Subject: Issues with the anticheat and some fan maps
Posted by Lazy5686 on Tue, 05 Nov 2013 02:35:29 GMT
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So this happened in a full server to every single player:
  Player has been evicted. Client address: **.**.**.**; Reason: Invalid NSILO_DEATH.w3d found, you have been blocked by the anti-cheat;

  Player has been evicted. Client address: **.**.**.**; Reason: Invalid c&c_arid.ldd found, you have been blocked by the anti-cheat;

Now, the funny thing is I have both of those files in anticheat.ini with the hashes.

b0862d55bde1ca57f6dacc4554abfe84=nsilo_death.w3d
714758848e3ef8781d711902e0b780b0=nsilo_death.w3d

The first of which I believe is the hash for the model from Cairo_Day which can be found here:
http://www.renegadeforums.com/index.php?t=msg&th=40440&start=0&
And the second is definitely from a stock version of the old map C&C_Arid.mix

c&c_arid.ldd is also in the anticheat file however a few people were kicked for that instead of the silo model.
98cdee4a1e795ff9d49d1bca6cc8ec21=c&c_arid.ldd

I just tried adding the C&C_Arid.mix hash 209ea34ca02535a90138e75b76ed7e06 to the file but have not had a chance to test it yet. Any other thoughts on what might be causing this?

Subject: Re: Issues with the anticheat and some fan maps
Posted by Gen_Blacky on Tue, 05 Nov 2013 04:26:32 GMT
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add both hashes or remove all of them or just allow the model or map files in acallow

Subject: Re: Issues with the anticheat and some fan maps
Posted by Ethenal on Tue, 05 Nov 2013 04:44:31 GMT
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Gen_Blacky wrote on Mon, 04 November 2013 22:26add both hashes or remove all of them or just allow the model or map files in acallow
Yes, we know that, but this is clearly a bug. We can't rely on doing that and block a new hash each time it empties a 50 player server LOL

Subject: Re: Issues with the anticheat and some fan maps

well every time you add a new map collect all the files and hash them before hand.
All foreign files will be in the mix or other dependent package.

I haven't experienced said problem in a long time.
Many modified maps from other servers sometimes conflict with other files or with servers that arent evening using those files.
Once your hashes are straightened out you shouldn't have any problems.

I suspect you have a tool that help manage adding hashes?

Toggle Spoiler

```
@ECHO off

SET deleteFiles=0
SET type=0

ECHO This will process all files in .\allow\
CHOICE /C:YN /M "Delete processed files"
IF %ERRORLEVEL% == 1 SET deleteFiles=1
CHOICE /C:YN /M "Allow all versions of processed files"
IF %ERRORLEVEL% == 1 SET type=1


FOR %%i IN (allow\*) DO (
 ECHO Processing file: %%~nxi...
   IF %type% == 1 (
      echo %%~nxi=0 >> data\acallow.ini
   )
   IF %type% == 0 (
      achash.exe %%i >> data\anticheat.ini
   )
 IF %deleteFiles% == 1 (
  DEL %%i
 )
)

IF %type% == 0 ( ECHO Filles Added to anticheat.ini )
IF %type% == 1 ( ECHO Filles Added to acallow.ini )

PAUSE
```

Subject: Re: Issues with the anticheat and some fan maps
Posted by EvilWhiteDragon on Tue, 05 Nov 2013 12:22:10 GMT

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Ethenal wrote on Tue, 05 November 2013 05:44Gen_Blacky wrote on Mon, 04 November 2013 22:26add both hashes or remove all of them or just allow the model or map files in acallow
Yes, we know that, but this is clearly a bug. We can't rely on doing that and block a new hash each time it empties a 50 player server LOL
Why is it clearly a bug? Could it be that the server has different maps (to be more specific, are the maps downloaded through the map downloader, and if so, are these maps *REALLY* the same as the hashed maps)? Could it be that the hashes used were created before the hashing method was changed?

There are many possible variables here, so I suggest checking these things in this order:
- Are the hashes created after the hashing method changed?
- Are you distributing the maps through the map downloader?
-- If yes: are the maps that these hashes originate from the same map as the player has?
-- If no: how do you resolve conflicts that might originate from different versions of maps?

Subject: Re: Issues with the anticheat and some fan maps
Posted by Lazy5686 on Tue, 05 Nov 2013 21:44:50 GMT

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The hashes were generated using the files extracted from the same .mix file that was used to create the package. Using the latest memorymanager.dll and ahash.exe.

Now, this may be stemming from the fact that the first time Cairo_Day was played everyone was also kicked for having disallowed files. I then went through and allowed every single .w3d file I could find along with the .ldd, .ddb and the .mix files. Cairo and Arid share a few files with the same names, mainly the models for the tiberium silos

However, in similar fashion, I believe I added the .mix file after a second round of people getting kicked and that seemed to work.

I'm about to test again with the .mix file and we'll see how this goes. Keep in mind that no other hash entry for the .mix existed in the anti-cheat file, is that something that is necessary for every map?