Subject: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Tue, 25 Apr 2006 11:34:22 GMT
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It's only a first step but here i go. I'm following Xwis forums a bit and couldn't help but note that Renegade xwis is still a "go ahead and cheat, we won't do anything" - place.

Other games however, where cheats are much more difficult to detect, like RA2 have these rules and I quote from the news and announcements:

Quote:1st time caught cheating : warning and 16 Days server ban

If a player is caught again they will get a final warning and a 32 day ban from the server

If they are caught a 3rd time they will be permanently banned from XWIS.

When I compare both treatments, I got the impression that something could and maybe needs to be done.

One could say "there never is enough proove that someone cheated". Believe me, sometimes there is, we've seen it happen enough in the past.

Therefor I'd like to launch a discussion for banning prooved cheaters from xwis for a week (as a first step). I know Crimson had the technical possibility of doing it, allthough I think she doesn't have the contractual possibility yet. I would have started this kind of topic on xwis-forums but it's a waste of time and effort there, i'm afraid. And after all, these are the renegadeforums .

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Adad on Tue, 25 Apr 2006 12:13:26 GMT
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I'd like to see something to be done against cheaters. Yes it's harder but doesn't mean there is no way to be done.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by imperfect3D on Tue, 25 Apr 2006 16:12:38 GMT
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This game was a blast when it hit the shelves and was still supported. Trying to keep up with people like c4miner in the tournaments, no cheats, real clans, real tactics, real teamwork, etc.

I'm all for this idea IF you can prove without a doubt the person is cheating. And not the BS that's going on now.

For a time n00bstories was my server of choice. Now I get accused of cheating, kicked, banned?

I've never cheated in this game. NEVER. If you just play the game and happen to kill the wrong person your kicked from most of the servers. And there's a few servers where the mods cheat their asses off and totally ruin the game for everyone. Sure they are your servers and you can do as you please. But don't ask for donations on your welcome msg... ffs

I'm still on win2k like the day I bought renegade.
So renguard doesn't run for me, and doesn't sound like a version will be out soon that supports win2k. (shove those "go buy xp" remarks up your ass, dumbest advice I've ever seen.)

No renguard, so I'm a cheater? That's how I'm treated on most servers that I do more than repair a tank or building.

As said above... the situation is BS right now.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by luv2pb on Tue, 25 Apr 2006 17:08:00 GMT
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I personally don't see why you get any chance at all. First time cought = perm ban.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by bisen11 on Tue, 25 Apr 2006 18:44:42 GMT
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luv2pb wrote on Tue, 25 April 2006 13:08I personally don't see why you get any chance at all. First time cought = perm ban.
There is still the arguement that you can't always completly prove whether they are cheating. So if they weren't and got permenantly banned that'd be unfair.

And also, what kind of ban are we talking about? IE: Name ban, IP Ban, Serial Ban.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Tue, 25 Apr 2006 18:53:23 GMT
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renegade serial ban, that would be.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by light on Tue, 25 Apr 2006 20:43:40 GMT
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I think ban for using cheats is worth looking at, IF you can prove. (Which is hard unless they are being completely obvious)

Ban for breaking server rules (cheating with regard to that 1 server, e.g. B2B) shouldn't be included.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Kanezor on Tue, 25 Apr 2006 20:52:40 GMT
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Fraps is your best friend.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Homey on Tue, 25 Apr 2006 20:59:29 GMT
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Agreed, you need to prove it. If people are actually getting serious consequences to their actions they may consider not cheating. Now eventually someone who didn't do anything wrong will get banned, but perhaps if people are being banned for cheating, cheating will decrease greatly and become less of a problem. But that's only if you have fair people deciding who is banned and based on what evidence.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Crimson on Tue, 25 Apr 2006 22:12:46 GMT
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It doesn't do any good against servers that are on GameSpy or WOLspy.

Imperfect3D, send me a private message with your login name and a more complete description of your experience on our server and I will see if I can get you an exception.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by mrpirate on Tue, 25 Apr 2006 22:28:03 GMT
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I guess I'd be the first to go, eh Goztow?

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Kamuix on Tue, 25 Apr 2006 22:33:25 GMT
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Is there really a need for it. Server bans seem good enouph as it is. And because there are not many servers, Cheaters dissapear fast.

And is there really a need to get rid of .....

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Homey on Tue, 25 Apr 2006 22:53:14 GMT
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Kamuix wrote on Tue, 25 April 2006 18:33Is there really a need for it. Server bans seem good enouph as it is. And because there are not many servers, Cheaters dissapear fast.

And is there really a need to get rid of .....
The only problem is that people change their names and ips and just rejoin. If there was a way to serial ban on a server that'd suffice.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Kanezor on Tue, 25 Apr 2006 23:30:35 GMT
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Homey wrote on Tue, 25 April 2006 17:53Kamuix wrote on Tue, 25 April 2006 18:33Is there really a need for it. Server bans seem good enouph as it is. And because there are not many servers, Cheaters dissapear fast.

And is there really a need to get rid of .....
The only problem is that people change their names and ips and just rejoin. If there was a way to serial ban on a server that'd suffice.
GSA servers ban by serial hashes.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by xptek on Wed, 26 Apr 2006 03:45:25 GMT
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Who's to decide if someone is 'cheating' or not, and how can we be sure those decisions are correct and legit most of the time?

Subject: Re: Discussion: 1 week ban from xwis for cheaters

Posted by light on Wed, 26 Apr 2006 04:07:04 GMT
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xptek wrote on Wed, 26 April 2006 15:45Who's to decide if someone is 'cheating' or not, and how can we be sure those decisions are correct and legit most of the time?
Behold the single largest problem with 2 or more networks co-operating. Lack of trust.

(Not that I criticise it, it's a perfectly valid question, but I don't see an answer.)

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Wed, 26 Apr 2006 07:22:31 GMT
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The whole idea is that cheaters now very often go unpunished on xwis, as IP and name - bans are more or less easy to bypass nowadays.

I think it is already very important for people to know that there is actually a punishment possible, it might already make a part of the cheaters think twice, especially when some exemples have been set.

This doesn't work for GSA-servers but it seems their bans use renegade serials, so bans are harder to bypass. Ideally we would use the xwis id's to ban on ofcourse, maybe Olaf will read this and give us an update on that possibility?

How to be sure someone is cheating? Maybe a simple report-system could be put in place. I think of a form where you give in a cheater's name, ip's, server he cheated on and a zip file with possible proof. This form is mailed to BHS. If they receive 15 complaints for the same person, it might be clear that there's a problem. This ofcourse asks for a cooperation of the server owners.

I think this discussion is valuable, some information can be bundled which may lead to a good way to handle this.

As to mr Pirate, you ain't half as 'important' to anyone, as you think you are.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Sniper_De7 on Wed, 26 Apr 2006 11:29:22 GMT
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Goztow, I think he was just pointing out the fact that you've banned people without any proof or ground to stand on. (Not that you're the first server to do it or anything, just kind of ironic to make a topic about having to have clear evidence for bans when obviously you don't do that :\

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Wed, 26 Apr 2006 12:46:15 GMT

Sniper_De7 wrote on Wed, 26 April 2006 07:29Goztow, I think he was just pointing out the fact that you've banned people without any proof or ground to stand on. (Not that you're the first server to do it or anything, just kind of ironic to make a topic about having to have clear evidence for bans when obviously you don't do that :\

I believe in catching cheaters on a 'feeling'. I got quite some experience with cheaters and people who give me doubts, can be banned indeed. I prefer to ban 10 people and have one non-cheater in it, than to ban 5 and have 4 cheaters in our server. This being said, I believe that Mr Pirate has more than earned his ban and many bans on other servers.

I do realise though that when a heavy punishment like banning from xwis is involved, you can only ban the 100 % sure cheaters and because people could abuse the system, you need proove.

There you go, hope this explains it.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Tunaman on Wed, 26 Apr 2006 15:52:40 GMT

Goztow wrote on Wed, 26 April 2006 08:46
I believe in catching cheaters on a 'feeling'.
That's total BS, if you have that 'feeling' that someone is cheating, you should test them, or go under a nick that noone knows you as so you can watch them better. If you know the damage/point values for most of the weapons, then you should be able to easily see who are cheaters and who is actually good.. I have banned many people from the server that I mainly mod on, and do you know how many people have come to protest these bans? 1 person has, because another mod banned him just for being a "known hacker" because he has been banned from other servers while this person has never cheated, and because of this, has never been caught..

I'm hoping that videos like this could be submitted to get people banned from XWIS.. Ones like this show people blatantly cheating, which are the people who should be banned first because they can ruin a server within seconds. The "iffy" videos & proof could be judged after people like this are banned.
ftp://67.18.253.100/Cheater.wmv

One thing about Renegade is that people can direct connect without going through XWIS or gamespy.. Do the other games have this feature? If they don't, then maybe that's those rules are enforced more.. Because it totally removes the point of an XWIS ban if the cheater can still get into the servers.

Edit: My bad, but I think if someone has been proven to cheat they should be instantly perma-banned..

Subject: Re: Discussion: 1 week ban from xwis for cheaters

Posted by mrpirate on Wed, 26 Apr 2006 16:14:09 GMT
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Goztow wrote on Wed, 26 April 2006 08:46This being said, I believe that Mr Pirate has more than earned his ban and many bans on other servers.

All I ask for is an apology when you eventually realize you're wrong about me.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Sniper_De7 on Wed, 26 Apr 2006 16:15:40 GMT
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Well obviously banning on a feelign isn't going so hot for you, as you banned two innocent players. But, maybe you're right. Maybe n00bstories and jelly and whatever other servers are all missing something that you've spotted, even though you haven't spotted anything unnatural except for a "feeling" Way to be.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by xptek on Wed, 26 Apr 2006 19:24:09 GMT
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Really don't feel it should be up to XWIS to ban cheaters when there's quite a few different opinions on what's actually considered cheating (clearscope, etc).

I'd recommend something like a DNSBL, where known cheaters' serial hashes are blacklisted. This would provide server owners with a little more freedom to decide who's playing on their servers while helping to prevent cheating.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Wed, 26 Apr 2006 19:26:26 GMT
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xptek wrote on Wed, 26 April 2006 15:24Really don't feel it should be up to XWIS to ban cheaters when there's quite a few different opinions on what's actually considered cheating (clearscope, etc).

I'd recommend something like a DNSBL, where known cheaters' serial hashes are blacklisted. This would provide server owners with a little more freedom to decide who's playing on their servers while helping to prevent cheating.
Be careful, you're getting back on topic...

The whole problem is that we don't have the serial hashes on xwis, unless the player uses renguard.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by xptek on Wed, 26 Apr 2006 19:30:19 GMT
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I'm not sure how hard it would be for Olaf/etc. to add a protocol extension to XWIS that sends an MD5/SHA512 hash of the connecting player's serial to the FDS, which could then be interpreted by scripts.dll, but that would solve the technical issue of not having access to a client's hashed serial.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by PackHunter on Wed, 26 Apr 2006 20:09:19 GMT
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xptek wrote on Wed, 26 April 2006 15:24Really don't feel it should be up to XWIS to ban cheaters when there's quite a few different opinions on what's actually considered cheating (clearscope, etc).

I'd recommend something like a DNSBL, where known cheaters' serial hashes are blacklisted. This would provide server owners with a little more freedom to decide who's playing on their servers while helping to prevent cheating.

Nightma and myself already suggested something like a blacklist (read global banlist) with NR and BR support in the serverowners forum. Aside from technical difficulties, there will allways be the problems like who should be able to put in those bans. The succes of something like this will greatly depend on the willingness of serverowners to actually support and turn on such a feature.

Just look at renguard. There are still far too many people not willing to use it on their servers or clients. Renguard would be far more succesfull if everybody just put their servers to full renguard. I have been playing on a server that was allways full renguard and we never had any cheater problems. Allthough I have to say this was before the renguard bypasses were made. I still believe the majority of cheaters are people that don't know how to bypass renguard.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by =HT=T-Bird on Wed, 26 Apr 2006 21:03:30 GMT
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Only problem: Some people can't turn FullRG on because RG won't run on their OS of choice...which sux   (hopefully, summer will be fruitful for inetknight, Crimson, and company

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Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by xptek on Wed, 26 Apr 2006 21:38:02 GMT
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I think a console version of RG would work fine under WINE.

Now getting something like that released..

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Crimson on Thu, 27 Apr 2006 00:54:01 GMT
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I also intend to develop a "RenGuard Lite" software:

Quote:Basically, whenever you ban/kickban a player from your server, your bot would (have to) send the information to my server. (Username, IP, serial hash if you have it) -- ALL bans are recorded. Bans without decipherable reasons (like "go away" or "enough") will be rejected.

Based on some factors I'm working out, each player in the database would have a "level" of risk attached to them, which would be returned when you query the server for a player who joined. Then you can decide what level of people you want to kick.

This solves the problem where we wouldn't have control over who's banned or not. I would (probably) have a website you could visit to see who's banned, what level ban, and the reasons.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Kamuix on Thu, 27 Apr 2006 00:56:33 GMT
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I've been banned and commented "go away" And just because they didi'nt want my white ass in their server.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Thu, 27 Apr 2006 06:34:30 GMT
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The nice part of what I proposed here is that it can be done immediately, with agreement from Strike team ofcourse. I'm pretty sure almost all other alternatives need quite a bit of work.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Kanezor on Thu, 27 Apr 2006 18:17:13 GMT
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Just make sure that if XWIS bans for Renegade are put in place, that the cheater was not on a server which specifically allows bullshit to be done, or that has various "unfair" server-side mods in use. I know of two such servers. It would be a shame if some unknowing person happens into one of those servers and gets one of the regulars banned from XWIS for something the regular

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knew was allowed on that server, and that the new guy knew wasn't allowed in other servers.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by CarrierII on Thu, 27 Apr 2006 20:29:10 GMT
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If anyone knows Cyberpunk's serial that's first on the list i think.
It would be a good idea.
I hope we get it implemented.

Subject: Re: Discussion: 1 week ban from xwis for cheaters
Posted by Goztow on Fri, 28 Apr 2006 06:37:15 GMT
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CarrierII wrote on Thu, 27 April 2006 16:29If anyone knows Cyberpunk's serial that's first on the list i think.
It would be a good idea.
I hope we get it implemented.

He has too many anyway different ones anyway, somehow he seems to like giving out a lot of money to EA...

Crimson got him on renguard, though, he has been banned from that .