Subject: Suggestion
Posted by MexPirate on Fri, 05 Jan 2007 06:14:40 GMT
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How about a seperate area be put up where trusted moderators can submit proof that players are cheating - allowing the community to ban them if they wish/are satisfied with the evidence.

A lot of people are cheating nowadays and renguard isn't doing it's job, I know many of these people will be using an auto genereated serial hash and fake IP but should help to organise and tidy the efforts of people trying to eliminate the cheaters - will at least force the hackers to work a bit harder.

Subject: Re: Suggestion
Posted by genetix on Fri, 05 Jan 2007 06:26:32 GMT
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There already is a server owners forum. If anywhere that is where such posts would most likely be made.

Subject: Re: Suggestion
Posted by MexPirate on Fri, 05 Jan 2007 06:41:26 GMT
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they seem to sprout up here a lot and pretty sure a lot of people who mod servers dont/cant check there tbh

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Subject: Re: Suggestion
Posted by fl00d3d on Fri, 05 Jan 2007 06:56:53 GMT
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I see where you're going with it, but the server owner forum probably is the best place for it.

I'd say submit it to the server owner and ask them to ban them and if you're not satisfied with the results you can send your proof to me and I'll post it for you. Most of the server owners are quite reasonable and often value the opinions of eachother. So if you submit convincing evidence it is very likely that they'll end up banned on many servers.

(PS) I think the server owners forum access list needs to be cleaned up.

Subject: Re: Suggestion
Posted by Goztow on Fri, 05 Jan 2007 07:26:51 GMT
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We first need a working detection method for the most popular cheat(s) out there.

Subject: Re: Suggestion
Posted by EvilWhiteDragon on Fri, 05 Jan 2007 09:55:46 GMT
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MexPirate wrote on Fri, 05 January 2007 07:14How about a seperate area be put up where trusted moderators can submit proof that players are cheating - allowing the community to ban them if they wish/are satisfied with the evidence.

A lot of people are cheating nowadays and renguard isn't doing it's job, I know many of these people will be using an auto genereated serial hash and fake IP but should help to organise and tidy the efforts of people trying to eliminate the cheaters - will at least force the hackers to work a bit harder.

IP cant be a fake, since you need to recieve the packages the server sends, the server always knows the IP. And I dont think that you can use proxies for renegade.

Subject: Re: Suggestion
Posted by IronWarrior on Fri, 05 Jan 2007 10:08:44 GMT
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Do any of you play Americas Army and heard of ACI?, they have these scripts that alot of servers run, which connects to a master ban list, whenever a player is banned in a server, the ban is forward though this link to the master ban list which then bans the player in all the other servers.

We need something like this, its really effective, though should only be used on players who cheat and not for personal reasons.

Subject: Re: Suggestion
Posted by Goztow on Fri, 05 Jan 2007 10:21:03 GMT
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IWarriors wrote on Fri, 05 January 2007 11:08Do any of you play Americas Army and heard of ACI?, they have these scripts that alot of servers run, which connects to a master ban list, whenever a player is banned in a server, the ban is forward though this link to the master ban list which then bans the player in all the other servers.

We need something like this, its really effective, though should only be used on players who cheat and not for personal reasons.
Has been discussed multiple times in server owners subforums and a couple of projects are being worked at already. One of them will be called "Renguard Lite".

Subject: Re: Suggestion
Posted by Crimson on Fri, 05 Jan 2007 11:01:05 GMT
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fl00d3d wrote on Thu, 04 January 2007 23:56(PS) I think the server owners forum access list needs to be cleaned up.

Every time I "clean up" the list, I get a bunch of PMs asking for access back because they read but don't post.

Subject: Re: Suggestion
Posted by fl00d3d on Fri, 05 Jan 2007 11:57:15 GMT
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Crim, I was more or less talking about "server owners" that aren't server owners. Considering the proliferation of cheats and player paranoia, I think we should crack down on who has access to sensitive 'Server Owners Only' information like banlists, IPs, detection methods, etc. Not a big deal, just a thought.

Subject: Re: Suggestion
Posted by Spoony on Fri, 05 Jan 2007 15:32:59 GMT
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MexPirate wrote on Fri, 05 January 2007 00:14How about a seperate area be put up where trusted moderators can submit proof that players are cheating - allowing the community to ban them if they wish/are satisfied with the evidence.

A lot of people are cheating nowadays and renguard isn't doing it's job, I know many of these people will be using an auto genereated serial hash and fake IP but should help to organise and tidy the efforts of people trying to eliminate the cheaters - will at least force the hackers to work a bit harder.
'Tis a decent suggestion tbh, and it shouldn't just be the server-owner forum.... a sub=forum where any player can post ss's of someone who looks like they might be cheating, and a select few people get appointed as for want of a better word the "jury" and give a verdict for each one. Then any server owner could look at the sub-forum and dish out bans at their own discretion.

Subject: Re: Suggestion
Posted by superj69 on Fri, 05 Jan 2007 17:56:41 GMT
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IWarriors wrote on Fri, 05 January 2007 04:08Do any of you play Americas Army and heard of ACI?, they have these scripts that alot of servers run, which connects to a master ban list, whenever a player is banned in a server, the ban is forward though this link to the master ban list which then bans the player in all the other servers.

We need something like this, its really effective, though should only be used on players who cheat and not for personal reasons.

A big problem with that is that there are alot of mods on different servers that will ban players without even a test just because they were killed by a headshot.

Subject: Re: Suggestion
Posted by Spoony on Fri, 05 Jan 2007 18:10:02 GMT
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^^ that's part of why pirate is suggesting this... a centralised place for people to post e-v-i-d-e-n-c-e and a trusted group of people who would declare guilty, innocent or inconclusive

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Subject: Re: Suggestion
Posted by fl00d3d on Fri, 05 Jan 2007 18:59:08 GMT
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This has been discussed before (as already pointed out) and I think that it was squelched because of the plans for RenGuard Lite. But since (a) RenGuard isn't very effective atm (b) RGlite isn't out yet ... I think this would be a good solution. We would have to establish rules on what kind of information could be posted, though (ie. IPs, hashes, etc.).

Subject: Re: Suggestion
Posted by Spoony on Fri, 05 Jan 2007 19:02:36 GMT
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IPs and hashes shouldn't be posted publicly... it'd be reasonable to post associated nicks from like IPs/hashes though.

Subject: Re: Suggestion
Posted by fl00d3d on Fri, 05 Jan 2007 19:13:11 GMT
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Yeah, I was just saying we'd have to be careful about how this was played out so that we don't cause more problems than the ones we're trying to deal with.

Subject: Re: Suggestion
Posted by Spoony on Fri, 05 Jan 2007 19:31:12 GMT
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Even if no IP or serial info was given out, it'd still be a worthwhile thing and I fail to see a possible disadvantage, assuming the appointed 'jury' were competent.

Subject: Re: Suggestion
Posted by MexPirate on Fri, 05 Jan 2007 21:01:09 GMT
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well we need to do something, I hear a lot of talk about working together as a community and stuff but never see anything done.

Cheats are killing this game and 1.04 is what a year overdue? if it helps even some people and some players are prepared to collect evidence and try to help the community then I fail to see a downside.

Subject: Re: Suggestion
Posted by MexPirate on Fri, 05 Jan 2007 21:04:12 GMT
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MaidenTy1 wrote on Fri, 05 January 2007 09:32
'Tis a decent suggestion tbh, and it shouldn't just be the server-owner forum.... a sub=forum where any player can post ss's of someone who looks like they might be cheating, and a select few people get appointed as for want of a better word the "jury" and give a verdict for each one. Then any server owner could look at the sub-forum and dish out bans at their own discretion.

this is exactly what I meant btw incase anyone got confused.

A clean easy to read forum for this sort of thing:
http://www.renegadeforums.com/index.php?t=msg&th=22490&start=0&rid=2 0804 is what we need, so people dont need to locate the posts in the sea of flames.

Subject: Re: Suggestion
Posted by genetix on Fri, 05 Jan 2007 21:14:43 GMT
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In otherwords this is what you guys are looking for?
http://www.teamwonderful.net/logsearch.php?page=docs
http://www.teamwonderful.net/logsearch.php?page=guidlines

Its basically a public banlist where servers can opt in to use and they can select which punishments they would like to enforce on their server. In the system above that I designed for the Official BF2 Server Owners Group only 3 people had access to add bans. Even then the only

way to add a ban was from the private adminstration panel. When a ban request is reviewed an administrator can accept, deny or ignore it. If its denied its deleted. If its accepted a second admin must then verify it. The three people who were given access were indianscout(bfroe.com), kingdave(bf2rankedservers.com) and myself(BF2 Server Owners Group Founder).

That system I made was developed for BF2 and for the most part is was completed. The only part that wasn't finished was the server side end because we couldn't find a python programmer.

I take it thats the kind of system you guys are thinking of though?

Subject: Re: Suggestion
Posted by warranto on Fri, 05 Jan 2007 21:19:58 GMT
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What about a "submission box". It posts into a private thread that only the enforcers can see. No one else can view the forum, but new posts are sent directly there.

Basically:

User clicks on "submit evidence" link (or whatever)

They then generate the post as they would always be able to do in a forum.

When they click submit it rerouted to a private forum.

This way any and all information that person is able to collect can be posted without having to worry about the wrong people looking at it.

Subject: Re: Suggestion
Posted by Goztow on Fri, 05 Jan 2007 21:26:11 GMT
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warranto wrote on Fri, 05 January 2007 22:19What about a "submission box". It posts into a private thread that only the enforcers can see. No one else can view the forum, but new posts are sent directly there.

Basically:

User clicks on "submit evidence" link (or whatever)

They then generate the post as they would always be able to do in a forum.

When they click submit it rerouted to a private forum.

This way any and all information that person is able to collect can be posted without having to

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worry about the wrong people looking at it.
This is how rencommunity.com news is submitted already.

Subject: Re: Suggestion
Posted by Crimson on Fri, 05 Jan 2007 22:57:55 GMT
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Before RenGuard was released, the Server Owners forum was originally created by me as a way for us to quickly spread IPs of cheaters to other server owners. Cheaters quickly found that if they cheated on a server, they were banned from most of the popular servers in the community within hours.

Subject: Re: Suggestion
Posted by Crimson on Mon, 08 Jan 2007 10:22:37 GMT
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Hey, can we please revive this thread with VIABLE and effective solutions?

Subject: Re: Suggestion
Posted by MexPirate on Mon, 08 Jan 2007 10:27:11 GMT
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OK, my current thoughts are that strike-team host a forum and as many communities as possible link to it, Olaf could then appoint moderators who know what they are doing to make a decision on whether conclusive proof has been provided.

If someone is proven to cheat then an XWIS and renguard ban should be put in place - possibly a suspension for a first offence (at moderators discretion)

Perhaps it would be best that all bans be put to a poll so that no one person has the power to enforce a ban and nobody can claim bias.

If you don't want the link, please edit my post rather than deleting it entirely.

Subject: Re: Suggestion
Posted by Crimson on Mon, 08 Jan 2007 10:29:57 GMT
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An XWIS ban is completely ineffective when the current bypass you are targetting has a built-in Direct Connect window where the user has all the IP:ports of the servers they want to connect to, completely bypassing a connection to the RenGuard network.

There is no reason that we can't have a forum here to submit cheaters and evidence... but banning would only be effective on a per-server basis and would also be easier once Silent Kane figures out why his serial detection script is crashing the server and we can actually release it.

Don't insult 0x90's intelligence by suggesting that an XWIS ban would be anything more than a waste of time.

Subject: Re: Suggestion
Posted by Goztow on Mon, 08 Jan 2007 10:51:58 GMT
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People are working on preventing direct connect to WOL servers. Ain't that a solution, combined with xwis serial bans? I sure like hell wouldn't wanna pay 5-10 € everytime I want to go cheat.

Subject: Re: Suggestion
Posted by Crimson on Mon, 08 Jan 2007 10:55:34 GMT
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Yeah, but not all servers WANT to eliminate GameSpy/direct connect users, and I certainly can't support a solution that encourages server owners to ditch GameSpy players. I don't think my GameSpy players are any less worthy to play than my WOL players.

Subject: Re: Suggestion
Posted by Goztow on Mon, 08 Jan 2007 11:00:51 GMT
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That's not really the issue. The issue seems to me that for quite a lot of servers, this solution would be a plus value, hence it could be worthy to give it support. If you, as server owner, choose this solution or not is your choice. It would just be another choise for server owners, just like it is their choice to run renguard or not.

Besides, what keeps gamespy players from using WOL/xwis?

Subject: Re: Suggestion
Posted by MexPirate on Mon, 08 Jan 2007 11:04:49 GMT
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lol, no wouldn't want to offend him

tbh, I don't care how cheaters are banned - every available method should be used imo.

I think the important thing is that whatever is done (if anything) that the community is behind it and

clear proof can be viewed by anyone interested in viewing it.

Subject: Re: Suggestion
Posted by Crimson on Mon, 08 Jan 2007 11:15:14 GMT
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I don't see how the benefits could come close to balancing out the work involved. A far more effective solution would be putting these convicted cheaters on a global ban list that server owners could compare against when players join their game. An XWIS ban can be a part of the process, but without something stronger added on (like the global ban list), then it would be like throwing a green paintball at the Great Wall of China and expecting it to change the entire wall to green.

Subject: Re: Suggestion
Posted by Goztow on Mon, 08 Jan 2007 11:22:18 GMT
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Maybe you could start with xwis banning all people banned by server side anti cheat software. That only involves reporting of persons you already know.

Subject: Re: Suggestion
Posted by Whitedragon on Mon, 08 Jan 2007 11:25:26 GMT
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The FDS could check the serials of all players against the XWIS ban list and valid serial list.

Subject: Re: Suggestion
Posted by Crimson on Mon, 08 Jan 2007 11:32:58 GMT
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I'm not entirely sure that EA would allow access like that, but I can check. If nothing else, it could be filtered through a BHS-run intermediary.

Subject: Re: Suggestion
Posted by MexPirate on Mon, 08 Jan 2007 11:45:02 GMT
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Crimson wrote on Mon, 08 January 2007 06:15I don't see how the benefits could come close to balancing out the work involved. A far more effective solution would be putting these convicted cheaters on a global ban list that server owners could compare against when players join their

game. An XWIS ban can be a part of the process, but without something stronger added on (like the global ban list), then it would be like throwing a green paintball at the Great Wall of China and expecting it to change the entire wall to green.

I don't see the work tbh, this would generate a list of proven cheaters - Spoony has already said he would try to sort XWIS bans, others would be able to enforce any other punishments they are able (ie: renguard/serial bans from you or ip bans from server owners)

I am sure that a serial, renguard, XWIS and IP ban would stop at least some cheaters. Surely having the community submit evidence like this would help to produce a global ban list? and people could have confidence in the legitimacy of the ban (unlike most server bans currently)

Subject: Re: Suggestion
Posted by Crimson on Mon, 08 Jan 2007 12:11:53 GMT
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This doesn't differ from my current plan that I had before any of this came up... let me re-iterate it.

- Server owners install serial hash console command.

- When player connects, get their serial hash. If the player is on RenGuard as well, when the serial hash is received from the RG master server, compare the hashes. (A bypass user's RG serial hash will NOT match their client's serial hash so you can ban them right away)

....

I am also seeking permission and details to connect to EA's serial validation server from the RenGuard master servers. If this is granted, then when a player connects to RenGuard, the reported serial hash is checked against EA's official database (the same one XWIS checks against) and if EA replies with a NO, then the player is disconnected from RenGuard. If EA replies with a YES, then we can (almost) safely assume that the player has not altered their reported serial hash in any way.

I'm not sure how much more is safe to reveal, but I doubt currently that we would be able to take the FDS-reported hash and bounce that against EA's server. Their hash calculation is (probably) not compatible. I am waiting on a reply about that. Of course, if it were compatible, being able to truly and reliably serial ban players would be in our grasp. But if it's not, as I suspect is the case, we would still depend on using RenGuard as an intermediary for validation of serials.

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As you may have grasped, I am more in favor of software solutions rather than introducing the need for human intervention. Software can react much more quickly, in theory before a game's outcome is affected by someone who wants to cheat.

Subject: Re: Suggestion
Posted by Goztow on Mon, 08 Jan 2007 12:22:16 GMT
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Agreed on software vs human interfearance. However, software development / cvlearance by EA takes time.

Subject: Re: Suggestion
Posted by Tiesto on Wed, 10 Jan 2007 20:10:21 GMT
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Goztow wrote on Mon, 08 January 2007 12:00Besides, what keeps gamespy players from using WOL/xwis?
1.The naming system is more versatile.
2.Plus we know whos a moron and who isn't.
3.I know some people who can't use WOL..

But i would like to ask something..what if a player is banned unfairly due to shite moderating? What happens to that player?

Subject: Re: Suggestion
Posted by Crimson on Wed, 10 Jan 2007 21:39:52 GMT
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In theory, since this system would be entirely human-moderated, the decision would be made in an unbiased way and the potential for "shite moderating" reduced. But there would simply HAVE to be a way for the ban to be appealed, even if the chances of reversal are slim.

Subject: Re: Suggestion
Posted by Crimson on Thu, 11 Jan 2007 12:41:10 GMT
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I am locking all Spoony/Crimson ReneDrama-related threads. If you wish to discuss anticheat solutions and whatever else we talked about in this thread, please start a new thread. (Or if someone has already started one, reply to it.)

Spoony says:To Crimson, I will say this last thing: about everything I've said about you, I sincerely hope you will prove me wrong.

Crimson responds:It would be a great pleasure to prove you wrong. (And hopefully you take that in the lighthearted way I mean it)