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Subject: hacker in our server

Posted by [xilmurked](#) on Sat, 30 Apr 2005 21:40:38 GMT

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we have been having trouble with a noname hacker that keeps coming into xil server is there anything that you can do about this crimson or anyone?

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Subject: hacker in our server

Posted by [csskiller](#) on Sat, 30 Apr 2005 21:43:49 GMT

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I think you can make the person authenticate the noname nick they're using so that they can't use it. (not very sure at all)

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Subject: hacker in our server

Posted by [Kanezor](#) on Sat, 30 Apr 2005 23:53:22 GMT

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Here's a small vid of it occuring on Jelly-Games server.

You'll notice that when the bot kicks the person, it says "haxb0t1 was kicked from the server", and then the nonamed player left. I earlier saw (before I had fraps running... :) a similar situation, with a seemingly innocuous name, sd0 something. Seemed like a bunch of random letters/numbers, and I didn't think of getting a screenshot. But in any case, I would venture a guess that you could possibly !forcerg the player if you can figure out what real name the guy is playing on.

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Subject: hacker in our server

Posted by [csskiller](#) on Sat, 30 Apr 2005 23:58:40 GMT

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but what if the guy is using the renegade ip shortcut thing?

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Subject: hacker in our server

Posted by [nopic](#) on Sun, 01 May 2005 02:15:19 GMT

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ban the ip

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Subject: hacker in our server

Posted by [Crimson](#) on Sun, 01 May 2005 09:38:06 GMT

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There are several people working on the problem. Get your server owners into the Server Owner's forum to follow the progress.

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Subject: hacker in our server

Posted by [ghostSWT](#) on Sun, 01 May 2005 10:16:55 GMT

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Just give it a few more days I'm sure there will be a official/public update to scripts.dll to deal with this, if not, I'll make and release unofficial once that i think will take care of the problem.

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