Subject: Want to report 2 cheaters
Posted by jnz on Sat, 26 May 2007 00:06:26 GMT
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Since i have been kicked out of the server owners forums for no reason, I'm going to here.

So, first of all:
IRC
<SBot> Building Enter):   3Scope (PIC Sydney/Personal Ion Cannon) has entered the 14Hand of Nod
<SBot> (From Sbot): I hope you enjoy your stay here.
<SBot> fen7658 (Nod): !smh scop 1
<SBot> MochoLooc: lolz
<SBot> fen7658 (Nod): !sma scope 1
<SBot> 5(Player Kill): 3fen7658 (Nod Minigunner/Pistol) was killed by 3Scope (PIC Sydney/Personal Ion Cannon)
<SBot> 5(Character Purchase):   3Scope just purchased a GDI Minigunner
<SBot> 5(Character Purchase):   3Scope just purchased a PIC Sydney

He had PT hack.

Second: He had damage hack, i can't really prove it.
except maybe with this. He was killing 1000 chars with one shot (rav everytime)

Quote:
<SBot> 3MochoLooc : Kills: 4 ~ HeadShots: 2 ~ Buildings killed: 0 ~ Wol Rank: -1 ~ Wol Games: 0 ~ Wol Points: 10000 ~ Vehicles Destroyed: 5 ~ Time in game: Hours: 0, Minutes: 19, Seconds: 58

Quote:
<SBot> MochoLooc's ip is: 91.105.224.188
<SBot> Scope's ip is: 86.87.29.112

I only wish i could of been bothered implementing damage values in SBot. Then maybe i could prove it.

This angered me so much, thats why I'm posting. If they come back i will have proof next time. Maybe someone could confirm they are cheaters?

Subject: Re: Want to report 2 cheaters
Posted by light on Sat, 26 May 2007 02:53:04 GMT
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Jellybe4nNo doubt I will remove people who are still active, but don't post, and are server owners,

if so just PM me.

Subject: Re: Want to report 2 cheaters
Posted by EvilWhiteDragon on Sat, 26 May 2007 12:16:09 GMT
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why werent you running biatch actually? then you wouldve known for sure?

Subject: Re: Want to report 2 cheaters
Posted by FrAM on Sat, 26 May 2007 12:24:11 GMT
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im confused, scope was cheating?

Subject: Re: Want to report 2 cheaters
Posted by sadukar09 on Sat, 26 May 2007 12:26:45 GMT
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PT hack (using pt from far away)

Subject: Re: Want to report 2 cheaters
Posted by jnz on Sat, 26 May 2007 12:52:53 GMT
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Yes, they both were.

Got another, dunno what he was using.

Quote:
<SBot> 5(Vehicle Kill):   3squidpro (Nod Engineer/Repair Gun(Weak)) destroyed 3Redball45 's GDI APC
<SBot> 5(Player Kill): 3Redball45 (Hotwire/Pistol) was killed by 3squidpro (Nod Engineer/Repair Gun(Weak))
<SBot> Redball45: wtf
<SBot> Redball45: hacker

Quote:
<SBot> squidpro's ip is: 212.127.163.21

Subject: Re: Want to report 2 cheaters
Posted by sadukar09 on Sat, 26 May 2007 14:30:20 GMT
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O.o killed by a rep gun? (the first 1 is plausible as he may c4ed it and switched back 2 rep gun)

Subject: Re: Want to report 2 cheaters
Posted by jnz on Sat, 26 May 2007 15:37:41 GMT
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They happened right after one another.

Subject: Re: Want to report 2 cheaters
Posted by IronWarrior on Sat, 26 May 2007 16:08:56 GMT
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Quote:
<SBot> Building Enter): 3Scope (PIC Sydney/Personal Ion Cannon) has entered the 14Hand of Nod
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<SBot> fen7658 (Nod): !smh scop 1
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except maybe with this. He was killing 1000 chars with one shot (rav everytime)

I dont see how what you posted here, that he has PT Hook?

Subject: Re: Want to report 2 cheaters
Posted by jnz on Sat, 26 May 2007 16:17:19 GMT
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He was in the HON when he bought those characters.

Subject: Re: Want to report 2 cheaters
Posted by shaitan on Sat, 26 May 2007 16:21:09 GMT
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gamemodding wrote on Fri, 25 May 2007 20:06
IRC
<SBot> Building Enter):   3Scope (PIC Sydney/Personal Ion Cannon) has entered the 14Hand of Nod
<SBot> (From Sbot): I hope you enjoy your stay here.
<SBot> fen7658 (Nod): !smh scop 1
<SBot> MochoLooc: lolz
<SBot> fen7658 (Nod): !sma scope 1
<SBot> 5(Player Kill): 3fen7658 (Nod Minigunner/Pistol) was killed by 3Scope (PIC Sydney/Personal Ion Cannon)
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I only wish i could of been bothered implementing damage values in SBot. Then maybe i could prove it.

This angered me so much, thats why I'm posting. If they come back i will have proof next time. Maybe someone could confirm they are cheaters?

If that guy would have posted some timelines..then I think I would have to agree with him. As of yet I can't believe what he assumes about Scope. He dosn't have actual proof that Scope was "in" the HON using PT hax. Time-stamp the events in the future[HH:nn:ss], or use Fraps please. And yeah that is Scopes IP.

Subject: Re: Want to report 2 cheaters
Posted by IronWarrior on Sat, 26 May 2007 16:23:19 GMT
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gamemodding wrote on Sat, 26 May 2007 11:17He was in the HON when he bought those

---

characters.

Oh true, am sorry, I read it wrong at first, I thought it said scope was killed, then he brought a new pic..

Ah, weird.

Does the server have any mod commands, like can you !buy stuff without being at an PT etc?

Also, any logs that can show the time of the events?

Subject: Re: Want to report 2 cheaters
Posted by sadukar09 on Sat, 26 May 2007 16:23:30 GMT
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if theres a time stamp that would be nice... cuz right now all u couldve done is make this up

Subject: Re: Want to report 2 cheaters
Posted by Scope on Sat, 26 May 2007 16:52:22 GMT
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  Why showing my IP in public?
Better you remove it from public

Subject: Re: Want to report 2 cheaters
Posted by Zion on Sat, 26 May 2007 16:54:20 GMT
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IP's are public anyway, so stfu.

Subject: Re: Want to report 2 cheaters
Posted by Viking on Sat, 26 May 2007 16:56:54 GMT
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FUCKING HACKERS THEY ALL NEED TO DIE MOTHER FUCKERS GOD DAMMIT!!!!!!!!!!!!!!!!!!!!!!!

Subject: Re: Want to report 2 cheaters
Posted by danpaul88 on Sat, 26 May 2007 17:03:33 GMT
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Scope wrote on Sat, 26 May 2007 17:52 Why showing my IP in public?
Better you remove it from public

So you don't deny cheating?

Subject: Re: Want to report 2 cheaters
Posted by shaitan on Sat, 26 May 2007 18:28:25 GMT
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danpaul88 wrote on Sat, 26 May 2007 13:03Scope wrote on Sat, 26 May 2007 17:52 Why
showing my IP in public?
Better you remove it from public

So you don't deny cheating?
He was pissy that his IP was shown in public. If someone accused me of cheating, I'd probably
just laugh.
Quote:Merovingian
IP's are public anyway, so stfu.

That is a pretty tasteless thing to do. Unless he was in the "Banned" section, it shouldn't be made
public knowledge.
Any mod with some class knows that.

Subject: Re: Want to report 2 cheaters
Posted by puddle_splasher on Sat, 26 May 2007 18:33:50 GMT
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FrAM wrote on Sat, 26 May 2007 07:24im confused, scope was cheating?

Ha! Ha! Ha!

Oops its out the bag now?

The new *cheat name removed*that relocates itself within a file?

Hi Scopey.

Im bad lol.

Subject: Re: Want to report 2 cheaters
Posted by puddle_splasher on Sat, 26 May 2007 18:34:59 GMT
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EvilWhiteDragon wrote on Sat, 26 May 2007 07:16why werent you running biatch actually? then you wouldve known for sure?

It bypasses it

Subject: Re: Want to report 2 cheaters
Posted by jnz on Sat, 26 May 2007 19:21:13 GMT
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Actluly, there is no damage hack / PT hack that will Bypass BIATCH.

Subject: Re: Want to report 2 cheaters
Posted by =HT=T-Bird on Sat, 26 May 2007 19:38:15 GMT
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Keep in mind that it is easy to confuse a Rate of Fire hack for a damage hack...

Subject: Re: Want to report 2 cheaters
Posted by CarrierII on Sat, 26 May 2007 20:48:22 GMT
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In game it would be. In BIATCH (If it logs the amount of damage per-shot) then it wouldn't be.

Subject: Re: Want to report 2 cheaters
Posted by puddle_splasher on Sat, 26 May 2007 23:04:55 GMT
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gamemodding wrote on Sat, 26 May 2007 14:21Actluly, there is no damage hack / PT hack that will Bypass BIATCH.

Actually there is!!!

As discussed in our PM!

Biatch was bypassed soon after it was released.

Yeah, lets all hear you shout STFU, what do you know....blah blah blah.

No doubt my messages will be made public so here it is.

Voodoo cannot crack the latest hack at the moment and the *cheat name removed*is out there. Apparantley it hides within a file that opens after RG is loaded.

The FM clan have a few testers of the *cheat name removed*but lo and behold, a few have been found.

Mark my words!!!!! before you all have a go. Leave the comments for a while and then apologise!!

Subject: Re: Want to report 2 cheaters
Posted by jnz on Sat, 26 May 2007 23:17:54 GMT
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The reason BIATCH cannot be bypassed is because it is server sided, it watches all the info coming in to the server. Maybe BI could confirm this?

Subject: Re: Want to report 2 cheaters
Posted by EvilWhiteDragon on Sat, 26 May 2007 23:18:23 GMT
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BIATCH AIMBOT is bypassed, but the damage hack/PT hack detection IS NOT BYPASSED

Subject: Re: Want to report 2 cheaters
Posted by MexPirate on Sat, 26 May 2007 23:33:02 GMT
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haha, so puddle is wrong again.

I heard that there won't be any more renguard bypasses made, but seems that x90 is continuing to work on aimbots, hopefully you guys can work something out if only to keep the prick busy.

Subject: Re: Want to report 2 cheaters
Posted by FrAM on Sun, 27 May 2007 00:39:41 GMT
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i dont know whether you have covered this or not but there is a *cheat name removed*update that is called anti-biatch upgrade.

You know what is sad, i just looked at new anti biatch rgh, and it has already been downloaded 127 times. Only been on there since 14th.

Subject: Re: Want to report 2 cheaters
Posted by FrAM on Sun, 27 May 2007 00:44:40 GMT
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just a quick idea, anyone who is good enough at programming could like make fake aimbot, post on site and then watch people get caught by biatch.

Subject: Re: Want to report 2 cheaters
Posted by Veyrdite on Sun, 27 May 2007 07:26:51 GMT
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even better, a bighead that makes your head bigger for everyone else
ren needs a serverside that logs coords every 30secs and then using a time (message) logger you can see if someone is using a pthack. also a shooting log, when ammo spawns at muzzle flash, when it hits, how fast it hits, how much is shot before a reload, target hp, server connection speed (incase of lag mis-calculations) should be logged then checked by some software that reads the mix/pkg with standard bullet settings to see if its possible.
too bad this would super lag everything   oh well

Subject: Re: Want to report 2 cheaters
Posted by StealthEye on Sun, 27 May 2007 08:52:57 GMT
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The *cheat name removed*"BIATCH edition" was only to make BIATCH's anti aimbot code fail, which we expected to happen a long time ago already, because it was mostly abusing a "bug" in the aimbot. Now that has been "fixed" it doesn't work anymore.

All other functionality of BIATCH is currently NOT bypassed though. However BIATCH does not detect all hacks, so cheaters could still use some nasty things that BIATCH can not check at the moment.

Problem with what you suggested dthdealer would be lag, apart from that BIATCH tries to do some things like that.

Subject: Re: Want to report 2 cheaters
Posted by Crimson on Sun, 27 May 2007 09:38:21 GMT
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gamemodding wrote on Sat, 26 May 2007 05:52Yes, they both were.

Got another, dunno what he was using.

Quote:
<SBot> 5(Vehicle Kill): 3squidpro (Nod Engineer/Repair Gun(Weak)) destroyed 3Redball45 's GDI APC
<SBot> 5(Player Kill): 3Redball45 (Hotwire/Pistol) was killed by 3squidpro (Nod Engineer/Repair Gun(Weak))
<SBot> Redball45: wtf
<SBot> Redball45: hacker

Quote:
<SBot> squidpro's ip is: 212.127.163.21

[03:19:25] [@phpRenBot]: [WARNING]: squidpro was auto cheater banned (Damage: 20.000000; Warhead: 11).

Subject: Re: Want to report 2 cheaters
Posted by sadukar09 on Sun, 27 May 2007 10:44:56 GMT
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yea...yesterday a cheater came in our server with *cheat name removed*or FR and started kills ppl behind walls at extreme speed...and no biatch warning... our spy died

---

Subject: Re: Want to report 2 cheaters
Posted by EvilWhiteDragon on Sun, 27 May 2007 13:46:24 GMT
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Rate of fire hacks.
Cant block those just yet, we're working on that.
But atleast the damage hacks are blocked, and not bypassed as I said a dozen of times

---

Subject: Re: Want to report 2 cheaters
Posted by sadukar09 on Sun, 27 May 2007 14:57:52 GMT
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i know but he killed our spy

Subject: Re: Want to report 2 cheaters

Posted by EvilWhiteDragon on Sun, 27 May 2007 14:59:54 GMT
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well you shouldnt need that to win the game, or did you?

Subject: Re: Want to report 2 cheaters
Posted by jnz on Sun, 27 May 2007 15:01:08 GMT
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EvilWhiteDragon wrote on Sun, 27 May 2007 14:46Rate of fire hacks.
Cant block those just yet, we're working on that.

surly you could just see how many times cCsDamageEvent::Act() is being called in a second by one person. But since i don't know much about this class I'm probably wrong.

Subject: Re: Want to report 2 cheaters
Posted by StealthEye on Sun, 27 May 2007 21:17:15 GMT
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You are correct (or at least rather close) actually, but it isn't as easy to implement, especially because lag might cause packets to arrive at different times. We're working on it though, hope it will work properly.