Subject: Radar hack
Posted by Bulldawg on Wed, 09 Jul 2008 00:11:37 GMT
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Will it finally be able to be detected and blocked?

Subject: Re: Radar hack
Posted by Veyrdite on Wed, 09 Jul 2008 02:01:02 GMT
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The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

Subject: Re: Radar hack
Posted by Lone0001 on Wed, 09 Jul 2008 02:07:56 GMT
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Well since there is a client side to this patch 'I can' definitely see this being blocked.

Subject: Re: Radar hack
Posted by Bulldawg on Wed, 09 Jul 2008 02:51:08 GMT
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Dthdealer wrote on Tue, 08 July 2008 22:01The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

So you are saying that it is impossible for the new patch coming out to block radar hack because it is client-side?

If thats true then they would be unable to block *cheat name removed*since it is client side.

Subject: Re: Radar hack
Posted by BlueThen on Wed, 09 Jul 2008 03:36:12 GMT
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Bulldawg wrote on Tue, 08 July 2008 21:51Dthdealer wrote on Tue, 08 July 2008 22:01The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

So you are saying that it is impossible for the new patch coming out to block radar hack because it is client-side?

If thats true then they would be unable to block *cheat name removed*since it is client side.

yeah, but there's ways to detect it, unlike radar.

Subject: Re: Radar hack
Posted by Veyrdite on Wed, 09 Jul 2008 05:38:58 GMT
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I'm not saying it's not possible, but I am saying is that seeing as it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.

Subject: Re: Radar hack
Posted by Goztow on Wed, 09 Jul 2008 07:24:24 GMT
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There must surely be a way to check this. The hard part is to avoid it getting bypassed.

Subject: Re: Radar hack
Posted by sadukar09 on Wed, 09 Jul 2008 11:26:36 GMT
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Dthdealer wrote on Wed, 09 July 2008 00:38I'm not saying it's not possible, but I am saying is that seeing as it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.
Yes it is, just hope the idiot takes a screenshot of himself cheating in action. (Check noobstories.com, there's a couple dumbasses who did that.)

Subject: Re: Radar hack
Posted by Ghostshaw on Wed, 09 Jul 2008 11:28:46 GMT
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Blocking radar hack is quite tricky, I guess we somehow need to keep comparing the mode to the one of the server or something.

Subject: Re: Radar hack
Posted by Bulldawg on Wed, 09 Jul 2008 13:37:06 GMT
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I know blocking radar is exactly a high priorty when people use *cheat name removed*and rate of fire, but I was just curious since this will be stopping cheaters.

Subject: Re: Radar hack
Posted by Spoony on Wed, 09 Jul 2008 18:47:12 GMT
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in clan games, radar hack is quite possibly the most insidious and problematic cheat.

Subject: Re: Radar hack
Posted by StealthEye on Wed, 09 Jul 2008 19:23:15 GMT
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It can be blocked and it probably will be, but even if we block it, sooner or later it will be recreated. It can not be made impossible unfortunately.

Subject: Re: Radar hack
Posted by havoc9826 on Wed, 09 Jul 2008 21:03:19 GMT
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sadukar09 wrote on Wed, 09 July 2008 04:26Dthdealer wrote on Wed, 09 July 2008 00:38I'm not saying it's not possible, but I am saying is that seeing as it's a client-side fix then clients simply don't download the patch if they want to use their radar hacks.

Radar hacks aren't even testable as far as I know.
Yes it is, just hope the idiot takes a screenshot of himself cheating in action. (Check noobstories.com, there's a couple dumbasses who did that.)

It is quite fun when they do that (check gdi.png).

Subject: Re: Radar hack
Posted by Bulldawg on Thu, 10 Jul 2008 01:48:10 GMT
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havoc9826 wrote on Wed, 09 July 2008 17:03sadukar09 wrote on Wed, 09 July 2008
04:26Dthdealer wrote on Wed, 09 July 2008 00:38I'm not saying it's not possible, but I am saying
is that seeing as it's a client-side fix then clients simply don't download the patch if they want to
use their radar hacks.

Radar hacks aren't even testable as far as I know.
Yes it is, just hope the idiot takes a screenshot of himself cheating in action. (Check
noobstories.com, there's a couple dumbasses who did that.)

It is quite fun when they do that (check gdi.png).

With retards like that who needs an anti-cheat program.

Subject: Re: Radar hack
Posted by Veyrdite on Thu, 10 Jul 2008 09:58:46 GMT
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I laughed my head off at this PM

Its extremely rare for a screenshot to do that, and they are saved to your renegade/data folder
when you take them!

File Attachments
1) rf_badSS.png, downloaded 612 times

Subject: Re: Radar hack
Posted by Hitman on Thu, 10 Jul 2008 13:18:44 GMT
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radar hack cant be stopped?

i think this is gonna flop just like renguard

Subject: Re: Radar hack
Posted by cmatt42 on Thu, 10 Jul 2008 14:40:49 GMT
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Hitman wrote on Thu, 10 July 2008 09:18radar hack cant be stopped?

No... you're not reading. TT will do their best to assure known methods are being rendered useless. If someone with the skill and the time to do so can figure out new methods, they could get around it, but then it could be fixed again. This is just like any other software in the history of time.

Besides, the anti-cheat is only one of the many components of "1.038". If the cheaters don't patch, they don't play with the rest of us, nor do they get all the nifty features.

Subject: Re: Radar hack
Posted by Lone0001 on Thu, 10 Jul 2008 18:43:40 GMT
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Hopefully it will get forced on everyone(imo would be good) if the patch works alright.

Subject: Re: Radar hack
Posted by Hitman on Sun, 13 Jul 2008 22:42:27 GMT
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it better be a official patch then, so everyone has the same shit running and hopefully no cheats, would be awesome

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Subject: Re: Radar hack
Posted by Jamie or NuneGa on Mon, 14 Jul 2008 01:26:43 GMT
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Hitman you don't play public so what do you care about official, spoony is blatently gonna force this upon .cc players.

Subject: Re: Radar hack
Posted by Craziac on Mon, 14 Jul 2008 02:38:52 GMT
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Can't you just detect what the server's mode is every few seconds, then have a ::Think action to remove all non-friendly units? oO

Subject: Re: Radar hack
Posted by saberhawk on Mon, 14 Jul 2008 05:18:53 GMT
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Stewie wrote on Sun, 13 July 2008 21:38Can't you just detect what the server's mode is every few seconds, then have a ::Think action to remove all non-friendly units? oO

Negative, doesn't work that way.

Subject: Re: Radar hack
Posted by Hitman on Mon, 14 Jul 2008 14:28:10 GMT
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NuneGa wrote on Sun, 13 July 2008 20:26Hitman you don't play public so what do you care about official, spoony is blatently gonna force this upon .cc players.
i do play public... usually jelly nowadays but i used to gek it up in xphaze but it died awhile ago