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Subject: sshot / ssurl

Posted by [shaitan](#) on Sat, 12 May 2012 18:05:14 GMT

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sshot

documentation for sshot goes here

How do we go about setting up the SS function for the 4.0 servers? I've tried it in the fds command window, to no avail. I've used a url and the file path to my fds.

ssurl F:\Westwood\RenegadeFDS\Server\data\SS

ssurl <to a folder in the same area as my resource manager's uploaded files>

The fds screen shows it being made, but I have no clue where it's going if it truly is.

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Subject: Re: sshot / ssurl

Posted by [ExEric3](#) on Sun, 13 May 2012 09:33:21 GMT

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It should be php script on some webserver:

```
<?php
move_uploaded_file($_FILES['Screenshot']['tmp_name'],
getcwd().'\'$_POST['PlayerName'].'-'.time().''.png');
?>
```

So after start FDS use (its just my example):

ssurl http://vx-gaming.net/ttss/ss.php

and then

sshot playerid

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Subject: Re: sshot / ssurl

Posted by [cAmpa](#) on Thu, 21 Jun 2012 11:53:13 GMT

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I can't get it to work.

"ssurl http://www.game4play.de/sshot.php"

[13:33:27] <@BillieJoe67> !sshot billie

[13:33:27] <blub> [RC] Creating screenshot...

[13:33:27] <blub> [TT] The screenshot could not be made because the Renegade window is currently out of focus. The screenshot will be made as soon as Renegade regains focus.

[13:33:29] <blub> [TT] The screenshot was made and is now being uploaded.

All what we get is a temp file but only for a second.  
Any idea's?

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Subject: Re: sshot / ssurl  
Posted by [ExEric3](#) on Thu, 21 Jun 2012 13:54:43 GMT  
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cAmpa wrote on Thu, 21 June 2012 13:53l can't get it to work.

"ssurl http://www.game4play.de/sshot.php"

[13:33:27] <@BillieJoe67> !sshot billie  
[13:33:27] <blub> [RC] Creating screenshot...  
[13:33:27] <blub> [TT] The screenshot could not be made because the Renegade window is currently out of focus. The screenshot will be made as soon as Renegade regains focus.  
[13:33:29] <blub> [TT] The screenshot was made and is now being uploaded.

All what we get is a temp file but only for a second.  
Any idea's?

Try check fw logs. For me it blocked Kerio during testing.

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Subject: Re: sshot / ssurl  
Posted by [EvilWhiteDragon](#) on Thu, 21 Jun 2012 18:39:23 GMT  
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cAmpa wrote on Thu, 21 June 2012 13:53l can't get it to work.

"ssurl http://www.game4play.de/sshot.php"

[13:33:27] <@BillieJoe67> !sshot billie  
[13:33:27] <blub> [RC] Creating screenshot...  
[13:33:27] <blub> [TT] The screenshot could not be made because the Renegade window is currently out of focus. The screenshot will be made as soon as Renegade regains focus.  
[13:33:29] <blub> [TT] The screenshot was made and is now being uploaded.

All what we get is a temp file but only for a second.  
Any idea's?  
A tempfile on the server or?

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Subject: Re: sshot / ssurl  
Posted by [BillieJoe67](#) on Thu, 21 Jun 2012 20:35:55 GMT

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You can disregard that, I must've had some screwed up settings on the webserver, I tried using php hosted on my pc and it worked fine.

But yeah, it was a tempfile on the server, randomly named like phph4Q32.

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Subject: Re: sshot / ssurl

Posted by [EvilWhiteDragon](#) on Thu, 21 Jun 2012 21:51:04 GMT

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<http://nl.php.net/manual/en/features.file-upload.post-method.php>

```
<?php
// In PHP versions earlier than 4.1.0, $HTTP_POST_FILES should be used instead
// of $_FILES.
```

```
$uploaddir = '/var/www/uploads/';
$uploadfile = $uploaddir . basename($_FILES['userfile']['name']);
```

```
echo '<pre>';
if (move_uploaded_file($_FILES['userfile']['tmp_name'], $uploadfile)) {
    echo "File is valid, and was successfully uploaded.\n";
} else {
    echo "Possible file upload attack!\n";
}
```

```
echo 'Here is some more debugging info:';
print_r($_FILES);
```

```
print "</pre>";
```

```
?>
```

Example upload code, are you sure you're moving the temp file?

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Subject: Re: sshot / ssurl

Posted by [cAmpa](#) on Sat, 23 Jun 2012 14:43:33 GMT

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Got it working thank you.

But is this way really safe?

I mean you could upload whatever you want with this script?

I would prefer a ftp account with a password to upload.

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Subject: Re: sshot / ssurl  
Posted by [StealthEye](#) on Sat, 23 Jun 2012 14:54:30 GMT  
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An FTP account would not be any safer, since it would require the server to send the password to the client, and the client could still upload anything. You should do some sanity checking though to avoid people from uploading executable files, and you should preferably prevent uploading to places that are publicly accessible via HTTP.

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Subject: Re: sshot / ssurl  
Posted by [Ani](#) on Sun, 24 Jun 2012 01:46:18 GMT  
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What are the possibilities of sshot not working on a certain client?

Also, what are the possibilities of someone having fake 4.0 scripts to continue cheating? This LokiDog character is suspected by a lot of mods in my server for cheating, yet has 4.0 and his sshot function doesn't work on him. Yet, he claims to play with his stepdad who I've confirmed with plays on the same IP, and his sshot works fine. Could there be a system configuration conflict causing sshot not to work?

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Subject: Re: sshot / ssurl  
Posted by [Xpert](#) on Sun, 24 Jun 2012 02:49:11 GMT  
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Animoskity wrote on Sat, 23 June 2012 21:46 What are the possibilities of sshot not working on a certain client?

Also, what are the possibilities of someone having fake 4.0 scripts to continue cheating? This LokiDog character is suspected by a lot of mods in my server for cheating, yet has 4.0 and his sshot function doesn't work on him. Yet, he claims to play with his stepdad who I've confirmed with plays on the same IP, and his sshot works fine. Could there be a system configuration conflict causing sshot not to work?

Do you know who LokiDog is? lol

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Subject: Re: sshot / ssurl  
Posted by [Ani](#) on Sun, 24 Jun 2012 03:49:02 GMT  
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Yeah I do. Although, I did figure out from snooping on Loki's PC that there are 3 reasons or so why "sshot" might not work

1) Having the PC resolution not match the resolution of the monitor

- 2) Having the game resolution not match the resolution of desktop and/or monitor
- 3) Having an outdated OS (in this case, Windows XP SP2)

All of these 3 errors, one way or another, contribute to the FDS reporting that the client's Renegade game is "off focus"

He seems clean now, btw.. I literally went through his whole PC and couldn't find a trace of anything cheat/hack worthy. Doesn't even have skins.

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Subject: Re: sshot / ssurl  
Posted by [ExEric3](#) on Sun, 24 Jun 2012 04:07:34 GMT  
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Animoskity wrote on Sun, 24 June 2012 03:46

Also, what are the possibilities of someone having fake 4.0 scripts to continue cheating?

I think changing client scripts version isnt possible on 4.0 at least when you join on TT server it will crash your client.

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Subject: Re: sshot / ssurl  
Posted by [cAmpa](#) on Sun, 24 Jun 2012 08:57:30 GMT  
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I noticed the same, i tried it on LokiDog and a few other, it's maybe on 50% working.

Quote:Xpert wrote on Sun, 24 June 2012 04:49Animoskity wrote on Sat, 23 June 2012 21:46What are the possibilities of sshot not working on a certain client?

Also, what are the possibilities of someone having fake 4.0 scripts to continue cheating? This LokiDog character is suspected by a lot of mods in my server for cheating, yet has 4.0 and his sshot function doesn't work on him. Yet, he claims to play with his stepdad who I've confirmed with plays on the same IP, and his sshot works fine. Could there be a system configuration conflict causing sshot not to work?

Do you know who LokiDog is? lol

LokiDog = cheaterloki?

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Subject: Re: sshot / ssurl  
Posted by [iRANian](#) on Sun, 24 Jun 2012 09:09:32 GMT  
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yeah he is

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Subject: Re: sshot / ssurl

Posted by [StealthEye](#) on Sun, 24 Jun 2012 14:44:50 GMT

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Faking the client version is nearly impossible, as then the fake client would need to understand the new netcode as well or else it crashes.

Screenshots do not always seem to work. Making screenshots ingame does not always seem to work properly either and screenshots sometimes show up black. With the differences between Win Vista/7 Aero and XP it seems to be hard to find a way that works everywhere.

I don't know why it would detect focus incorrectly though. As far as I know that has not really changed in recent windows versions. It would seem like a weird hack though, so I don't think it is one. Perhaps it's just broken on XP SP2.

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Subject: Re: sshot / ssurl

Posted by [cAmpa](#) on Mon, 25 Jun 2012 18:25:24 GMT

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StealthEye wrote on Sun, 24 June 2012 16:44 Perhaps it's just broken on XP SP2.

Just tested it on one guy with XP sp3, same problem there.

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Subject: Re: sshot / ssurl

Posted by [StealthEye](#) on Mon, 25 Jun 2012 19:54:13 GMT

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Thanks. Added to bug tracker.

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Subject: Re: sshot / ssurl

Posted by [Ani](#) on Mon, 25 Jun 2012 22:29:03 GMT

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Good to know this [might] will be fixed. It's always a pain when you suspect someone of cheating without solid proof, and then a solid tool somehow doesn't work on them.

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