Subject: bypasser - where to report
Posted by reckneya on Mon, 10 Jul 2006 17:38:13 GMT

Hi,

I'm not sure where to post this but I've got a bypasser to report.
Not exactly sure if it's allowed to post IP adresses and IRC logs, so I'll wait with that till someone tells me to post or to pass the info by a different method.

Player ingame name was: Tw34km3

Did one shot kills with every weapon, and also repaired vehicles from his team in an instant. He was running renguard!

Either a new hack is out, or someone is constantly bypassing under another identity (ingame name + IP), cause this is the 3rd bypasser I have seen this month, only problem is I couldn't retreive their IP's due to a malfuncioning brenbot.

Reckneya.

Subject: Re: bypasser - where to report
Posted by =HT=T-Bird on Mon, 10 Jul 2006 17:53:31 GMT

reckneya wrote on Mon, 10 July 2006 12:38Hi,

I'm not sure where to post this but I've got a bypasser to report.
Not exactly sure if it's allowed to post IP adresses and IRC logs, so I'll wait with that till someone tells me to post or to pass the info by a different method.

Player ingame name was: Tw34km3

Did one shot kills with every weapon, and also repaired vehicles from his team in an instant. He was running renguard!

Either a new hack is out, or someone is constantly bypassing under another identity (ingame name + IP), cause this is the 3rd bypasser I have seen this month, only problem is I couldn't retreive their IP's due to a malfuncioning brenbot.

Reckneya.
Post the IRC logs please, no IP addresses though. Also, Tw34km3 has cheated in other servers under the same identity (Gamerz0ne and Black-Cell), so nobody stole Tw34km3's identity. His IP has changed multiple times though... Logs need to contain both evidence of a cheat and evidence that the server registered the bypasser as running RenGuard.

Subject: Re: bypasser - where to report
Posted by reckneya on Mon, 10 Jul 2006 18:44:16 GMT
View Forum Message <> Reply to Message

affirmative

[18:45:41] <MissionDMBRBOT> Player Tw34km3 joined the game
[18:46:11] <MissionDMBRBOT> Tw34km3 killed [GDE]reckneya (Nod Minigunner/Pistol vs GDI Minigunner)
[18:46:29] <MissionDMBRBOT> [GDE]reckneya: how did your buggy get instant repair
[18:47:12] <MissionDMBRBOT> {As}masterblast{L}: i dont know
[18:47:18] <MissionDMBRBOT> Tw34km3 killed [GDE]reckneya (Nod Minigunner/Pistol vs GDI Minigunner)
[18:47:22] <MissionDMBRBOT> [GDE]reckneya: i know
[18:47:26] <MissionDMBRBOT> {As}masterblast{L}: how
[18:47:38] <[GDE]reckneya> !pi Tw34km3
[18:47:38] <MissionDMBRBOT> Id   Name   Score Side Ping   Address Kbits/s Time   RG
[18:47:38] <MissionDMBRBOT> 4   Tw34km3   45   NOD 98   x.x.x.x<sensor> 52 000.01.53   x
[18:47:50] <[GDE]reckneya> !kb Tw34km3 hacker bypasser RG
[18:47:51] <MissionDMBRBOT> Host: [BR] Tw34km3 is being KICK-BANNED by [GDE]reckneya@IRC for: hacker bypasser RG
[18:47:51] <MissionDMBRBOT> Player Tw34km3 left the game
[18:47:51] <MissionDMBRBOT> Tw34km3 was kicked
[18:48:13] <[GDE]reckneya> !page Tw34km3 ip will be passed to renguard
[18:48:15] <MissionDMBRBOT> Page Sent to Tw34km3 --> ([GDE]reckneya@IRC): ip will be passed to renguard
[18:48:20] <MissionDMBRBOT> Player [GDE]reckneya left the game
[18:48:51] <MissionDMBRBOT> [Page] Tw34km3: go for it
[18:49:21] <[GDE]reckneya> !page Tw34km3 I will dont worry
[18:49:22] <MissionDMBRBOT> Page Sent to Tw34km3 --> ([GDE]reckneya@IRC): I will dont worry
[18:49:34] <MissionDMBRBOT> [Page] Tw34km3: ooo im so fucking scared

Hope this is evidence enough. It was in a Death Match server.

Subject: Re: bypasser - where to report
Posted by Goztow on Mon, 10 Jul 2006 20:20:37 GMT
View Forum Message <> Reply to Message

He's very active in the cheat community and has made a RG bypass tutorial...

Subject: Re: bypasser - where to report
Posted by rc22fires on Mon, 10 Jul 2006 21:25:50 GMT

Goztow wrote on Mon, 10 July 2006 16:20He's very active in the cheat community and has made a RG bypass tutorial...

Hey Goztow how can we be sure this is the same person? Now I know you may have a way of knowing but I don't know for sure, do you have a way of knowing or do you think it's him and just a hunch? Just curios.

As for a "new" hack being out, there are a couple of bypasses that have been released, they are definatly not new but not old either.

Oh and hi reckneya   . Hope we can get this punk.

Edit: Gj with the logs, but the best you could have done was taken screenshots you know. If it is who Goztow thinks/knows it is, then keeping him banned and RG banned is probably not going to happen.

Banned him, that's funny Reckneya. Makes me want to get back into modding. I was great at it. Think it's time for me to donate again.

Subject: Re: bypasser - where to report
Posted by light on Tue, 11 Jul 2006 05:59:03 GMT

Ya, he's been caught on LTServ, and this SS is pretty damning:

 http://www.ltroush.com/forums/index.php?act=Attach&type= post&id=1016

Subject: Re: bypasser - where to report
Posted by Goztow on Tue, 11 Jul 2006 07:25:08 GMT

I sent the tutorial to Crimson, in which he didn't even black out his nickname.

He changes IP and can change nick as he likes, so banning him won't help a lot, I'm afraid. It's just one of those big babies wetting their pense because they can bypass a renegade/renguard ban and cheat on Renegade. A 100 % loser indeed...

Subject: Re: bypasser - where to report
Posted by reckneya on Tue, 11 Jul 2006 14:57:37 GMT

Totally agree with you there Goztow

Yeah SS would have been better, or maybe even a movie, but I didn't want him to get the chance to get away with it. I mean looser or not, if he gets the chance to leave at his own will, it still feels like he won, I'd rather ban him.

What I need is a Terra byte size Slave Hard Drive and the full version of fraps so I can record everything.

Subject: Re: bypasser - where to report
Posted by luv2pb on Tue, 11 Jul 2006 17:09:48 GMT

hes banned from n00bstories as well.

Subject: Re: bypasser - where to report
Posted by Berkut on Tue, 11 Jul 2006 23:00:52 GMT

I'm not sure how this works, but would banning a person's subnet be effective? How exactly does a subnet work, anyway?

Subject: Re: bypasser - where to report
Posted by =HT=T-Bird on Wed, 12 Jul 2006 01:09:53 GMT

Berkut wrote on Tue, 11 July 2006 18:00I'm not sure how this works, but would banning a person's subnet be effective? How exactly does a subnet work, anyway?
Some ISP's have multiple subnets (Mine does), so even subnet bans (in addition to being very broad) can be bypassed. What we need is a PB-style GUID for RG.

Subject: Re: bypasser - where to report
Posted by Goztow on Wed, 12 Jul 2006 11:01:21 GMT

=HT=T-Bird wrote on Wed, 12 July 2006 03:09Berkut wrote on Tue, 11 July 2006 18:00I'm not sure how this works, but would banning a person's subnet be effective? How exactly does a subnet work, anyway?
Some ISP's have multiple subnets (Mine does), so even subnet bans (in addition to being very broad) can be bypassed. What we need is a PB-style GUID for RG.

Banning subnets means banning everyone that has that ISP. Not REALLY the best solution, heh?

We need to be able to ban on renegade serial, meaning it would cost at least 5 € to be unbanned from a server. After a couple of times, people wouldn't want to be banned anymore. Gamespy does it, so I don't understand why they don't let us do it for Xwis. But oh well. We got to work with the stuff we have.

Subject: Re: bypasser - where to report
Posted by Blazer on Fri, 14 Jul 2006 21:47:24 GMT
View Forum Message <> Reply to Message

Yep he's a definite bypasser.
Looks like he changes IPs a lot, probably to avoid bans:
207.210.22.157
207.210.16.153
207.210.20.86
207.210.18.68
207.210.19.44
207.210.23.131

He also has used the nick "l0custX".

I've done what I can to ban him from RG for now. He may be able to evade it, so it will be cat and mouse until RG 1.034 which will give us some more options.

If he keeps giving you trouble, you can always ban the 207.210.x.x subnet. That would force him to connect through a udp proxy, which is easily done but requires him to use an external server to do it with etc...just keep making him waste his time and resources. It only takes you 5 seconds to ban his IP, but it takes him 5 mins to get a new IP and come back...eventually he will get tired of getting a hardon over making people mad, and go back to undressing his sisters barbie dolls.

Subject: Re: bypasser - where to report
Posted by Goztow on Sat, 15 Jul 2006 10:31:56 GMT
View Forum Message <> Reply to Message

Hmmmm Canada.
ISP   : Source Cable
Organization : Source Cable
Location   : CA, Canada

I wonder how many customers they got on Renegade...

Subject: Re: bypasser - where to report

Posted by =HT=T-Bird on Sat, 15 Jul 2006 13:54:39 GMT

Blazer wrote on Fri, 14 July 2006 16:47Yep he's a definite bypasser.
Looks like he changes IPs a lot, probably to avoid bans:
207.210.22.157
207.210.16.153
207.210.20.86
207.210.18.68
207.210.19.44
207.210.23.131

He also has used the nick "l0custX".

I've done what I can to ban him from RG for now. He may be able to evade it, so it will be cat and mouse until RG 1.034 which will give us some more options.

If he keeps giving you trouble, you can always ban the 207.210.x.x subnet. That would force him to connect through a udp proxy, which is easily done but requires him to use an external server to do it with etc...just keep making him waste his time and resources. It only takes you 5 seconds to ban his IP, but it takes him 5 mins to get a new IP and come back...eventually he will get tired of getting a hardon over making people mad, and go back to undressing his sisters barbie dolls.

He may be able to change subnets as well (dunno how many his ISP has). And if your router has a "Clone MAC" option (mine does), it wouldn't take him quite that long to get a new IP addy (change in MAC = change in IP due to the way ARP works). I wish motherboards had like a mask ROM with a serial number in it on 'em, so that we could make it $150-$400 to get unbanned instead of $0...

Subject: Re: bypasser - where to report
Posted by reckneya on Mon, 17 Jul 2006 00:19:00 GMT

Goztow wrote on Wed, 12 July 2006 06:01

We need to be able to ban on renegade serial, meaning it would cost at least 5 € to be unbanned from a server.
I'm affraid that serial numbers for renegade can be found on the internet also. But the technology to ban by serialkey exists, if I'm not mistaken, it's intergrated in the UNRULES banning system.

Subject: Re: bypasser - where to report
Posted by =HT=T-Bird on Mon, 17 Jul 2006 00:42:13 GMT

---

reckneya wrote on Sun, 16 July 2006 19:19Goztow wrote on Wed, 12 July 2006 06:01

We need to be able to ban on renegade serial, meaning it would cost at least 5 € to be unbanned from a server.
I'm affraid that serial numbers for renegade can be found on the internet also. But the technology to ban by serialkey exists, if I'm not mistaken, it's intergrated in the UNRULES banning system.

$5-$30 or the 5-15 minutes for a serial off of the Internet isn't enough of a barrier to a determined cheater. $50-$400/unban, (CPU or Mobo), now you are talking about a money drainer...

Subject: Re: bypasser - where to report
Posted by snoix on Mon, 17 Jul 2006 01:42:47 GMT
View Forum Message <> Reply to Message

this guy is a cheater. we just recently banned him from st0rm after a bunch of tests.

Subject: Re: bypasser - where to report
Posted by Goztow on Mon, 17 Jul 2006 06:53:36 GMT
View Forum Message <> Reply to Message

Normally the serials on the net won't allow you to connect to Xwis because they won't be in the valid serials list.

Yes, hardware bans are more efficient but it ain't half as probable to happen in the near future as getting xwis id's.

Subject: Re: bypasser - where to report
Posted by snoix on Mon, 17 Jul 2006 11:52:30 GMT
View Forum Message <> Reply to Message

when WOL was switched to XWIS invalid serials actuly worked up until about a month ago.

infact they might still work.

Subject: Re: bypasser - where to report
Posted by cmatt42 on Mon, 17 Jul 2006 22:25:04 GMT
View Forum Message <> Reply to Message

snoix wrote on Mon, 17 July 2006 06:52when WOL was switched to XWIS invalid serials actuly

worked up until about a month ago.

infact they might still work.
I doubt it. Even some valid serials have been known to be invalidated by XWIS.

Subject: Re: bypasser - where to report
Posted by jnz on Thu, 20 Jul 2006 00:59:57 GMT
View Forum Message <> Reply to Message

=HT=T-Bird wrote on Sat, 15 July 2006 14:54Blazer wrote on Fri, 14 July 2006 16:47Yep he's a definite bypasser.
Looks like he changes IPs a lot, probably to avoid bans:
207.210.22.157
207.210.16.153
207.210.20.86
207.210.18.68
207.210.19.44
207.210.23.131

if i used the modem i got for broadband my ipaddress would change everytime i restarted my computer, i can change it now by unpluging the router and plugging it back in. did you do a ip look up? you can see where a ip is from.

RG uses the hdd serial to see detect computers identity. it takes less than 5 minuts to rewrite that. to be totally honest RG is S***. if some n00b really wanted to cheat, it is easy. go to gogle and type in bypass rengaurd and you will get 100's of results. the only thing RG is good for is updates, maps get "de-buged" and blocks put on to stop b2b.

much more better would a server rengaurd, where the server detects cheating insead of a client. so no-one has to complain if some-one cheats. they get banned simple as that. it takes a small time to create another nick but ppl woulnt do that. it takes too long.

i am wrinting a script to detect the big head cheat in the future and see uf that is better than rengaurd, as soon as the bullet doesn't hit the head but the person dies; *BAM* they get banned.

btw: i don't want people to take offence to theis post, it is just what i think. the poeple who programed rengaurd did a good job. they should of planned it better. i also *HAVE* and i do mean *HAVE* *NOT* tested this theory. cheating is for dickheads or ppl just fooling on there own server for a laph

i seen a cheater server the other day, are ppl that go on that loosers, NO. they are just having fun.

Subject: Re: bypasser - where to report
Posted by Zion on Thu, 20 Jul 2006 18:06:52 GMT
View Forum Message <> Reply to Message

Easyest way to detect bighead "cheat" (its not actually a cheat, its just a w3d file to make the heads bigger) is to stand against a wall and get the testiee to shoot at the three points around your head (side, top, other side). If the shots are farly close together he dont have it on, if he kills you or the shots are far apart BAN HIM/HER!!

I've had this happen to me because i aim at the heads, it mainly happens in sniper servers though.

Subject: Re: bypasser - where to report
Posted by jnz on Thu, 20 Jul 2006 18:33:26 GMT
View Forum Message <> Reply to Message

sry i proble didn't explain it very well.

what i mean is some with a wepon aiming at somewhere other than the head and still killing/damaging that person, the bot would ban them. also im not sure that test would work as i have shot somone before and it has his the wall behind them.

after looking at this forum even more i noticed that renguard uses ip banns as well as hdd serial.

don't you think that is stupid? what if someone get that "baned" ip address what happens then? his hdd serial gets banned. as well as his/her username.

Subject: Re: bypasser - where to report
Posted by Zion on Thu, 20 Jul 2006 21:40:02 GMT
View Forum Message <> Reply to Message

help-linux wrote on Thu, 20 July 2006 14:33

what i mean is some with a wepon aiming at somewhere other than the head and still killing/damaging that person, the bot would ban them.

Is that even possible serverside? I dont think it is so there's no point.

Subject: Re: bypasser - where to report
Posted by jnz on Fri, 21 Jul 2006 20:44:34 GMT
View Forum Message <> Reply to Message

i haven't looked into it yet.

Subject: Re: bypasser - where to report
Posted by Zion on Fri, 21 Jul 2006 21:23:42 GMT
View Forum Message <> Reply to Message

Good Luck(!) lol!

Subject: Re: bypasser - where to report
Posted by danpaul88 on Fri, 21 Jul 2006 21:59:45 GMT
View Forum Message <> Reply to Message

I heard packhunter mention a damage hack detection bot *should* be easy to make, but he didn't have time to do it... I might ask him how he would do it, and see if I can get something rigged up...

Subject: Re: bypasser - where to report
Posted by =HT=T-Bird on Sat, 22 Jul 2006 01:51:16 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Fri, 21 July 2006 16:59I heard packhunter mention a damage hack detection bot *should* be easy to make, but he didn't have time to do it... I might ask him how he would do it, and see if I can get something rigged up...
Ask Adad or WD. They have both done it in their server-side mod coding (Adad with a modded SSAOW 1.5 and WD in DA).

Subject: Re: bypasser - where to report
Posted by Ma1kel on Sat, 22 Jul 2006 21:58:14 GMT
View Forum Message <> Reply to Message

Could you post a link about Adad's modded SSAOW?

Subject: Re: bypasser - where to report
Posted by =HT=T-Bird on Sat, 22 Jul 2006 22:32:42 GMT
View Forum Message <> Reply to Message

Ma1kel wrote on Sat, 22 July 2006 16:58Could you post a link about Adad's modded SSAOW?
Just talk to Adad directly.

Subject: Re: bypasser - where to report
Posted by ninjahh on Mon, 31 Jul 2006 20:52:39 GMT
View Forum Message <> Reply to Message

hmm i could have Adad give me that stuff....

He knows me from like 4 years ago.. just give me the info where i can reach him and i will ask him

My msn addy can be requested...

(removed for security reasons..)

Greetingz..

Ninjahh - St0rm Gaming Head ADmin.

Subject: Re: bypasser - where to report
Posted by Blazer on Wed, 02 Aug 2006 00:00:41 GMT
View Forum Message <> Reply to Message

help-linux wrote on Wed, 19 July 2006 20:59
if i used the modem i got for broadband my ipaddress would change everytime i restarted my computer, i can change it now by unpluging the router and plugging it back in. did you do a ip look up? you can see where a ip is from.

Changing your IP is fairly easy using the method you describe. But like I said, it takes at least 2 minutes to do, while it only takes a moderator 1 second to ban his new IP. With him having to spend significantly more effort just to get back in and cheat, he will quickly give up.

help-linux wrote on Wed, 19 July 2006 20:59
RG uses the hdd serial to see detect computers identity. it takes less than 5 minuts to rewrite that. to be totally honest RG is S***. if some n00b really wanted to cheat, it is easy. go to gogle and type in bypass rengaurd and you will get 100's of results. the only thing RG is good for is updates, maps get "de-buged" and blocks put on to stop b2b.

RG uses more than hdd serial, but you are correct in that changing your hdd volume serial is trivial if you have the tools or programming knowledge to do it. RG currently has several banning methods, and the upcoming version will give us more options to effectively keep any bypassers banned.

help-linux wrote on Wed, 19 July 2006 20:59
much more better would a server rengaurd, where the server detects cheating insead of a client. so no-one has to complain if some-one cheats. they get banned simple as that. it takes a small time to create another nick but ppl woulnt do that. it takes too long.

I agree, the most effective RG would be built into the server. Currently it is already possible to do some server-side cheat detection, by checking the rate of fire and damage done for each weapon. This still doesn't help for detecting client-specific hacks like radar/stealth hacks, bigheads, and other objects mods.

help-linux wrote on Wed, 19 July 2006 20:59

i am wrinting a script to detect the big head cheat in the future and see uf that is better than rengaurd, as soon as the bullet doesn't hit the head but the person dies; *BAM* they get banned.

I wish you luck. Coding that is surely possible, and others have tried, but tracking and processing the trajectory and hit spot of every projectile in the game has proven to bee too cpu-intensive to be usable. Please let us know if you make any progress.

help-linux wrote on Wed, 19 July 2006 20:59
btw: i don't want people to take offence to theis post, it is just what i think. the poeple who programed rengaurd did a good job. they should of planned it better.

Definitely no offense taken. I found your post to be good constructive critisim. You didn't just say "OMG RG SUX0RS!", you gave specific examples of possible bypasses and suggested improvements. While it may appear to you that RG wasn't planned very well, bear in mind that things are much more complex with the RG system than you could imagine. We have huge improvements in the works, but are constrained by time (free time of our programmers), and the constantly changing threats as new sorts of hacks and bypasses are created. RG currently stops most cheaters, and we are working on improved detection and banning in the meantime. If we spent time trying to investigate and counter every reported cheat or bypass, we would just be spinning our wheels and get nothing done.

help-linux wrote on Wed, 19 July 2006 20:59
i seen a cheater server the other day, are ppl that go on that loosers, NO. they are just having fun.

I see no problem with a "cheater server", where the server admin doesn't mind people cheating, and everyone can have some crazy fragfest. RG is meant for server owners who want their players to have serious, fun-filled, fair games - without some cheater ruining the gameplay.

Subject: Re: bypasser - where to report
Posted by grant89uk on Sat, 05 Aug 2006 04:56:06 GMT
View Forum Message <> Reply to Message

well said.