was kicked due to invalid file <def>!

or

[BIATCH] <abc> was kicked due to invalid file of type <ghi>!

<abc> being the player name of the player who was kicked.

<def> being the file name that was detected as invalid (if it was a detection of a specific invalid file)

<ghi> being the type of file that wasn't being detected (in the case where the server didn't get sent a file hash for that particular file)

The same output goes to the main.txt log file.

The extended.txt log file gets the file name or file type, player name, IP address and player team.