
Subject: scripts.dll requests

Posted by [dead6re](#) on Wed, 07 Jun 2006 09:48:31 GMT

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Commands->Get_BHS_Version(PlayerID)

Returns the version ID of the player specified.

PlayerLeftHook(PlayerID)

Function that is called when a player leaves the game.

Commands->Verticle_Distance(Object)

Returns the distance between the z height you are to the next object below you.

Commands->All_Objects_Within_Distance(StartObj, Distance)

Returns an array of all objects within a certain distance.

Subject: Re: scripts.dll requests

Posted by [=HT=T-Bird](#) on Wed, 07 Jun 2006 11:44:07 GMT

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Commands->Get_Serial_Hash (PlayerID)

Gets the serial hash of the player without banning them from the server. A "serial" console command would be very nice as well.

Subject: Re: scripts.dll requests

Posted by [Goztow](#) on Wed, 07 Jun 2006 12:33:53 GMT

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=HT=T-Bird wrote on Wed, 07 June 2006 07:44Commands->Get_Serial_Hash (PlayerID)

Gets the serial hash of the player without banning them from the server. A "serial" console command would be very nice as well.

are you going to start an Internet shop?

Subject: Re: scripts.dll requests
Posted by [Ma1kel](#) on Wed, 07 Jun 2006 12:56:37 GMT
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You can't use a serial hash, a serial hash is kind of encryption.

Subject: Re: scripts.dll requests
Posted by [=HT=T-Bird](#) on Wed, 07 Jun 2006 16:12:13 GMT
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Ma1kel wrote on Wed, 07 June 2006 07:56 You can't use a serial hash, a serial hash is kind of encryption.
The serial hash in most games is taken by applying a one-way hash function (such as SHA 1 or HMAC protected MD5) to the serial, so the only thing a serial hash is good for is uniquely ID'ing a particular copy of Renegade.

Subject: Re: scripts.dll requests
Posted by [jonwil](#) on Thu, 08 Jun 2006 04:10:26 GMT
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Get_BHS_Version, already considered and rejected.
There is the nice BHS version hook you can use instead.
PlayerLeftHook I want to do once I can figure out how to handle all cases of players leaving (e.g. unplugging a network cable etc)
Vertical_Distance, the problem with that is that one would need to do all the math manually (since there is no easy way to tell from the engine code)
All_Objects_Within_Distance, I dont particularly want an array for this but there are other options I can consider to do the same thing.
Get_Serial_Hash, I dont know how to pull that from the server yet but I will consider it if I can figure out how.

Subject: Re: scripts.dll requests
Posted by [Goztow](#) on Thu, 08 Jun 2006 06:46:51 GMT
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So this isn't the same hash as is in your registry?

Basically you would take the serial, hash it (with a different alorytm than renegade uses to put it in the registry) and then exchange the hashed serials with other server owners. That way there's no more need to wait for Xwis to free the id's.

Subject: Re: scripts.dll requests

Posted by [=HT=T-Bird](#) on Thu, 08 Jun 2006 11:49:43 GMT

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Goztow wrote on Thu, 08 June 2006 01:46So this isn't the same hash as is in your registry?

Basically you would take the serial, hash it (with a different alorytm than renegade uses to put it in the registry) and then exchange the hashed serials with other server owners. That way there's no more need to wait for Xwis to free the id's.

Actually, if Get_Player_Serial uses the SAME algorithm as the Renegade client, we could use the serial, client IP, and nickname in a 2-out-of-3 majority-AND authentication scheme for players (banning, moderator rights, protection against nickname theft).

Subject: Re: scripts.dll requests

Posted by [Goztow](#) on Thu, 08 Jun 2006 11:52:19 GMT

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=HT=T-Bird wrote on Thu, 08 June 2006 07:49Goztow wrote on Thu, 08 June 2006 01:46So this isn't the same hash as is in your registry?

Basically you would take the serial, hash it (with a different alorytm than renegade uses to put it in the registry) and then exchange the hashed serials with other server owners. That way there's no more need to wait for Xwis to free the id's.

Actually, if Get_Player_Serial uses the SAME algorithm as the Renegade client, we could use the serial, client IP, and nickname in a 2-out-of-3 majority-AND authentication scheme for players (banning, moderator rights, protection against nickname theft).

But it would also mean that I as server owner could copy-paste it in my registry?

Subject: Re: scripts.dll requests

Posted by [Cat998](#) on Thu, 08 Jun 2006 14:46:36 GMT

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Gamespy servers ARE already able to check the client's serial serverside,

so you could create a new hook to catch it up.

Serial banning would be very efficient against banning cheaters.

So dont fucking tell us you cant do it

Subject: Re: scripts.dll requests

Posted by [JeepRubi](#) on Fri, 09 Jun 2006 00:12:01 GMT

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The problem with that is that anyone randomly hosting a game could take the other persons serial.

Subject: Re: scripts.dll requests
Posted by [Goztow](#) on Fri, 09 Jun 2006 10:44:05 GMT
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Then make it work like i proposed: use another hash to protect it.

Subject: Re: scripts.dll requests
Posted by [danpaul88](#) on Fri, 09 Jun 2006 12:04:11 GMT
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you mean a hash of the hash? lol

Subject: Re: scripts.dll requests
Posted by [Goztow](#) on Fri, 09 Jun 2006 12:50:18 GMT
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danpaul88 wrote on Fri, 09 June 2006 08:04you mean a hash of the hash? lol
I most certainly do .

Subject: Re: scripts.dll requests
Posted by [Cat998](#) on Fri, 09 Jun 2006 17:48:25 GMT
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Command for setting the the Time_remaining on all clients connected

to the server (dont know if it works serverside over the net, if

not, you need to add it to the clients too)
