
Subject: GG BW exploiters
Posted by [Whitedragon](#) on Fri, 10 Mar 2006 04:43:00 GMT
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<http://wd.black-cell.net/bwexploit.png>

One less cheat on the market.
Possible thanks to jonwil.

Subject: Re: GG BW exploiters
Posted by [ghost](#) on Fri, 10 Mar 2006 06:22:32 GMT
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What am i looking at?

Subject: Re: GG BW exploiters
Posted by [Goztow](#) on Fri, 10 Mar 2006 07:36:13 GMT
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Nice! Very nice! Will be released, I hope?

Subject: Re: GG BW exploiters
Posted by [Weirdo](#) on Fri, 10 Mar 2006 07:36:39 GMT
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Your looking at a way to stop people from, abusing the function to set there own dedicated bandwith. Forcing them selves to lag, to get more "lucky" shots.

Subject: Re: GG BW exploiters
Posted by [Goztow](#) on Fri, 10 Mar 2006 07:41:25 GMT
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Basically some players are so bad that they really need to try anything to stay alive.

Subject: Re: GG BW exploiters
Posted by [Chronojam](#) on Fri, 10 Mar 2006 08:30:44 GMT
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I thought this kind of thing already existed in some form

Subject: Re: GG BW exploiters
Posted by [Crimson](#) on Fri, 10 Mar 2006 09:36:45 GMT
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No, only I had it. Silent_Kane made me these commands several weeks ago.

Subject: Re: GG BW exploiters
Posted by [Nightma12](#) on Fri, 10 Mar 2006 18:36:03 GMT
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<removed>

Subject: Re: GG BW exploiters
Posted by [PackHunter](#) on Fri, 10 Mar 2006 18:46:28 GMT
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blub

Subject: Re: GG BW exploiters
Posted by [Alexraptor](#) on Fri, 10 Mar 2006 19:07:53 GMT
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let me see if i understand this, BandWidth exploit, some players try to get more BW than everyone else, thus getting a lower ping and a significant advantage, at the same time they slow things down for all the other players?

Subject: Re: GG BW exploiters
Posted by [Crimson](#) on Fri, 10 Mar 2006 19:11:11 GMT
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No, they are trying to limit the data coming into themselves which makes players run in straight lines and such. I find it completely unplayable, personally.

Subject: Re: GG BW exploiters
Posted by [=HT=T-Bird](#) on Fri, 10 Mar 2006 21:33:18 GMT
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Crimson wrote on Fri, 10 March 2006 13:11No, they are trying to limit the data coming into themselves which makes players run in straight lines and such. I find it completely unplayable, personally.

Keep in mind that the AutoBandwith feature of the FDS never doles out large amounts of BW to players in small games (in my experience).

Subject: Re: GG BW exploiters
Posted by [Alexraptor](#) on Fri, 10 Mar 2006 22:39:41 GMT
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Ok let me see if i get it now, by limiting the data, and making players run in straight lines, they can shoot them easily and it will register as a kill, correct?

Subject: Re: GG BW exploiters
Posted by [Crimson](#) on Fri, 10 Mar 2006 22:55:19 GMT
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Alexraptor: That is correct.

=HT=T-Bird: No, it wouldn't... there's no sense in sending 200 kbits to a player in an 8 player game. However, your BBO can still be changed low enough to give this effect even in a small game.

Subject: Re: GG BW exploiters
Posted by [PaRaDoX](#) on Fri, 10 Mar 2006 22:57:08 GMT
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well kinda.... its not straght its jest horrible, when you walk somewhere it is like running on ice then all of a suden you are somewhere else dead. I dont see how this is a cheat but whatever =/
(I play on Satilite and i dont see the advantage of haveing a outrageous ping 2100+ on my shit)

Subject: Re: GG BW exploiters
Posted by [terminator 101](#) on Fri, 10 Mar 2006 23:01:55 GMT
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I thought Satelite was very bad for playing games. How high Ping do you get?

Subject: Re: GG BW exploiters
Posted by [ghost](#) on Sat, 11 Mar 2006 01:25:18 GMT
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Well i dont really see a need for this inn my server considering its running on a great dedicated server and no one ever complained about lag... but oh well.

Subject: Re: GG BW exploiters
Posted by [Goztow](#) on Sat, 11 Mar 2006 09:19:04 GMT
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ghost wrote on Fri, 10 March 2006 20:25Well i dont really see a need for this inn my server considering its running on a great dedicated server and no one ever complained about lag... but oh well.

You didn't read any replies, did you? Because you don't understand .

Yes, sattelite is horrible for playing games due to ping-issues. The data needs to go a bit far before it comes back .

Subject: Re: GG BW exploiters
Posted by [Kytten9](#) on Mon, 13 Mar 2006 14:37:27 GMT
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ghost wrote on Fri, 10 March 2006 20:25Well i dont really see a need for this inn my server considering its running on a great dedicated server and no one ever complained about lag... but oh well.

They don't make other players lag...they make themselves lag. So if they were doing the cheating they wouldn't be complaining would they? Makes no sense:

"OMG host your server sucks because I am using a bandwidth exploit that makes me lag so I can cheat and is in no way related to the type of server it's run on!"

(By the way that isn't supposed to make sense because it's kinda my point)

The only way this affects the players in your server is like Weirdo said earlier "it stops people from, abusing the function to set there own dedicated bandwidth. Forcing them selves to lag, to get more "lucky" shots."

Subject: Re: GG BW exploiters
Posted by [Caveman](#) on Mon, 20 Mar 2006 07:16:13 GMT
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Having a script like that (forcing the player to have a certain amount of bandwidth) can easily be bypassed using net-limiting programs.

Personally I dont see the point of having it but hey that just my opinion.

Subject: Re: GG BW exploiters
Posted by [Goztow](#) on Mon, 20 Mar 2006 07:41:15 GMT
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The point is that it excludes abusing of a feature that's part of Renegade. The use of external programs makes it harder and makes you need to download something. Considering how many players don't even download renguard, that should already take away soem of these exploiters.

Subject: Re: GG BW exploiters
Posted by [=HT=T-Bird](#) on Mon, 20 Mar 2006 13:27:13 GMT
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This feature has made it into SSAOW 1.5, HOORAY for WD!

Subject: Re: GG BW exploiters
Posted by [Tanya A.](#) on Thu, 06 Apr 2006 07:35:54 GMT
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So like the other day I went into a channel with 30 peops, and the ping was going crazy. Then I went into another one with 26 and the server can out on my several times, I had to watch the welcome mss quiet long to. It was Zerobs and noobstories I think. So can I asume this is related to the BW issues?

Subject: Re: GG BW exploiters
Posted by [Ma1ke1](#) on Thu, 06 Apr 2006 17:30:03 GMT
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No, looks more like Renegade's worthless netcode.
