
Subject: Auto Instant SS on kill?
Posted by [Starbuzz](#) on Fri, 08 Jan 2010 18:35:59 GMT
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hey all I was curious about something. this is not a request. just something to discuss.

is it possible to have an auto SS taken the instant you kill someone?

The SS would go to both the player's Data folder and also a copy goes to the server.

How does this help to catch cheats?

Subject: Re: Auto Instant SS on kill?
Posted by [Goztow](#) on Fri, 08 Jan 2010 18:43:53 GMT
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Depends what exactly you can take a ss of. Punkbuster does a lousy job on this.

Subject: Re: Auto Instant SS on kill?
Posted by [Clark Kent](#) on Fri, 08 Jan 2010 18:53:56 GMT
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If the SS were taken by TT would it show all the stuff you have overlayed? Like the nifty lil cheat title in the top corner that so many idiots have forgotten about... Of course TT is supposed to stop even that well known cheat, but it is only a matter of time. Either Ren will die, or someone will find a way to hack it.

Subject: Re: Auto Instant SS on kill?
Posted by [EvilWhiteDragon](#) on Fri, 08 Jan 2010 18:54:42 GMT
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One problem with this could be bandwidth, as one would have to upload quite a lot, and quite often.

Subject: Re: Auto Instant SS on kill?
Posted by [Carrierll](#) on Fri, 08 Jan 2010 18:56:05 GMT
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EvilWhiteDragon wrote on Fri, 08 January 2010 18:54One problem with this could be bandwidth, as one would have to upload quite a lot, and quite often.

Imagine if an ion killed like 5 at once.. :s

Subject: Re: Auto Instant SS on kill?

Posted by [Dover](#) on Fri, 08 Jan 2010 19:11:46 GMT

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I don't think the average .jpg takes up much space. How much bandwidth does Renegade take, normally?

Alternatively, it could be not automatically on-kill, but rather at a server admin's request. Instead of requesting elaborate SS tests, just pop into irc and type something like "-ss [SUM]RandomFaggot". That opens itself up to potential abuse by abusive mods, but who plays on servers that tolerate that kind of shit anyway?

Subject: Re: Auto Instant SS on kill?

Posted by [GEORGE ZIMMER](#) on Fri, 08 Jan 2010 19:44:12 GMT

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It could also be something the server can set as an option, and/or be able to "blackmark" players they think might be cheating- this way it's not just taking screenshots every friggin kill, which would get rather annoying.

Subject: Re: Auto Instant SS on kill?

Posted by [Starbuzzz](#) on Fri, 08 Jan 2010 20:30:46 GMT

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whoa nice ideas all...

yeah bandwidth could be a problem but .jpg files don't take much space though I dunno about their quality.

I guess it would be too much to take SS of every kill legit players are getting...yeah good call.

As GEORGE & Dover mentioned, it could be an option and can be used as a moderating tool. Say someone complains about a certain player in-game, then a mod can start "blackmarking" the suspect and check the SS in real time as the game is being played.

I dunno how the mod would access the SS though.

@ Clark: I hope so...the SS should show everything the player is seeing in his monitor. Dunno if this is possible...

edit:

Dover wrote on Fri, 08 January 2010 21:11 "-ss [SUM]RandomFaggot"

lol

Subject: Re: Auto Instant SS on kill?

Posted by [EvilWhiteDragon](#) on Fri, 08 Jan 2010 20:43:06 GMT

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The idea now is that we will make it so that the server (so a mod or admin depending on a regulator) can request a screenshot at any time.

This screenshot will be uploaded to a website/ftp server (unsure here) which can then be viewed by people having access to that site/ftp.

As for bandwidth, normal renegade doesn't use more than 10KB/s on average, but this might be increased with TT (because of better netcode that uses more bandwidth to be more accurate/less laggy). A JPG could be done, but the size depends on the quality, complexity of the image and of course the screenresolution. Say it would be 500KB, then on a connection with 0,5Mbit/s upload it would take 10 seconds to uploading, when nothing else is uploaded. Now since we don't want to interrupt the gameplay (because to upload it in 10s we need to use all bandwidth for the screenshot) we would have to limit the upload speed for the screenshot. Say we need 5KB/s to upload normal game data, then it would already mean that uploading one screenshot would take more than 11 seconds.

The 0.5Mbit/s upload isn't that uncommon, though it could of course be more, but also less. We need to take this into account and not over request screenshots.

Subject: Re: Auto Instant SS on kill?

Posted by [F1r3st0rm](#) on Fri, 08 Jan 2010 22:38:59 GMT

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Implementing a killcam in renegade would be hilarious

Subject: Re: Auto Instant SS on kill?

Posted by [GEORGE ZIMMER](#) on Sat, 09 Jan 2010 04:53:27 GMT

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F1r3st0rm wrote on Fri, 08 January 2010 17:38 Implementing a killcam in renegade would be hilarious

Zooms from GDI base to Nod base when I randomly get killed while inside the AGT

Subject: Re: Auto Instant SS on kill?

Posted by [Sladewill](#) on Sat, 09 Jan 2010 12:15:55 GMT

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very nice idea, soon it wont be long before you have a cam in game, with a tv screen that displays what the teams doing.

Subject: Re: Auto Instant SS on kill?

Posted by [Caveman](#) on Sat, 09 Jan 2010 12:21:00 GMT

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What a awesome way to lag out a player. If you're in a 20 player server with tanks and what not and then someone instantly makes your connection upload 30KB/s (average here in the UK) without prior warning you will make the person have some epic lag and even possibly lag them out completely. Even if it was capped to 10KB/s thats going to make there ping instantly hit the high 400s atleast. Upload takes priority over download.

Subject: Re: Auto Instant SS on kill?

Posted by [Carrierll](#) on Sat, 09 Jan 2010 13:58:56 GMT

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Hence why it will be capped based on current upload speed.

Subject: Re: Auto Instant SS on kill?

Posted by [Caveman](#) on Sat, 09 Jan 2010 14:08:50 GMT

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However upload takes priority over download so you will receive lag like there is no tomorrow.

Subject: Re: Auto Instant SS on kill?

Posted by [StealthEye](#) on Sat, 09 Jan 2010 14:12:24 GMT

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How does upload "take priority" over download? They aren't even sharing the same medium usually...

Manual screenshots will be implemented, auto screenshots will probably not be. You can have a bot send a screenshot command to the player if you want to though, which would have a similar effect...

Subject: Re: Auto Instant SS on kill?

Posted by [Caveman](#) on Sat, 09 Jan 2010 14:16:43 GMT

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If you're playing game and you try to send anything to anyone it takes priority. Try it. Go play on a big server and send a SS over msn and watch your ping sky rocket. Limit it to 10KBs and it will still increase your ping time to around 400ms.

Its hard to explain but when you upload and download at the same time the upload will always

make the download suffer until its finished sending.

Subject: Re: Auto Instant SS on kill?

Posted by [Carrierll](#) on Sat, 09 Jan 2010 14:19:00 GMT

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Sounds like when my internet drops because of bad weather.

Subject: Re: Auto Instant SS on kill?

Posted by [Goztow](#) on Sat, 09 Jan 2010 16:00:45 GMT

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Caveman wrote on Sat, 09 January 2010 15:16 If you're playing game and you try to send anything to anyone it takes priority. Try it. Go play on a big server and send a SS over msn and watch your ping sky rocket. Limit it to 10KBs and it will still increase your ping time to around 400ms.

Its hard to explain but when you upload and download at the same time the upload will always make the download suffer until its finished sending.

That's because teh speed is not capped. MSN will max your upload capacity, hence you'll lag in-game. If MSN would be "smart", it would leave some spare capacity so you can keep playing normally .

Subject: Re: Auto Instant SS on kill?

Posted by [Caveman](#) on Sat, 09 Jan 2010 17:24:41 GMT

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I have globally limited my upload to 10KB/s (netlimiter ftw) I was just using MSN as an example. For us in the UK we have an average upload of 384-448kbps which isn't a lot so if this was to happen you would have to seriously limit your upload for it not to interfere with your gameplay.

Subject: Re: Auto Instant SS on kill?

Posted by [Goztow](#) on Sat, 09 Jan 2010 19:22:07 GMT

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The files are very small anyway... I don't see it being a huge problem overall as long as severr owners don't abuse the feature.

Subject: Re: Auto Instant SS on kill?

Posted by [Carrierll](#) on Sat, 09 Jan 2010 19:35:10 GMT

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Goztow wrote on Sat, 09 January 2010 19:22The files are very small anyway... I don't see it being a huge problem overall as long as serevr owners don't abuse the feature.

Server owners who abuse the feature will lose players, enough said.

Subject: Re: Auto Instant SS on kill?

Posted by [StealthEye](#) on Sun, 10 Jan 2010 10:43:05 GMT

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Caveman wrote on Sat, 09 January 2010 15:16If you're playing game and you try to send anything to anyone it takes priority. Try it. Go play on a big server and send a SS over msn and watch your ping sky rocket. Limit it to 10KBs and it will still increase your ping time to around 400ms.

Its hard to explain but when you upload and download at the same time the upload will always make the download suffer until its finished sending. That's because the upload is maxing out causing packet loss on the renegade upload. It's not the download speed that goes down, it's the upload being maxed out delaying player control information, making you lag. As long as the total upload speed is under the limit it will not cause any problems.

The same happens to your uploads basically if you download at maximum capacity; it's not that either takes priority over the other, but pushing either to the limit will affect the total performance...

Subject: Re: Auto Instant SS on kill?

Posted by [Sladewill](#) on Sun, 10 Jan 2010 11:57:19 GMT

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if it was done as a web gif it would limit the file size to make it smaller.

Subject: Re: Auto Instant SS on kill?

Posted by [StealthEye](#) on Sun, 10 Jan 2010 12:12:22 GMT

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It will be a .png.

Subject: Re: Auto Instant SS on kill?

Posted by [EvilWhiteDragon](#) on Sun, 10 Jan 2010 16:48:54 GMT

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Sladewill wrote on Sun, 10 January 2010 12:57if it was done as a web gif it would limit the file size to make it smaller.

Not per definition, and it would also be much lower quality, so it could be harder to spot the cheat.

Subject: Re: Auto Instant SS on kill?

Posted by [Sladewill](#) on Mon, 11 Jan 2010 01:10:30 GMT

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gif 64 isnt too bad tho really.

Subject: Re: Auto Instant SS on kill?

Posted by [Jerad2142](#) on Thu, 14 Jan 2010 08:15:28 GMT

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EvilWhiteDragon wrote on Fri, 08 January 2010 13:43As for bandwidth, normal renegade doesn't use more than 10KB/s on average, but this might be increased with TT (because of better netcode that uses more bandwidth to be more accurate/less laggy).

RP2 runs about 150KB/s while playing on line, usually for me anyways. Must be a map size thing I suppose.

Subject: Re: Auto Instant SS on kill?

Posted by [EvilWhiteDragon](#) on Thu, 14 Jan 2010 09:58:55 GMT

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Jerad Gray wrote on Thu, 14 January 2010 09:15EvilWhiteDragon wrote on Fri, 08 January 2010 13:43As for bandwidth, normal renegade doesn't use more than 10KB/s on average, but this might be increased with TT (because of better netcode that uses more bandwidth to be more accurate/less laggy).

RP2 runs about 150KB/s while playing on line, usually for me anyways. Must be a map size thing I suppose.

I suspect you mean 150KB/s downstream instead of upstream? I was talking about up.

Subject: Re: Auto Instant SS on kill?

Posted by [Jerad2142](#) on Fri, 15 Jan 2010 14:41:07 GMT

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EvilWhiteDragon wrote on Thu, 14 January 2010 02:58Jerad Gray wrote on Thu, 14 January 2010 09:15EvilWhiteDragon wrote on Fri, 08 January 2010 13:43As for bandwidth, normal renegade doesn't use more than 10KB/s on average, but this might be increased with TT (because of better netcode that uses more bandwidth to be more accurate/less laggy).

RP2 runs about 150KB/s while playing on line, usually for me anyways. Must be a map size thing I suppose.

I suspect you mean 150KB/s downstream instead of upstream? I was talking about up.
Yeah I was lol sorry for the misunderstanding.
