Subject: SSAOW 1.4.2 feature suggestion
Posted by =HT=T-Bird on Thu, 02 Feb 2006 13:05:12 GMT
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Could someone take the time to add Join/Leave logging to the Gamelog please?

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by dead6re on Thu, 02 Feb 2006 13:07:04 GMT
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You don't need too? It's already done in the renlog.txt file.

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by =HT=T-Bird on Thu, 02 Feb 2006 21:09:31 GMT
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dead6re wrote on Thu, 02 February 2006 07:07You don't need too? It's already done in the renlog.txt file.
Renlog is a PAIN IN THE RUMP to parse...and doesn't contain the team of the joining player either...and couldn't RenHawk benefit from this information as well?

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by Nightma12 on Thu, 02 Feb 2006 21:15:21 GMT
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Quote:and doesn't contain the team of the joining player either

player_info

Quote:Renlog is a PAIN IN THE RUMP to parse

NR handles it fine

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by Cat998 on Thu, 02 Feb 2006 21:17:19 GMT
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Logreading is stupid at all. It slow.
Why do I need to read things,
that the server already has in the Memory ?

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by theplague on Thu, 02 Feb 2006 22:39:35 GMT
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i think BHS.dll already does it, dosn't it? just need to make it so scripts can use it...

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by =HT=T-Bird on Fri, 03 Feb 2006 01:57:16 GMT
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Cat998 wrote on Thu, 02 February 2006 15:17Logreading is stupid at all. It slow.
Why do I need to read things,
that the server already has in the Memory ?

The privlege to use ReadProcessMemory () is often denied in server configurations because it can introduce a serious security hole (reading your auth password out of the bot's memory would be bad, wouldn't it?)

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by jonwil on Fri, 03 Feb 2006 02:55:32 GMT
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I dont yet have player join/player leave in bhs.dll but I plan to look into adding it (player join is dead simple, player leave just reqires detecting all the possible ways a player can leave the server and hooking all the right places)

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by theplague on Fri, 03 Feb 2006 05:06:26 GMT
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=HT=T-Bird wrote on Thu, 02 February 2006 20:57
The privlege to use ReadProcessMemory () is often denied in server configurations because it can introduce a serious security hole (reading your auth password out of the bot's memory would be bad, wouldn't it?)

are we still talking about server side here? dosn't the people configgering the FDS already know their own passwords? or are you talking about remotly?

Subject: Re: SSAOW 1.4.2 feature suggestion

Posted by =HT=T-Bird on Fri, 03 Feb 2006 13:08:32 GMT

theplague wrote on Thu, 02 February 2006 23:06=HT=T-Bird wrote on Thu, 02 February 2006 20:57

The privlege to use ReadProcessMemory () is often denied in server configurations because it can introduce a serious security hole (reading your auth password out of the bot's memory would be bad, wouldn't it?)

are we still talking about server side here? dosn't the people configgering the FDS already know their own passwords? or are you talking about remotly?

If someone was able to inject code remotely (buffer overrun/format string vulnerability ANYWHERE on the server) they could have your auth password if ReadProcessMemory () was allowed...

p.s. isn't the chat in Ren sent as cleartext (f2,f3,pages)?

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by Cat998 on Fri, 03 Feb 2006 17:07:02 GMT

=HT=T-Bird wrote on Fri, 03 February 2006 14:08
If someone was able to inject code remotely (buffer overrun/format string vulnerability ANYWHERE on the server) they could have your auth password if ReadProcessMemory () was allowed...

p.s. isn't the chat in Ren sent as cleartext (f2,f3,pages)?

Im not talking about ReadProcessMemory (),
Im talking about Jonwil's scripts.dll/bhs.dll.
You can do chathooking and other stuff with it.
You should look into it

 http://sourceforge.net/project/showfiles.php?group_id=51947&
amp;package_id=56768&release_id=389166

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by EA-DamageEverything on Wed, 22 Feb 2006 01:41:50 GMT

Can the " credits-are-not-refunded-if-you-purchase-an-alternative-char -of-a-disabled-unit " -Bug be fixed in the next version?

I have disabled all Snipers. But when someone purchases the alternative Sakura for Example,

his/her credits are still away without being refunded to the specified player. The disable list works as it should, there comes the popup-page with the warning, but everytime an alternative character will be purchased, the credits are gone.

There is a warning in the motd, but as we all know some players aren't able to read or whatever...

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by =HT=T-Bird on Wed, 22 Feb 2006 02:34:29 GMT
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EA-DamageEverything wrote on Tue, 21 February 2006 19:41Can the " credits-are-not-refunded-if-you-purchase-an-alternative-char -of-a-disabled-unit " -Bug be fixed in the next version?

I have disabled all Snipers. But when someone purchases the alternative Sakura for Example, his/her credits are still away without being refunded to the specified player. The disable list works as it should, there comes the popup-page with the warning, but everytime an alternative character will be purchased, the credits are gone.

There is a warning in the motd, but as we all know some players aren't able to read or whatever...

LOL another no snipers serv? i guess...   p.s. i'd have to look, but the fix should be simple once i find out how to give someone creds from a script...off to d/l the ssaow 1.4.1 sources again

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Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by EA-DamageEverything on Wed, 22 Feb 2006 22:26:10 GMT
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-a bit offtopic-

Yes, I'm tired watching Snipers camping the whole round on CnC mode games. They don't need much skills by camping and killing spawners or players who are standing still for a few seconds in their base. These are most of the people who snipe on non-snip servers. Only a few can really snipe without camping in a safe place...

So I thought of setting up a real CnC mode server (formely AOW -I agree to Crimson) without snipers.

Subject: Re: SSAOW 1.4.2 feature suggestion
Posted by Whitedragon on Thu, 23 Feb 2006 06:10:11 GMT
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If you know how to use leveledit a simple way to fix that would be editting the objects.aow so it

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gives you a regular havoc/sakura instead of the alt one.