
Subject: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 11:31:58 GMT
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Hallo together!

For the next relase of Resurrection I am working on an access restriction file format.

Available restrictions: nickname, address, serial hash

Suggestion:

; this block is only applied to players with nickname 'Yrr'

nick:Yrr

```
{  
    ; allow the nickname only with this serial hash  
    allow hash:5O5ST8D4ZZNU4R408Z7O2HUMQ3Y511C9B7ILY0OC6X4BCF7R4NCX5MOP  
    ; ban all others  
    deny  
}
```

```
; ban address range 84.64.0.0-84.71.255.255  
deny address:84.64.0/13
```

```
; ban f00king cheater by serial hash  
deny hash:8KDRDH708EPYBKBSYA2OXIGGHUV55MORLDRA1X12TDXYHPMPA1LE81EO
```

```
; ban various nicknames  
deny nick:*foo*  
deny nick:nickname  
deny nick:"*test player*"
```

Subject: Re: Access file format suggestions?
Posted by [Goztow](#) on Thu, 05 Jul 2007 11:33:28 GMT
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Suggestion: take it out of ressurection as seperate release.

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 11:35:43 GMT
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No way.

Resurrection consists of 735 C++ files and hooked so deep into Renegade that I cannot release

most things stand-alone.

edit

For example Resurrection delays player connections until they sent their serial.

Subject: Re: Access file format suggestions?
Posted by [cAmpa](#) on Thu, 05 Jul 2007 11:46:36 GMT
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Quote:Suggestion: take it out of ressurection as seperate release.

Why? RR runs great.

Subject: Re: Access file format suggestions?
Posted by [Caveman](#) on Thu, 05 Jul 2007 11:53:04 GMT
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Sorry but banlist.txt does the exact same thing...

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 12:02:29 GMT
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No, banlist.txt doesn't support CIDR and doesn't allow grouping.

Subject: Re: Access file format suggestions?
Posted by [Goztow](#) on Thu, 05 Jul 2007 12:27:52 GMT
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cAmpa wrote on Thu, 05 July 2007 13:46Quote:Suggestion: take it out of ressurection as seperate release.

Why? RR runs great.

There's changes in there that I don't want. For exemple: agt doesn't shoot harvester in Mesa. That disables the possibility of running with a techie to the GDI refinery + puts more firepower to a possible side rush while harvester is in the tunnels. Also see:

<http://www.renegadeforums.com/index.php?t=msg&th=24607&start=0&rid=4> 882

Moreover, most changes are not configurable.

In short: I'm not gonna overhaul my server with changes just to get this option. It seems like a very valuable option though, so therefor I ask if it can be released seperately. I got the answer this isn't possible, tough luck for me, I'll just not use the feature then.

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 12:32:23 GMT
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Goztow wrote on Thu, 05 July 2007 14:27cAmpa wrote on Thu, 05 July 2007 13:46Quote:Suggestion: take it out of ressurection as seperate release.

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<http://www.renegadeforums.com/index.php?t=msg&th=24607&start=0&rid=4> 882

Moreover, most changes are not configurable.

Then stop complaining and give me a list.

Subject: Re: Access file format suggestions?
Posted by [Goztow](#) on Thu, 05 Jul 2007 13:02:02 GMT
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Yrr wrote on Thu, 05 July 2007 14:32Goztow wrote on Thu, 05 July 2007 14:27cAmpa wrote on Thu, 05 July 2007 13:46Quote:Suggestion: take it out of ressurection as seperate release.

Why? RR runs great.

There's changes in there that I don't want. For exmple: agt doesn't shoot harvester in Mesa. That disables the possibility of running with a techie to the GDI refinery + puts more firepower to a possible side rush while harvester is in the tunnels. Also see:

<http://www.renegadeforums.com/index.php?t=msg&th=24607&start=0&rid=4> 882

Moreover, most changes are not configurable.

Then stop complaining and give me a list.

Extended kill messages are an unfair advantage comparable to radar hack as you will not know where someone is but you will know what character just died. In smaller games this is very precious information. This was brought up when dead6re released his version of this but you choose to ignore this and go for the popularity factor of this unfair advantage. This is client side, making it worse as the serevr owner cannot stop it from happening.

When committing suicide you don't lose money. The whole idea of suiciding is as last measure so you can get back to your base to safe it, losing all your money is what makes you think twice about doing it. RR changes the complete suicide function.

Many of your client bug fixes are actual bug fixes indd but the fact other players don't have them (not spread by general patch) makes them an unfair advantage. Exemple: you can see mines on glacier fying where others can't, you don't need to reload your pistol when you bought a new character.

That's a few out of your features list but ideally you should be able to choose for every option or bug fix if you want it implemented except for anti cheat which is invisible and doesn't change gameplay anyway. I do understand that this could be a lot of work.

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 13:42:40 GMT
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Goztow wrote on Thu, 05 July 2007 15:02Extended kill messages are an unfair advantage comparable to radar hack as you will not know where someone is but you will know what character just died. In smaller games this is very precious information. This was brought up when dead6re released his version of this but you choose to ignore this and go for the popularity factor of this unfair advantage. This is client side, making it worse as the server owner cannot stop it from happening.

I neither used the release of dead6re nor did I follow any threads related to it.

The extended kill messages of Resurrection are server-side, so I can make them configurable!

Goztow wrote on Thu, 05 July 2007 15:02When committing suicide you don't lose money. The whole idea of suiciding is as last measure so you can get back to your base to safe it, losing all your money is what makes you think twice about doing it. RR changes the complete suicide function.

I think that losing all money is quite too much and unbalanced, because you can suicide even with less or no money at all. (Btw: BR for example offers a suicide command with no penalty at all.)

So if you want the old suicide back I add a configuration variable for you.

Goztow wrote on Thu, 05 July 2007 15:02Many of your client bug fixes are actual bug fixes indd but the fact other players don't have them (not spread by general patch) makes them an unfair advantage. Exemple: you can see mines on glacier fying where others can't, you don't need to reload your pistol when you bought a new character.

There is no way around the fact that players with less bugs have an advantage over players with these bugs. Nothing prevents players from downloading the bug fixes too.

Goztow wrote on Thu, 05 July 2007 15:02That's a few out of your features list but ideally you should be able to choose for every option or bug fix if you want it implemented except for anti cheat which is invisible and doesn't change gameplay anyway. I do understand that this could be a lot of work.

I will not add configuration options for every single fix and feature unless someone requests it.

Most of the larger features that affect gameplay are already configurable.
I planned, for later, to discuss most of the new feature before I implement them.

If you want more features to be configurable or if you have other suggestions, contact me via private message.

Now please back to topic.

Subject: Re: Access file format suggestions?
Posted by [Goztow](#) on Thu, 05 Jul 2007 13:49:24 GMT
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Nothing prevents players from downloading the bug fixes too.

Nothing prevents players from downloading radar hack or bright skins, that doesn't make it less a cheat.

Anyway, back to topic indeed .

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 13:50:42 GMT
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Goztow wrote on Thu, 05 July 2007 15:49Nothing prevents players from downloading the bug fixes too.

Nothing prevents players from downloading radar hack or bright skins, that doesn't make it less a cheat.

Anyway, back to topic indeed .

Radar Hack and Bright Skins are not bug fixes.

Subject: Re: Access file format suggestions?
Posted by [Goztow](#) on Thu, 05 Jul 2007 14:06:38 GMT
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Yrr wrote on Thu, 05 July 2007 15:50Goztow wrote on Thu, 05 July 2007 15:49Nothing prevents players from downloading the bug fixes too.

Nothing prevents players from downloading radar hack or bright skins, that doesn't make it less a cheat.

Anyway, back to topic indeed .

Radar Hack and Bright Skins are not bug fixes. Depends who you ask it.

Subject: Re: Access file format suggestions?
Posted by [Sn1per74*](#) on Thu, 05 Jul 2007 14:22:06 GMT
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So this is to restrict people from your server? So you could say I don't want somebody with the nickname Renegade (for example) to join my server?

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 14:46:09 GMT
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Correct.

Subject: Re: Access file format suggestions?
Posted by [Sn1per74*](#) on Thu, 05 Jul 2007 14:47:44 GMT
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Cool, cuz some guy kept crashing my server a while back by joining with the same name as the name of my server host.

Subject: Re: Access file format suggestions?
Posted by [Goztow](#) on Thu, 05 Jul 2007 15:28:39 GMT
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Sn1per74* wrote on Thu, 05 July 2007 16:47Cool, cuz some guy kept crashing my server a while back by joining with the same name as the name of my server host.
That bug should be solved in the scripts since several months/years.

Subject: Re: Access file format suggestions?
Posted by [Sir Kane](#) on Thu, 05 Jul 2007 20:17:55 GMT
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Yrr wrote on Thu, 05 July 2007 06:35No way.
Resurrection consists of 735 C++ files

Is that one function per file or include chains?

Subject: Re: Access file format suggestions?
Posted by [danpaul88](#) on Thu, 05 Jul 2007 21:30:11 GMT
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700 seems more than excessive, I doubt even the renegade source code would have had that many...

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 21:45:58 GMT
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I make source files per class, as known from Java.

Subject: Re: Access file format suggestions?
Posted by [Sir Kane](#) on Thu, 05 Jul 2007 22:07:15 GMT
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That's retarded.

Subject: Re: Access file format suggestions?
Posted by [danpaul88](#) on Thu, 05 Jul 2007 22:19:32 GMT
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And where on earth did you get +700 classes from?

Subject: Re: Access file format suggestions?
Posted by [Yrr](#) on Thu, 05 Jul 2007 22:25:11 GMT
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87% Renegade classes, 13% Resurrection classes
