

Counter Intelligence

For



Medal Of Honor: Allied Assault SpearHead & BreakThrough

Version: 1.6.0.1

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What's New

Version 1.6.0.1

MAM

MAM Files are 4.4.

First, before putting up the new MAM files, I would recommend you read through them thoroughly. Also, if you are running Buzz's Goodies, you should be able to completely remove them from your server.

Added another kill area on the west side of DV. You will also see some furniture added to Stalingrad. This is to help deal with the invisible hallway that was never fixed by EA.

I have changed the changeme.cfg to hopefully make it less confusing. You will find 3 columns set up, do not change anything in column 3. Though some of the function have been taken from Buzz's Goodies, a lot of the function have been changed, so please look them over. I have also added some new function I hope prove beneficial.

1. Soft Spawn – To use this function player tracking must be ON. What Soft Spawn will do is to provide a period of time, from when you spawn, that you will receive addition health. This will help you to get out of the spawn area, however, it will not make you invulnerable.

The info function will allow a player to see how long they have lived each time they die.

2. CI Messaging – This allows you to send a play messages when they 1) enter the Battle, 2) respawn, 3) die. You may turn on and off each message individually.

3. Tactical Mode – This will allow you to change the game play on your server. What it will do is to cause a player to get tired, or slow down after they have run too far. You can also have them loose health when they get

too tired. This along with the bleeding mode can make for a more realistic game.

4. Anti-Camping Mode – This function will allow you to set an area size and how long a player can be in that area. When they stay too long, they start to loose health.

5. Bleeding Mode – This adds the ability to make players more active. When their health goes below a level you set, they start bleeding, or losing health at the rate you establish.

6. Weapons Limiter – This will allow you to turn on/off the availability of weapons from CI or from a config.

7. Last Man Standing – This function will allow you to add a new game type. It takes a Free for All and makes it function similar to a round base.

8. Spawn Protection – This function is available but is not always functional.

If you do not know how to install the MAM files, instruction have been added at the end of this newsletter.

Also repaired another area in mohdm3, allied side by planter.

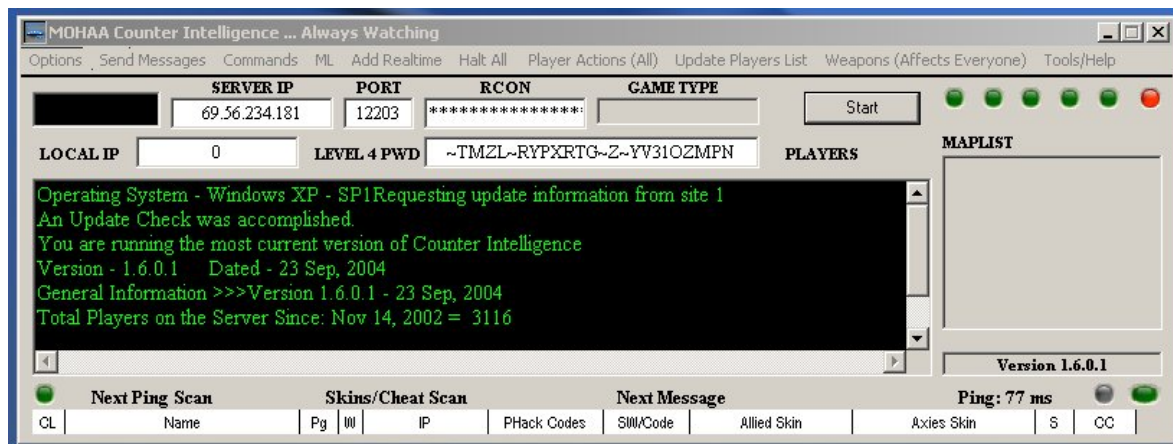
CI 1.6.0.1

Extreme Banning

Since there have been some additional need, a separate section has been added to CI to watch for Banned Players and Banned Clans. This can be very beneficial but can also cause lag on some servers, so adjust accordingly.

To use this function, go to the preference 2 section, enable the Extreme Bann and select the scan interval. That is it. It will scan completely independent of the main CI and will scan any time CI is open, even if you have stopped it. It will auto disable itself if CI is configured for an MCL match or there are no players on the server. Each time the Extreme Bann

Scan is active, you will see a small indicator light on the left side of the player grid.



You will also notice an additional indicator on the upper right section next to the remotes. It will indicate when the MCL Remote panel is connected to CI. You can also right click on any of the remote indicators to see what ports have been assigned.

Port Forwarding will also be affected. If you port forward for CI, for example 670 UDP, you will also need to port forward +2 or thru 672 UDP. Same for any additional CIs, ie Det 2 675 – 677 UDP.

DOS Attacks

As long as you are running the Extreme Bann function, CI will watch for the attacks and take control of the server. When the attack occurs, CI will lock down the server and kick all fake players. It will keep the server locked as long as it determines necessary. CI will report the estimated lockdown time, and will report the server password to team members designated to receive it. To add team members to the list to receive the password, double click on their name and select to add them to the DOS Password List.

Each DOS Attack will be logged in a separate file for you to be able to send to their ISP. I would ask that you also send the log to me at blackbart@invisiblewarriors.com. If they use Missionary or Reverend, they will be locked out from using them.

When in a current DOS Attack, CI will indicate this by turning the flashing green light, for extreme banning, to RED. It will also show the current password. When not under a DOS attack, CI will show the date and time of the last attack.

Made some minor changes to the MCL setup and processes. I also added a new feature to the MCL panel run from Missionary, you can now switch CI into the MCL configuration when it is run on another computer. This will help for clans when the admin is not available. When the match is complete you can simply take CI out of the MCL config and it will rerun the server.cfg

To preset CI up for the full remote access, simply stop CI, go to start MCL match, put in the port/password and apply. When CI ask if you want to start and MCL and kick the players, say NO. This will allow the remote panel to connect and take control.

I also return control for kicking 2 empty dump users to the user, except on Missionary servers.

Mam files did not change.

Matchwatch had some minor changes made for Maxrate and for the remote panels.

1.6.0.0

1.6.0.0 brings with it some new changes. The ability to support in game remote control panels during MCL matches and the in game Mini Remote built into Missionary. It will also accept new commands from the standard CI Remote.

There have been a few changes to this CI, with the most notable the items added to the main panel. The first item is Local IP. This is added to give users who have multiple internet connections the ability to select which one they desire to use. If you do not fall in this category, then disregard.

The second item is the Level 4 password. This is provided for Missionary servers who are running in Level 4. This will give you easy access to copy the password if you need to give it to a MAC user.

Some changes have also been made in the Missionary League setup area along with a section added for weapons limiter.

The auto config loader has been modified. You can turn off level 4 for missionary based on the config your are wanting to run and can also disable weapons issue (AA). Because of the many new function added via MAM, I will also be adding more auto config slots in the next release.

MW 1.6.0.1

MW will announce server settings before the match has started. These are standard settings. Once the match starts, it will announce critical server settings.

Worked on the issue some servers are having of clearing the player list duringa match. This is typically an issue between the server and the computer running MW, however, it will try to fix the problem

MW 1.6.0.0

More config files have been added for each of the ladders. This will help for those playing in multiple ladders. **You will need to put all of the appropriate config files on your server.** Old ones may be deleted. Edit the information in the config as needed.

Sv_maxrate settings have been changed in the configs and in MW to 10000. This is in an attempt to smooth any lag caused by servers that could not handle it set to 0.

The ability to support in game panels built into Reverend have been added. This is for both MW running on the same computer as Rev or on a different computer.

ClanBase has been added to MW/Reverend

Fixed the issue people were having with the referring section

System Requirements

A machine running CI will need Win98 or better and a connection to the Internet. You will also need your screen resolution at 800 x 600 or higher.

The server will need MOHAA 1.11 running in a dedicated mode and an rconpassword set in the configuration file.

Program Installation

If this is the first time installing CI, you will need to install the full version. All installations to follow will only require upgrading.

When installing an upgrade, ensure CI is not running, and always select the “Back Up” option on the installation form. This will create a Backup folder in the MOHAACI directory, and copy all affected CI files into it. This enables the user to return to a previous version of CI, on the off chance something is wrong with the new version.

This installation process adds windows shortcuts to the Programs menu, or All programs menu for XP.

Getting started

If you are already running programs like Delator, Crow Kings AutoKick, or any others that maintain a banned ip list, you can cut and paste banned ip information from that file into the bannedip.txt in CI.

If you have not established a rconpassword, you will need to go into the config file that you run at MOHAA_Server.exe start, and add the following line:

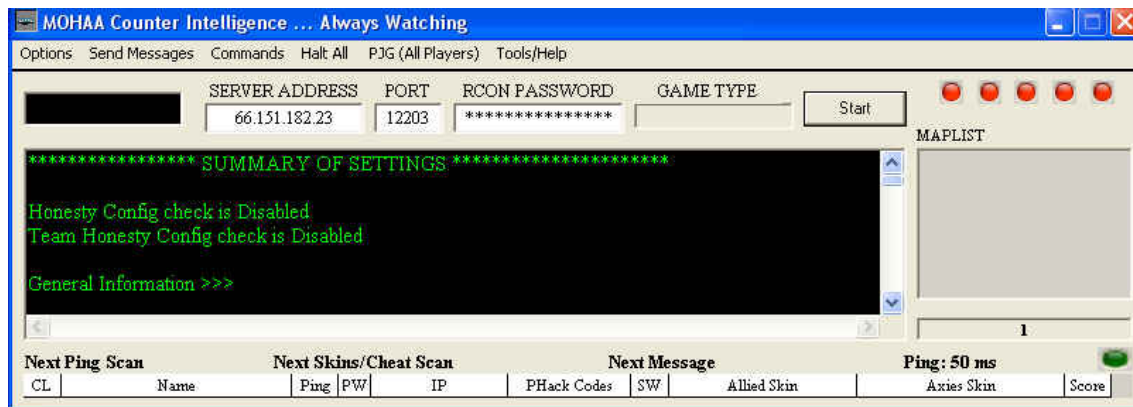
Seta rconpassword “xxx” where xxx is the password. Remember this!

You will also need to determine the IP of the server and the port you are using. The default is port 12203, but you or your server’s ISP might have it set differently.

Preparing To Run The Program

When you start CI for the first time, you will need to enter the Server IP, Port, and RconPassword. It will also do a quick check to determine if you are running the most current version of CI. After that, you will need to set the preferences and message settings used by the program. It is also the time to build an immune list, a team tag list, and a team member name/IP list. To run CI,

When you first open the program it will look like this:



The **Options** menu contains all the configuration settings for the program. From there, you can set max ping settings, authorized and unauthorized skin checks, cheat detection settings, messages, remote CI settings, and PJG scripting interface settings.

The **Send Messages** menu, has a few quick messages common to server admins, and a input message option where the user can specify and maintain a list of custom messages sent to the server.

The **Commands** menu contains various server commands such as status, server info, execute config, input custom command option, and several others.

The **Halt All** menu contains a single command to force all CI actions to stop, whether it's in the middle of executing a command or not. It is a failsafe mechanism on the off chance something is happening

The **Force teams** menu will allow you to force your team to one side, and everyone else to the other. This is based on the team tags. (Team tags will need to be in the team tag data file, through preferences, then view/edit)

The **MAM Script (All Players)** menu contains all the new server commands added to the PJG CI mod file. These commands will affect all players on the server so use them wisely.

The **Toos/Help** menu contains extra information and options to administrating and trouble shooting CI.

The **Server Address**, **Port**, and **RCON Password** fields are used to contain the information needed to connect to your server.

The **Start** button connects CI to your server and begins monitoring it based on the settings defined. Once clicked, it is relabeled to **Stop**, where if pressed, forces CI to stop processing all functions and disconnect from the server.

The black colored square area, displays all the functions CI is using as it executes them, and displays their results.

The 5 red circles/dots in the top red corner are used to show the users which remote CI port is connected. Red indicates the ports are disabled, green indicates the ports are enabled, and a bright green indicates someone is connected with Remote CI to the highlighted port.

Configuring CI

Preferences

The *Preferences* form is used to define numerous settings used by CI in monitoring the server.

Pereferences

Right Click on discription for help

View/Edit

Ping Scan Settings

Maximum Ping300

If the number of players is less than 50% of server capability, set ping to500

Seconds between each scan. Minimum is 30.30

Number of High Pings in a row before beinz kicked - 0 Disables0

☒ Log Ping Kicks

☐ Double Scan time if server is empty

☐ Triple Scan time if server is empty

If Ping is below this value, then kick the player for low ping - 0 Disables0

Skin Scan Settings

Minutes between scans checking for unauthorized skins1

Number of scans before kick due to unauthorized skins. 0 disables this function.3

☐ Disable Changed Skin Warning Message

☒ Disable the back door skin check / Immeddiate kick

☐ Disable Skin Warning Message

☒ Kick Players trying to beat the skins checks

☐ Banm Players trying to beat the skins checks

☒ Skin Kick by Authorized Skin Log

☐ On ReScan Check only people with Prior bad skins

☐ Skin Kick by Unauthorized Skin Log

☒ On ReScan Check everyone

Kick to Banm

How many times may a player be kicked for reasons other than ping before they are banm. 0 disables this function.0

Misc Settings

☐ Automatically Start CI at Launch

☐ Log Team Members Playing Time

☒ Kick non like versions of SH

☒ Welcome FirstTime Players to server

☐ Disable the logging of new players to server

☐ Log in All Players

☐ Welcome ALL Players back to server

☐ Change Names containing bad words

☒ Even Up Teams Message

☒ Update Data Logs at EOD

Kick/Phack Settings

☒ Kick Banned IP

☒ Kick Banned Clans/Tags

☒ Use Banm Kick Opt 2

☒ Banm BW MapFix violators

☐ Check honesty config settings on Team

☐ Kick Unauthorized users of TeamTag

☐ Force Team Members to Private Slot

☒ Report Possible Cheats directly to Client 0 ONLY

☒ Show if players have the Honesty Config (HC)

☐ Check honesty config settings on all players

☐ Kick PHacks that are known cheats

☐ Disable Display of PHacks

☐ Alert when PHacks exceed 0 first scan

☐ Alert when PHacks exceed 0 all scan

☐ Kick like names in use

☒ Kick Players with bad words in name

☒ Quick Chk for Bad Names/Banned

Standby Settings

Stop Scanning1 AM

Start Scanning5 AM

Auto Config Loader

☒ Enable Auto Config Exec

Configure

Server MOHAA Path

f:\program files\ea games\mohaa

Cancel

Save

From the menu, DO NOT open any menu items mark ** unless you have turned off all running Counter Intelligence Programs (Dual Support or Higher)

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Ping Scan Settings

Ping Scan Settings

Maximum Ping

200

If the number of players is less than 50% of server capability, set ping to

200

Seconds between each scan.
Minimum is 30.

30

Number of High Pings in a row
before being kicked - 0 Disables

3

☒ Log Ping Kicks

☐ Double Scan time if server is empty

☒ Triple Scan time if server is empty

Max Pings

First you will notice 2 high ping inputs. On my server I have had times when we only had 10 players and a high ping did not matter, so I would go and readjust the ping, then after it started to load up, I would have to change it back. That brought about this function. The first input is high ping limit when more than 50 percent of the slots are filled, the other is for when there are 50 percent or less. If you want the ping to be the same regardless, make both entries the same.

Time Between Scans

The next entry is time in between scans. The minimum is 30 sec. This is do to the many other functions that happen in the background on this program. If you have more than 10 slots, I would set this at 1 minute or higher.

High Pings to Kick

Next is how many times in a row a players ping can be above the limit before being kicked. Setting this value to ZERO will disable the kick function.

Log Ping Kicks

You have the option to log ping kicks and immunes. This is a good tool to help you fine tune you high ping settings. You may be kicking a lot of people who are just points above your limit.

Double/Triple Scan Times

The last option is the ability to double or triple the scan time when no one is on the server. This will also be logged in the eventlog and will give a good indication of times that no one is using the server. You can then adjust the standby(Passive) times accordingly.

Kick Low Ping

This function was added for the sites using 56K modems or slower connection to kick individuals whose ping is too low and giving them an unfair advantage.

Skin Scan Settings

Skin Scan Settings	
Minutes between scans checking for unauthorized skins	Number of scans before kick due to unauthorized skins. 0 disables this function.
<input type="text" value="5"/>	<input type="text" value="2"/>
<input checked="" type="checkbox"/> Disable Skin Warning Message	<input type="checkbox"/> Disable the back door skin check / Immediate kick
<input checked="" type="checkbox"/> Skin Kick by Authorized Skin Log	<input checked="" type="checkbox"/> Kick Players trying to beat the skins checks
<input type="checkbox"/> Skin Kick by Unauthorized Skin Log	<input type="checkbox"/> Ban Players trying to beat the skins checks
	<input type="checkbox"/> On ReScan Check only people with Prior bad skins
	<input checked="" type="checkbox"/> On ReScan Check everyone

Time Between Scans

First is time in between skin scans. When the ping scan is accomplished it will do an initial scan of the skins and also look for PHacks and Cheats. You then determine how often you want to rescan the skins and PHacks. The minimum is 1 minutes but I would not personally run it at less than 2.5 minutes, do to the many other functions that happen in the background on this program. If you have more than 10 slots, I would set this at 5 minute or higher. If no one is on the server, this scan will be disabled. The purpose for the rescan is to give them a chance to change their skins and be able to stay on the server.

Scans to Kick

To the right you will find the number of times a player may show bad skins before kick. If you set this to one, they will be kicked when they first come in. For this setting, decide how long you are going to give them to change then set the number. I have my scan time at 10 minutes and my kick number at 2. So when they come on, they are warned, given 10 minutes, and if the skins have not changed, they are kicked. Zero will disable the skin kick functions.

Next you have all of the set up options, and a lot of these have just been added.

Disable Skin Warning

You have the option to disable the skin warning in the game. All warning indications will show up on the CI screen.

Skin Comparison Method

Skin comparison and kicks are performed in do different ways; 1. By comparing the skins to a list that you have determined as authorized or 2. By comparing the skins to a list that you have determined as unauthorized. When you first install CI, the authorized list is the skins which shipped with MOHAA. On our server we only accept stock skins, so this is the list we use. You may add any skins to this list that are acceptable on your server, like team skins. The second method compares the skins to a list of known bad skins. This list is one that will require constant attention, finding new bad skins and adding them to the list. CI comes with a large list of known bad skins, but is far from complete.

Disable Back Door

Because of the strong desire to cheat the system, many players have been trying to beat the skins checks. Because of this I added a back door check for skins. If people are caught using this method, they are unquestionably trying to cheat and beat the program. They will receive no warnings; instant kick. You select ability on this is whether you just want to kick them and allow the kick to go to their total kicks, or whether to banned them. I also added the ability for you to disable this function. (What the players do is to learn the timing of the scans, come in with good skins, then switch, take a warning, then switch back to good skins so that they will get another good scan. Then they just repeat the same steps over. With the backdoor checker enabled, if the prior scan showed good skins, then the present shows bad, they are kicked.)

Rescan Options

The last skin option is whether or not you want to, on the Skin scan, simply recheck bad skins to see if they have been changed to good, or to scan everyone on the server looking for those who might have changed to bad.

Kick to Bann

Kick to Bann	How many times may a player be kicked for reasons other than ping before they are bann. 0 disables this function.	<input type="text" value="10"/>
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Every time someone is kicked, for anything other than ping, it is tracked. If they exceed the number you enter here, they will be moved to the bannedIP list. Zero disables this function. (This includes manually kick, kicked for skins and kick for tag usage.) I have had people who exceeded 10 kicks in less than 2 hours.

Miscellaneous Settings

Misc Settings	<input type="checkbox"/> Disable the logging of new players to server
<input type="checkbox"/> Automatically Start CI at Launch	<input checked="" type="checkbox"/> Update Data Logs at EOD
<input checked="" type="checkbox"/> Welcome FirstTime Players to server	<input checked="" type="checkbox"/> Log Team Members Playing Time
<input type="checkbox"/> Welcome ALL Players back to server	<input checked="" type="checkbox"/> Even Up Teams Message

Auto Launch

You have the option set CI to auto start when opened. By selecting this option and adding a shortcut in the startup group, CI will auto launch and start scanning when you PC is turned on.

Welcome First Time Players

Welcome players who are new to server (The first time someone comes on the server, it will welcome them with a message Name: welcome to <server name>. If your server has been around for a while, you should leave this off for the first few weeks to allow the database of normal users to build up. They are tracked by IP, so if there IP changes, they will be re-welcomed.

Disable new player logging

Because it is very CPU intense, I added the option of disabling the logging of new players to the server. The way it works is each time an IP comes is recorded, it is checked against the new to server list. If the IP is there, it continues on, if not it is added. Then if the welcome message is enabled, the welcome message will be generated and sent within 2 minutes. Logging the players helps in knowing how many different players come on the server. It is also how I track how many new players to the server we have each day. The welcome message has also proven to be an effective way to help make people feel at home.

Update Data Logs at EOD

CI tracks an incredible amount of data. In fact it is stored in four different data files. At the end of each day the program will process this data. You can choose to leave the data in each of the four separate files, or, if you select the option Update Data Logs at EOD, the program will compile the logs into a single log, with a file name of the date, then will reset the four data logs.

Log Team Members Play

With this enabled, anytime someone enters the server with your team tag, or any combinations you set, their name, date and time will be logged in. For those who like to track team play, this works well. Our team added a tag for recruits, thus allowing us to track how often they are playing also.

Even Up Teams

With this option selected, the program will look at how balanced the teams are, every 3 minutes, and send out a message when they are unbalanced. It serves as a good reminder, as many people get wrapped up in the game and fail to notice the size of the teams. A message is generated as follows: less than 10 players and difference of 2, 10-20 players and a

difference of 3, over 20 players and difference of 4. IF even up teams is enabled and also the force balance teams for MAM is turned on, teams will be forced to balance verse just a message.

Kick/PHacks Settings

Kick/Phack Settings	<input checked="" type="checkbox"/> Kick Someone Logging on with a name in use	<input checked="" type="checkbox"/> Kick PHacks that are known cheats
<input checked="" type="checkbox"/> Kick Banned IP	<input checked="" type="checkbox"/> Kick Players with bad words in name	<input type="checkbox"/> Disable Display of PHacks
<input checked="" type="checkbox"/> Kick Banned Clans/Tags	<input checked="" type="checkbox"/> Kick Unauthorized users of TeamTag	<input type="checkbox"/> Alert when Possible Hacks exceed 0 first scan only
<input checked="" type="checkbox"/> Check honesty config settings on Team	<input type="checkbox"/> Force Team Members to Private Slot if open.	<input checked="" type="checkbox"/> Alert when Possible Hacks exceed 0 every scan
<input type="checkbox"/> Check honesty config settings on all players	<input checked="" type="checkbox"/> Do not Report PHacks C or P	

Kick Banned Players

Kick players with who's IP matches one in the bannedIP.txt file

Kick Banned Clans/Tags

Similar to the *Kick Unauthorized users of Team Tag* option, this option will kick players joining the server who's clan tag has been entered in the bannclan.txt file. This is a very useful option for in preventing those troublesome clans from causing any further problems for your server.

Kick empty dumpusers

When selected, CI will kick anyone who has 2 consecutive empty dumpusers in a row. This is because of the newer cheats out there

Kick Team members without honesty config

Same as the below, however, it only looks at team members and insures they have the honesty config. This will check the player as he/she first enters the server, if he/she does not have the correct honesty settings, he/she will be kicked from the server.

Kick Players without Honesty Config

This option is new and will be used by very few, but I added it to give everyone the ability for the highest checks possible. The honesty config is a group of settings that can be placed in either the newconfig.cfg file or a custom.cfg file. The recommended location for this information is the custom.cfg file as executing the auto configure option for MOHAA will overwrite all information contained in the newconfig.cfg file. Having these settings in your file will override many of the cheats. If this option is selected, it will check and insure that each of these settings is in their configuration set up. If not, they are kicked. I have required that everyone on our team have the settings installed. For matches it show that we are serious about fair play, and have no desire to cheat. This is a very aggressive setting and should only be selected if you are making it mandatory that EVERYONE coming on your server has these settings. As such, it is not recommended for public use as the majority of public players are not aware of this feature.

Same Name Kicks

This is typically a problem when one needs kicked so you can use this function to insure that only one player name can be on at a time. With the status command, however, you can obtain a players client ID and use the clientkick function to quickly and easily remove troublesome players.

Kick Players with Bad Words in Name

Kick players with bad words in their names (From badnames list). It is not case sensitive, but is also very precise. If you enters ass, it will kick someone coming in with the name High Class, so you will need to watch what you enter. You can also enter word combinations that people like to use. For example you can put in "your mom" to catch the people who like to make reference to everyone's mothers.

Kick Unauthorized Wears of Team Tag

With this option selected, everyone coming in with your team tag, or any variations of the tag that you enter in the Teamtag file, will be checked against the TeamIP names and IP's. If they are not listed as authorized, they are kicked. The teamip log is separate from the immune log, and the data in this log can be entered in three different formats.

1. You can enter their IP.
2. Unfortunately many people IP change, some even daily, so you may also enter them by the full gaming name and the first 4 digits of their IP (-^IW^~ BlackBart68.9)
3. Using the team members full team name, exactly how it is listed (-^IW^~ BlackBart). If the name of the joining player does not match the name in the list exactly as it's entered (including spaces and capitol and lower case letters), then the player will be kicked.

Force Team Members To A Private Slot

With this option selected, team members joining the server in public slots will be warned and forced to rejoin to a private slot.

Disable Displaying Of C & P PHacks

With this selected, players receiving PHacks of C (Challenge) and P (Protocol) will not be reported on the server or in the CI players grid. In the CI Events log, however, the player receiving the PHack will still be recorded, but will not have the actual PHack displayed next to his/her name.

Kick PHacks That Are Known Cheats

With this selected, anyone coming in with a detected cheat/hack that is verified and a known cheat, will automatically be kicked. The current list of PHacks is:

A = r_light_nolight - Kick - Honesty
B = r_fullbright - Kick - Honesty
C = Challenge missing
D = cg_te_dietouch - Kick - Honesty
E = cg_lagometer - Honesty
F = r_farplane - Kick - Honesty
G = r_farplane_nofog - Kick - Honesty
H = r_novis - Kick - Honesty
J = Possible Alias Hack
K = Possible \$anta Multi-Hack
L = r_lockpvs - Honesty
M = r_showSmp - Honesty
N = r_farplane_nocull - Kick - Honesty
P = Protocol missing
Q = cg_rain
R = r_lightmap - Kick - Honesty
S = cg_3rd_person - Kick - Honesty
T = cg_acidtrip - Honesty
U = r_mapoverbrightbits - Kick - Honesty
V = r_picmip - Kick - Honesty
W = Cheat Enabled - Kick - Honesty
X = r_intensity - Kick - Honesty
Y = Scanned (Shows them that they have been scanned)
Z = cg_forceModel - Honesty

a = r_useglfog - Kick - Honesty
b = r_nocull - Kick - Honesty
c = r_vertexlight - Kick - Honesty
d = ShowBulletTrace - Kick - Honesty
e = r_light_showgrid - Kick - Honesty
f = r_light_sun_line - Kick - Honesty
g = r_light_lines - Kick - Honesty
h = r_entlightmap - Kick - Honesty
i = Flarefade - Honesty
j = r_directedScale - Kick - Honesty
k = r_ambientScale - Kick - Honesty
m = r_fastsky - Honesty
n = shownormals - Kick - Honesty
p = showtris - Kick - Honesty
q = Drawworld - Honesty
r = overbrightbits - Kick - Honesty
s = Showsky - Kick - Honesty
t = Nobind - Kick - Honesty
u = Noportals - Kick - Honesty
v = Portalonly - Kick - Honesty
w = Norefresh - Kick - Honesty
x = Singleshader - Kick - Honesty
y = Znear - Kick - Honesty
z = Flaresize - Honesty
AA = LodCap - Kick - Honesty
BB = Lodscales - Kick - Honesty
CC = Lodviewmodelcap - Kick - Honesty
DD = RoundImagesDown - Kick - Honesty

A number one (1) or a two (2) following the letter means they have hacked MOHAA.exe and change the actual name. For example, F1 would mean r_farplane was hacked to something like x_farplane and set to 1, an F2 would mean that the variable r_farplane is no longer controlled by the game and has been set to the word "hacked", instead of a value of 0 or greater.

Disable PHack Warning

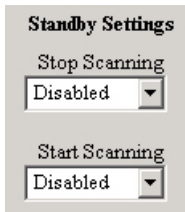
With this selected, no PHack warning will be displayed in the server. If this option is not selected, then all PHack warnings will be displayed in the game with the last four letters in the players name and then the PHack recorded against that player.

Alert For Possible PHacks

This program looks at things that may be suspicious and will count the number of items it alerts on. What this function will do is to send a coded message out and the admin can then check what the program has alerted to (any hacks). The message will be either the last 3 or 4 letters of the end of the client name and codes (-TOM P C Y). If this player is doing spectacular things and the alert goes off, more than likely a cheat is present. C and P PHacks can be the result of several things, but all others mean that they have tampered with the game to gain an advantage. It has been found that a lot of issues can cause problems with Protocol and Challenge readings, but some cheats do as well. The high powered sniper scope setup will always cause these 2 readings to be empty. If any cheat codes, which have been determined to be unquestionable, are detected, and the item is selected in preferences, then it will automatically kick them and send a full report to the eventlog. You can select one of two detection methods:

1. Check and alert for PHacks on the first scan only
2. Check and alert for PHacks on every scan (default and preferable in that some cheats can be turned on and off while in the game)

Standby

A small window titled "Standby Settings". It contains two sections. The first section is labeled "Stop Scanning" and has a dropdown menu currently set to "Disabled". The second section is labeled "Start Scanning" and also has a dropdown menu currently set to "Disabled".

Standby Settings

Stop Scanning
Disabled

Start Scanning
Disabled

You have the option of placing CI in standby mode, similar to placing your computer in standby/sleep mode. This was put in for a couple reasons:

1. With the current problem of rcon lock up, the fewer times you recon the better. If no one is on your server from 1 to 5 in the morning, why continue rcon to the server.
2. There have been times when I have wanted other programs to run on my computer but with the CPU usage high, they would not run because the AutoKick would be running. This allows the user to set a time when CI will be passive and the other programs can function without interference.

Server MOHAA Path

A small window titled "Server MOHAA Path". It contains a text input field with the path "D:\Games\EA Games\MOHAA\Main" entered.

Server MOHAA Path

D:\Games\EA Games\MOHAA\Main

At the bottom is a window to enter the MOHAA\Main path on your server. This must be exact. (This is the path to the main directory of mohaa on the server, not the computer running CI).

Auto Config Loader

A small window titled "Auto Config Loader". It contains a checkbox labeled "Enable Auto Config Exec" which is checked. Below the checkbox is a "Configure" button.

Auto Config Loader

☒ Enable Auto Config Exec

Configure

This option, when selected, will auto load configuration files at the times and days specified, giving you the ability to set up your server for a variation of game play modes. If the function is enabled and active, a small indicator amber colored light will light, on the main page, next to the flashing connection indicator. If the function is disabled, the indicator will be black.

Auto Config Loader

Config File	Days	Time to Load	Kick Private Slots	Number of Private Slots
Config File 1 matchrb5.cfg Config File Name (server.cfg)	<input checked="" type="checkbox"/> Mon <input checked="" type="checkbox"/> Tues <input checked="" type="checkbox"/> Weds <input checked="" type="checkbox"/> Thurs <input checked="" type="checkbox"/> Fri <input checked="" type="checkbox"/> Sat <input checked="" type="checkbox"/> Sun	11:00:00 AM	<input checked="" type="checkbox"/>	99
Config File 2 Server.cfg Config File Name (server.cfg)	<input checked="" type="checkbox"/> Mon <input checked="" type="checkbox"/> Tues <input checked="" type="checkbox"/> Weds <input checked="" type="checkbox"/> Thurs <input checked="" type="checkbox"/> Fri <input checked="" type="checkbox"/> Sat <input checked="" type="checkbox"/> Sun	11:30:00 AM	<input type="checkbox"/>	0
Config File 3 tourneytdm.cfg Config File Name (server.cfg)	<input type="checkbox"/> Mon <input checked="" type="checkbox"/> Tues <input type="checkbox"/> Weds <input checked="" type="checkbox"/> Thurs <input type="checkbox"/> Fri <input checked="" type="checkbox"/> Sat <input type="checkbox"/> Sun	8:30:00 PM	<input checked="" type="checkbox"/>	6
Config File 4 Config File Name (server.cfg)	<input type="checkbox"/> Mon <input type="checkbox"/> Tues <input type="checkbox"/> Weds <input type="checkbox"/> Thurs <input type="checkbox"/> Fri <input type="checkbox"/> Sat <input type="checkbox"/> Sun	Disabled	<input type="checkbox"/>	0
Config File 5 test.cfg Config File Name (server.cfg)	<input checked="" type="checkbox"/> Mon <input checked="" type="checkbox"/> Tues <input checked="" type="checkbox"/> Weds <input checked="" type="checkbox"/> Thurs <input checked="" type="checkbox"/> Fri <input checked="" type="checkbox"/> Sat <input checked="" type="checkbox"/> Sun	1:00:00 AM	<input checked="" type="checkbox"/>	99
Config File 6 test2.cfg Config File Name (server.cfg)	<input checked="" type="checkbox"/> Mon <input checked="" type="checkbox"/> Tues <input checked="" type="checkbox"/> Weds <input checked="" type="checkbox"/> Thurs <input checked="" type="checkbox"/> Fri <input checked="" type="checkbox"/> Sat <input checked="" type="checkbox"/> Sun	1:30:00 AM	<input checked="" type="checkbox"/>	99

For Number of Private slots to kick, if you enter 99, the program will do a kick all.

Save Cancel

The auto config loader has the capability of loading 6 config files, seven days a week. The config file name must be exact, and must be located on the server in the MOHAA\Main directory. Next you select the time of day that you want it to run, and which days of the week. Last, if there are going to be private slot, you will want them cleared so you enter the number of private slots and select to kick. If all slots are going to be private, you can enter 99 and the program will perform a kick all. You do not have to enter 6 config files. You can set 1, 2, 3, 4, 5 or all 6.

On the menu bar is the option to view/edit all of the storage files. When you edit, put each item on a separate line. Do not add extra spaces. Always finish any appending with a enter or carriage return. Save when you are finished. DO NOT edit these files from outside the program when it is running, all of your work will be lost because they are held in buffers and written back when the program closes and save is selected on the preference page. When any editing is accomplish, you must leave the preference page with [Save](#).

Note: If CI is minimized and the auto config is scheduled to run, it will maximize CI, run the new configuration, then minimize CI again.

Messages / Announcements

The *Messages* form is used to define the series of announcements to be sent and displayed on the server. This option is very useful in describing server rules, contact information, and sharing various recruiting information.

MOHAA Messages

The IP for this server is %ip% . It is an open server.
 %maxpingck% is the max ping
 Max ping is %maxpingck%
 There have been %bannedplayers% players banned from this server
 There have been a total of %tplayers% on this server
 There have been %tpforday% players on this server today
 The max amount of times you can be kicked for non-ping related reasons, before being banned is %misckick
 MOHAA CI was started on %startdate%

If you would like all messages to be include the Server Admin or just be more personal to your server, enter the name here. For example you may want it to be from the -^TW^- Admin. It will still say console: but then will be followed with the message header.

-^TW^- Admin:

Leave this box blank for the message to come only form the console.

Minutes Between Messages
 1
 If set to zero will disable the messages

☒ Max Ping
☒ # of Banned Player
☒ # of Players since date CI Started
☒ Map Rotation

Message Variables

Save Cancel

Adding Messages

This is fairly self explanatory, enter the messages you want to be broadcast. One line per message, do not split the lines up. Use a carriage return (Enter) to move to the next line and input the next message. You may also place the characters “//” in front of a message to remove it from being sent to the server.

The field just under the messages section, is used as the “voice” representing where/who the message is coming from. By entering “Server Admin”, or you clan tag and “Admin:” after it, you’re informing players on the server that the message is from the server administrator and therefore carries a higher level of importance.

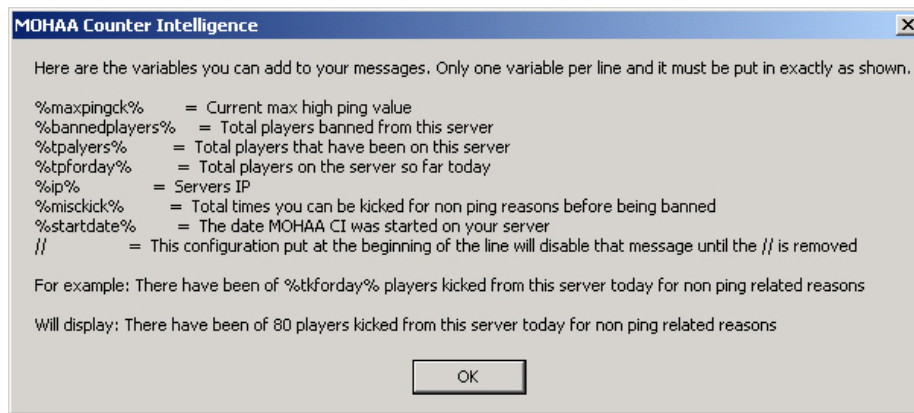
This will keep you from having to retype all messages

The message time may vary slightly as the ping and skin scans have priority.

Pre-Defined Messages

The selected options, *Max Ping*, *# of Banned Players*, *# of players since CI was first started*, and *Map Rotation*, are a predefined set of messages that display various facts about your server since CI’s operation.

Using Message Variables



Variables have been added for you to customize your messages. They must be put in exactly as shown and there can only be one variable per line (Got a little tired in this area). Be sure to enter each message as a complete line.

Running The Messages

Once you've defined all the messages you wish to display to the server, you need to select the time between when each message is displayed. If you set this option to low, then you will be displaying messages too often and will become more of a nuisance than be informative. The recommended setting is 2 or 3 minutes. After selecting the message timing, simply click on the [Save](#) button to change your changes/selections.

Configuring Remote CI

Remote CI is a mini version of the main Counter Intelligence program. It provides the ability for up to 5 members of your clan/team to be able to view and help control whose playing in the server. It is designed to have the other members connect to the main CI program instead of the server. Since the your team members will be connecting to the main CI, there will no addition load to RCON on your server, helping to reduce the potential for RCON lock up.

Port/Password		Users Name
1	10115	Remote1
2	10117	Remote2
3	10119	Remote3
4	10121	Remote4
5	10123	Remote5

The Port setting also servers as the password for the person you give it to. You should give only one person the port #, as only 1 can connect to each port. You can use others, but these have been tested: 10119 to 11999

☒ Enable Remote Access

☒ Allow Full dumpuser information to go to remotes

☒ Allow change FF ☒ Allow change MAP

☒ Allow change FRAG ☒ Allow change TIMELIMIT

☒ Allow change ROUNDLIMIT

☒ Allow ALL incoming commands to be processed

☒ Allow Remotes to process MAM Script Commands

This option is for main admin to have total access to CI if it is running in a different location

☐ Allow Unlimited Access to Port 5 Only

Save Cancel

Setting Up Remote CI ports

To allow people to connect to the main CI, you must establish which ports to open on your system. These ports act as passwords for the member to use in connecting to your PC. In addition to providing these users with your computer's IP, you must also provide them the port number to connect to; only one person can connect to one port at a time. Without this information, the user will not be able to establish a connection.



In addition to the port numbers, you can also specify which player you have given a particular port. This will appear in the end of day report with any actions executed by the Remote CI of that user. It simply provides a more personal way for you to know who's doing what.

Specifying Available Commands

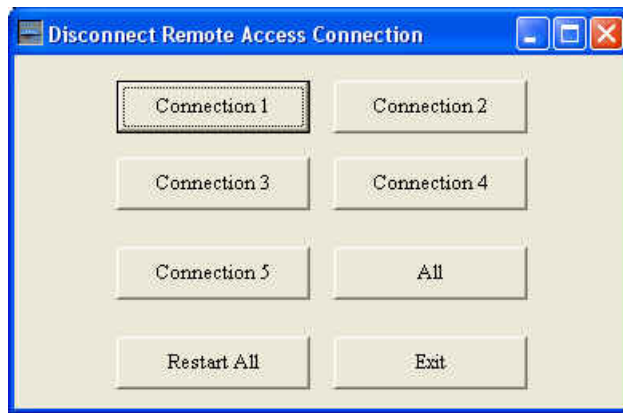
To enable Remote CI, you need to first select the *Enable Remote Access* option. Once selected, you then need to specify which commands you would like the user to be able to execute. Clicking on the *Allow ALL incoming commands to be processed* option will auto select all the command options. Once you've selected the options you wish to allow processed though the Remote CI, simply click on the **Save** button to enable the ports.

NOTE: *Allowing full dumpuser information to be transmitted to the Remote CI's* will take away available bandwidth and potentially cause lag to you if you are in a game and or gave the main CI running on the same computer you use for your own activities. So, use this option at your own discretion.

If you select the *Allow Unlimited Access to Port 5* option, the user connecting to this port will be given greater control over the other Remote CI's (i.e. can issue start and stop commands to the main CI program).

If all is Ok and the ports are listening, the circles at the top right of CI are green . If the setup is incorrect and the ports are not listening, the circles appear red .

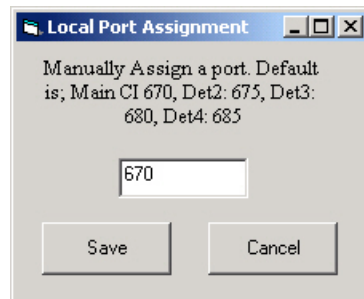
Disconnecting Remote CI's



This option allows you to quickly terminate Remote CI connections to your computer. You can terminate all connects or one at a time. Selecting the Restart All option will disconnect any users currently connected and refresh the disconnected ports to allow the user to reconnect.

NOTE: Forcing a disconnection of any or all the Remote CI's will also shut the ports down and prevent reconnection. To reopen the ports, you can either close and restart CI or click on the [Restart All](#) button.

Assigning CI's UDP port



This option simply allows you to specify which UDP port your computer will use to run CI and allow outside access for it. If you're behind a firewall or Router of some kind, this option is useful in specifying the port you wish to use.

Enabling MAM Scripting Interface

MAM Interface

This setup allows you to interface with the MaM Scripting File. You must have the script file and security config installed on your server before enabling this option! To have access to all of the functions you must be using script file _MoH_AdminMod.pk3

☒ **Interface with MaM Script File\\Security Pak**

Adds capabilities to: Move players/everyone to teams or spectator, force screenshots, forced honesty, mark teams, force players/everyones to commit suicide, quit, disconnect, vid_restart. Also force skins and name change.

☒ **Addon and Security Pack Installed**

Adds capabilities to:Force players to timeout, team balance, force spectators to a team or to quit, along with being able to say messages in the center of the screen or below the compass.

Server Level Settings

☒ Run Hack and Alias Detection

☒ Force forcemodels OFF on all players (Every Skin/Cheat Scan

☐ Force Team Balance (Checked every Skin/Cheat Scan

☒ Enable Functions which affect everyone on server, ie. Force all to axis, Switch Teams, Force Screenshots of everyone.

Enable Force Names. This will allow you to manually change a bad name to guest####, or in spearhead remove the spaces so a dumpuser can be accomplished (Needed for SH Dumpuser problem.)

☒ name to guest####, or in spearhead remove the spaces so a dumpuser can be accomplished (Needed for SH Dumpuser problem.)

It is advised that you DO NOT run any other script files such as code security or programs such as Delator, while CI and MAM are running.

Player Level Settings

☒ Force a player to take a screenshot

☒ Enable Force Spectate

☒ Enable Force Suicide/Quit

☒ Enable Force Teams

☐ Enable Force Players with bad skins to good skins on first scan

☐ Force all players to default Key Binding

Anti-Hacked Skins

☐ Enable Anti-Hack Skin on all players

☐ Run Anti-Hack Pack 1 (Or Start With First)

☐ Run Anti-Hack Pack 2 (Or Start With First)

☐ Rotate Daily

☐ Rotate During the Day

Random Screenshots

☒ Disable Random Screenshots

☐ Perform 1 Random SS per day

☐ Perform 2 Random SS per day

☐ Perform 3 Random SS per day

☐ Perform 4 Random SS per day

Force Rates

☐ Disable Force Rate

☐ Force All Players Rate to 5000

☒ Force All Players Rate to 10000

☐ Force All Players Rate to 15000

☐ Force All Players Rate to 20000

☐ Force All Players Rate to 25000

In Game Commands

☒ Allow in game commands to be processed

Save

Cancel

The MAM Interface option is a separate program that is uploaded to your server's Main folder. The configuration file and .pk3 file contain new functions that are added to the server, providing even greater control over your server. By enabling CI to interface with this file, you give CI even greater control over the server, and provides stronger cheat detection abilities. Simply select the options you wish CI to interface with and click on the **Save** button.

NOTE: It is strongly recommended to enable this feature as it provides much greater control for your server as well as stronger cheat detection. It is also highly advised that you do not run any other programs or script files, such as codesecurity, dmzscanner, Mohaa ServerSpy, AutoKick, or Delator as these programs in combination can cause severe load problems on your server. The results of which vary from lag, to message delays, to problems reloading or executing any other command.

Selecting Default Skins For The Day

This option, when CI is interfaced with the MAM script, enables the user to specify the skins to be forced on users for that day. The skins are auto selected and forced on players entering the server with unauthorized skins.

Editing Outgoing Messages

Message Type	Message Text	Sample
Authorized Skin Kick	For Unauthorized Skins	Kicking Lt. Dan - For Unauthorized Skins
Unauthorized Skin Kick	For Unauthorized/Cheat Skins	Kicking Lt. Dan - For Unauthorized/Cheat Skins - easyspots_skins
Ping Kick	For High Ping of	Kicking Lt. Dan - For High Ping of 457
Ping Immune	Your ping on the last scan was	Kicking Lt. Dan - Your ping on the last scan was 457
BackDoor Skin Change Kick	You have tried to beat the program by changing skins. You have been caught changing to	Kicking Lt. Dan - You have tried to beat the program by changing skins. You have been caught changing to - easyspots_skins
BackDoor Skin Change Bann	You have been Banned for trying to beat the program by changing skins. You have been caught changing to	Kicking Lt. Dan - You have been Banned for trying to beat the program by changing skins. You have been caught changing to - easyspots_skins
Authorized Skin Warning	You have Unauthorized Skins for this Server, Please Change Them to Stock Skins	Kicking Lt. Dan - You have Unauthorized Skins for this Server, Please Change Them to Stock Skins
Unauthorized Skin Warning	You are using Unauthorized Skins. Please switch to an acceptable skin	Kicking Lt. Dan - You are using Unauthorized Skins. Please switch to an acceptable skin - easyspots_skins
Welcome		

Counter Intelligence will add certain variables to some of the messages. See the example of the final message in the example below the messages you are editing.

Cancel Save

This option is pretty self explanatory, it allows the user to set/edit the messages used by CI when displaying messages to the server in regards to an action being performed. Simply edit the messages as desired and click on the [Save](#) button to save your changes. Remember that variables are added so look at the examples that show the way the message will look.

CI Status

The CI Status displays information pertaining to CI itself. It shows information pertaining to the days activities, number of players, new players, total number of players kicked, total banned, number of players since CI started, and the number of separate players on server.

MOHAA CI Status

Number Of Ping Scans

581

Number of Skin Scans

54

Total Players for the day so far

148

Total New Players on the server today so far

88

Number Kicked

740

Number Banned

13

Number of Total Players on Server Since CI

6,396

Number of Seperate Players on Server

12,675

Started Using MOHAA CI on Dec 04, 2002

OK

Printing Player Info

Print Players info to printer will print the complete grid. This is great for matches to show players and IPs along with the skins that they are using. You can also print to a file, which creates a bmp with the file name of the date and time it was taken. This is a good record and can also be the screen shot sent to apposing teams during a match.

Print Players info to file will copy the grid to a bmp. The file will be created as bmp with the file name of the date and time it was taken. This is a good record and can also be the screen shot sent to apposing teams during a match.

Running CI

Once all options have been configured and you are ready to run the program, simply click on the **Start** button. **** See attachment 1 for last minute add on that is extremely important!

MOHAA Counter Intelligence ... Always Watching --JDCAF-- Death Comes From Above [Recruiting] [CP]

Options Send Messages Commands Halt All P3G (All Players) Tools/Help

4:55:15 PM

SERVER ADDRESS 66.151.182.23

PORT 12203

RCON PASSWORD *****

GAME TYPE FREE FOR ALL

Stop

MAPLIST 11:27

dm/Southern France

dm/Destroyed Village

dm/Remagen

dm/Stalingrad

dm/Algiers

Team Sizes 2 / 10

chdm?

num score ping name lastmg address qport rate

4 7 40 InFerNo-V 0 67 69 222.154.12203 35108 4000

5 6 18 Lil-Joe 0 207 159 191.134.12203 17088 30000

6 21 54 Dick Fitzwell 0 141 218 212.202.12203 51831 5000

Next Ping Scan in 24 Sec

Next Skins/Cheat Scan in 76 Sec

Next Message in 70 Sec

Ping: 47 ms

CL	Name	Ping	PW	IP	PHack Codes	SW	Allied Skin	Axis Skin	Score
0									
1									
2									
3									
4	/Rock	53	0	24.25.70.52	CP	0	allied_aiborne	german_kradibntzen	39
5	Lil-Joe	23	0	207.159.191.134	CP	0	allied_aiborne	german_waffens_officer	18
6	-[LoW]-_JKaNe_	50	0	68.47.229.197	CP	0	allied_aiborne	german_waffens_shttze	18
7	Macel	51	0	68.9.89.96	CP	0	allied_sas	german_panzer_shttze	46
8	-[LoW]-AF Army[1]	58	0	65.29.216.239	CP	0	allied_aiborne	german_panzer_tankcommanc	38
9	doublebarrel	93	0	172.160.179.178	CP	0	allied_aiborne	german_panzer_shttze	22
10	Est Lead	32	0	207.121.73.2	CP	0	american_army	german_waffens_shttze	25
11	weedhead	76	0	4.64.149.156	CP	0	allied_sas	german_winter_1	30
12	-[LoW]-cD[2]	48	0	66.108.49.166	CP	0	allied_aiborne	german_panzer_tankcommanc	0
13	P5-Ski	80	0	24.27.171.50	CP	0	american_army	german_wehrmacht_soldier	-2
14	UnnamedSoldier	63	0	130.127.44.53	CP	0	american_army	german_wehrmacht_soldier	13
15	mike	25	0	24.184.96.226	CP	0	allied_manon	german_elite_sentry	4

After the **Start** button has been clicked, the program will first determine the number of slots and private slots and set up the form accordingly. Private slots will be highlighted in green while public slots appear in normal white. The program will also look at any MAM script files to determine if they are load and operating correctly. It will then read the map time and set the current map time to match that on the server.



In addition to displaying the server setup and player slot positions, CI will also display the map list in current rotation, along with the time to the map changing, and the current team size count. If the game mode is not Free-For-All and the team size is unfair, the server will display a "Even up the Teams" message on the server. If you would like to change the map currently used, simply double click on the desired map in the list and click on the **Yes** button to accept and force the map change.

Next it will scan all players and put them in the appropriate slot, bypass ping check for first pass after a map change, and then check the skins and scan for cheats. If the Welcome option is enabled, it will look at each person the first time and determine if they have ever been on the server before (By IP) then welcome them. If enabled, it will also check for bad names, banned IPs, and unauthorized tags, team honest, honesty, and kick them.

Now you simply set back and let it do the work!

Sending Commands While CI is Running

While the server is running, there are many commands you can run, with some functions only able to be run when CI is not running. Using the menu options at the top of CI, you will see which functions can and cannot be run by whether they are enabled or disabled (gray and not selectable).

Sending Messages To The Server

To send messages to the server while CI is running, the **Send Messages** menu contains two predefined message options:

Even Teams

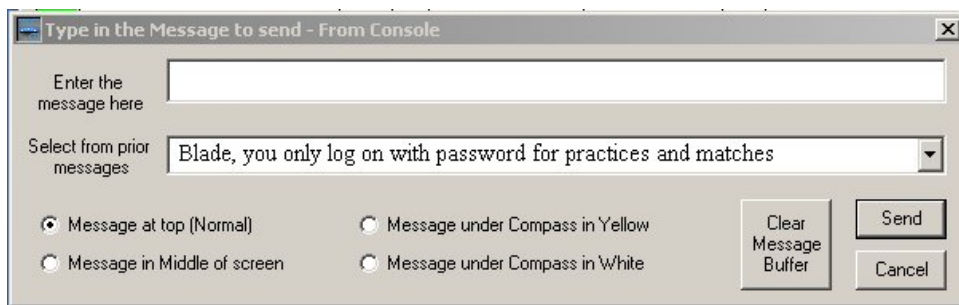
This option sends a message to the server informing the players that the teams are unbalanced and they should even them.

ServerDn

This option sends a message to the server informing players the server is about to go down for maintenance.

Input Message

This option provides the user the ability to enter custom messages. In addition to adding custom messages, this option stores the messages previously sent using this method and allows the user to select them via a drop down menu. Messages may be sent in the normal fashion, placed in the middle of the screen, or placed under the compass in either yellow or white text.



Sending Commands To The Server

To execute additional/specific commands to the server while CI is running, the **Commands** menu contains several options:

Lock Server

This option sets the sv_privateplayers variable to equal the sv_maxplayers variable value. This forces any new players trying to connect to the server to enter a password. If they do not have the password they can not enter. Only available if PJG script interface has been selected.

UnLock Server

This option resets the sv_privateplayers variable to its previous value. Also only available if PJG script interface has been selected.

Turn FFON

This option will enable Team Damage/Friendly Fire.

Turn FFOFF

This option will disable Team Damage/Friendly Fire.

Input Command

Similar to Input Message described above, this option allows the user to enter a custom command, or select from a list of possible commands/variables. Unlike Input Message, however, this option does not maintain a list of previously execute commands. The commands/options available in the commands list are read from the server config file and the PJG script configuration file.



Executing Commands When CI Is Not Running

There are 4 commands which can only be executed when CI is not running. This is done so as to not add extra load on the server as well as prevent interfering with operations currently being run by CI. These options include:

Status

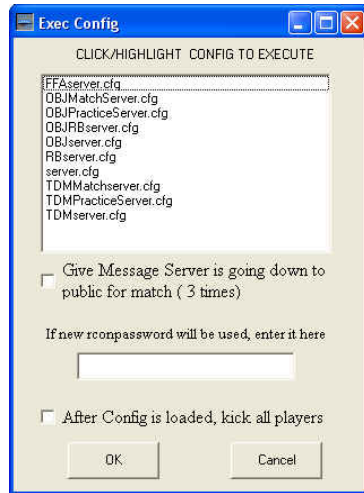
Since CI auto executes a status check, there's no need to have this executed while CI is running. However, when CI is stopped, this option will display the players on the server.

Serverinfo

again, since CI auto executes this function at startup and displays all server pertinent information, there's no need to execute it while CI is running.

Execute Config

This option allows the user to execute a different server configuration file (i.e. Team DM, Objective, Free-For-All, etc). CI will read all the configuration files on the server and display them as options.



With this form, you have the option to select the server configuration file to execute, whether you want the server to display a warning message to the players in regards to the upcoming change, enter a new RCON password for CI if the configuration file has a different rconpassword, and kick all players from the server after the file has been loaded (useful for setting up the server for a match). When ready, click on the [OK](#) button to execute the file.

Quick Config

This option has CI check the current server configuration file and load all changeable options in to the form. From there, the user can quickly change the values of the server settings, from game type, password, to the map list used on the server. You may also read a cfg file on your computer and import the settings into the quick config; which can then be sent to the server.

Halting All CI Processes

When CI is in the middle of a command/process, the user is unable to access the [Stop](#) button to stop CI from running. As such, CI has been given a [Halt All Processes](#) option to allow the user to stop whatever CI is doing, any at any time. This is useful if something is happening that you wish to stop, or some other problem occurs.

Executing MAM Script Functions In CI

If the MAM Scripting option has been selected and properly configured, CI enables the [MAM Script \(All Players\)](#) menu. This menu contains several functions useful in managing the server and potential cheaters. However, they also provide great power and should not be abused. The available options are:

Force Screenshot

This forces all players on the server to take a screenshot of them in action.

Force Screenshot Scores

This forces all players on the server to take a screenshot of the scoreboard.

Force Screenshot Models

This forces all players on the server to take a screenshot of their team selection menu which shows the models and skins the player is using.

Force Screenshot All

This forces all players on the server to take all three screenshots described above.

Switch Teams

This forces all players on the server to swap teams, everyone on Allies are forced to Axis, and everyone on Axis are forced to Allies.

Force Everyone To Spectate

This forces all players on the server to Spectator mode.

Force Everyone to Axis

This forces all players on the server to join Axis.

Force Everyone to Allies

This forces all players on the server to join Allies.

Kick Everyone

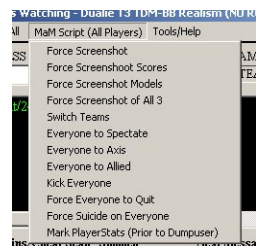
This forces all players on the server to disconnect, effectively a kick all function.

Force Everyone to Quit

This forces all players on the server actually Quit MOHAA, close their games entirely.

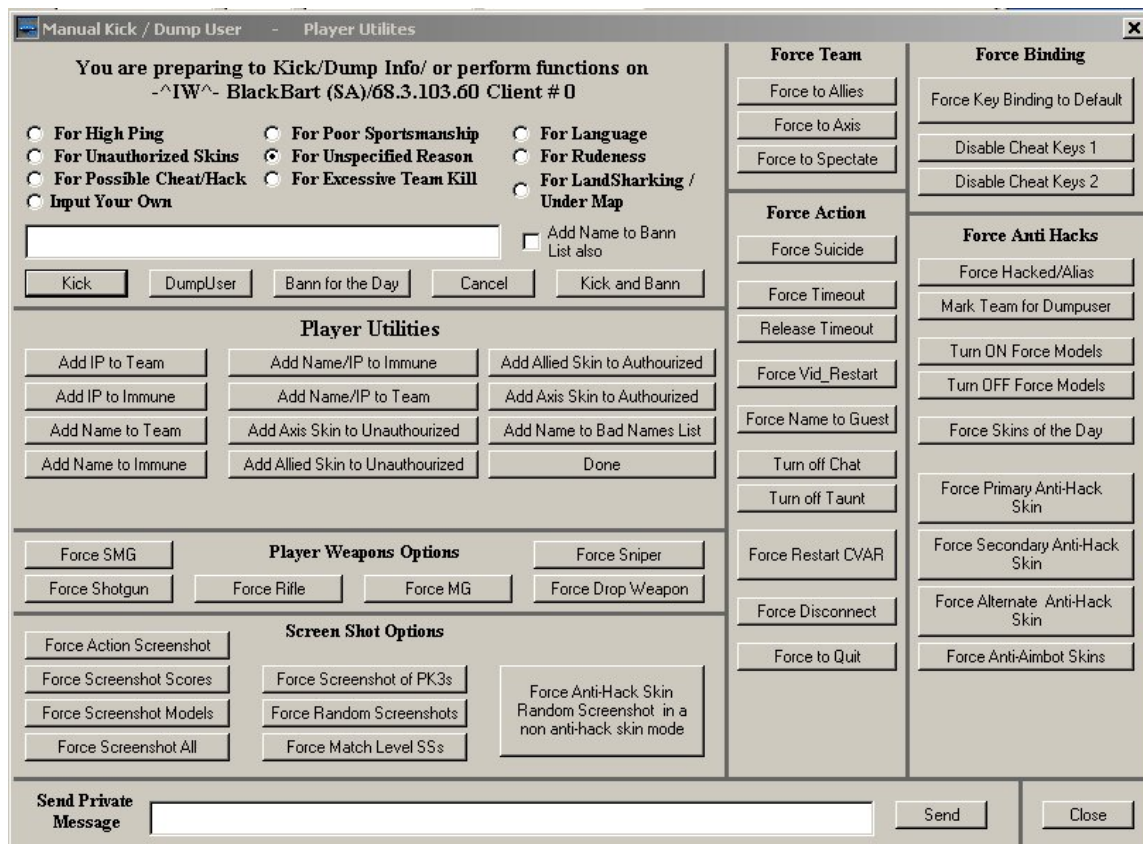
Force Everyone to Suicide

This forces all players on the server actually commit suicide.



Manipulating Individual Players On The Server

In addition to viewing the players on the server, CI provides the ability for you to more closely investigate individual players. If you wish to manually Kick, Bann, Dumpuser, access various individual functions provided by the PJG script, simply double click on the player in the player grid.



Manual Kick / Dump User - Player Utilities

You are preparing to Kick/Dump Info/ or perform functions on
-^IW^- BlackBart (SA)/68.3.103.60 Client # 0

☐ For High Ping ☐ For Poor Sportsmanship ☐ For Language
☐ For Unauthorized Skins ☒ For Unspecified Reason ☐ For Rudeness
☐ For Possible Cheat/Hack ☐ For Excessive Team Kill ☐ For LandSharking / Under Map
☐ Input Your Own

☐ Add Name to Bann List also

Player Utilities

Add IP to Team	Add Name/IP to Immune	Add Allied Skin to Authourized
Add IP to Immune	Add Name/IP to Team	Add Axis Skin to Authourized
Add Name to Team	Add Axis Skin to Unauthourized	Add Name to Bad Names List
Add Name to Immune	Add Allied Skin to Unauthourized	Done

Player Weapons Options

Force SMG	Force Sniper
Force Shotgun	Force Drop Weapon
Force Rifle	

Screen Shot Options

Force Action Screenshot	Force Screenshot of PK3s	Force Anti-Hack Skin Random Screenshot in a non anti-hack skin mode
Force Screenshot Scores	Force Random Screenshots	
Force Screenshot Models	Force Match Level SSs	
Force Screenshot All		

Force Team

Force to Allies
Force to Axis
Force to Spectate

Force Action

Force Suicide
Force Timeout
Release Timeout
Force Vid_Restart
Force Name to Guest
Turn off Chat
Turn off Taunt
Force Restart CVAR
Force Disconnect
Force to Quit

Force Binding

Force Key Binding to Default
Disable Cheat Keys 1
Disable Cheat Keys 2

Force Anti Hacks

Force Hacked/Alias
Mark Team for Dumpuser
Turn ON Force Models
Turn OFF Force Models
Force Skins of the Day
Force Primary Anti-Hack Skin
Force Secondary Anti-Hack Skin
Force Alternate Anti-Hack Skin
Force Anti-Aimbot Skins

Send Private Message

Kicking A Player



Manual Kick / Dump User - Player Utilities

You are preparing to Kick/Dump Info on
-^IW^- BlackBart (SA)/68.3.103.60 Client # 0

☐ For High Ping ☐ For Poor Sportsmanship ☐ For Language
☐ For Unauthorized Skins ☒ For Unspecified Reason ☐ For Rudeness
☐ For Possible Cheat/Hack ☐ For Excessive Team Kill ☐ For LandSharking / Under Map
☐ Input Your Own

☐ Add Name to Bann List also

To kick or bann a player, select a reason for the kicking, or enter your own by selecting the [Input Your Own](#) option and enter the reason. Then simply decide and click on the button corresponding whether to kick the player, bann the player for a day, or kick and bann the player. When completed, then click on the [Done](#) button.

NOTE: If the player was kicked and banned, his/her IP is added to the bannedIP.txt file. If the Add name to the Bann List option was selected, then the players name is also added to the badnames.txt file.

Using The Player Utilities

The Player Utilities section allows the user to execute several actions with regards to the selected player.



Adding Player To Team/Immune lists

Clicking on the appropriate [Add IP...](#) or [Add Name/IP...](#) button will allow you to add the players IP to the Team and or Immune IP lists, or add the player's name and IP to those lists.

Adding Player's Skins To Authorized/UnAuthorized Lists

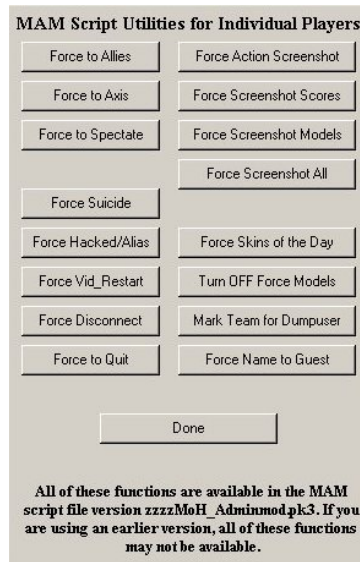
Clicking on the appropriate [Add Allies/Axis skin...](#) button will allow you to add the players Allies and or Axis skins to the Authorized or UnAuthorized skins files.

Adding Player's Name To The Bad Names List

Clicking on the [Add Name to Bad Names List](#) button will add the players name to the bad names list.

Using The MAM Scripting Options

The PJG Scripting Utilities, if properly configured and enabled, allows the user to execute several actions with regards to the selected player. The benefit of these options is that they are strictly performed on the selected player and do not affect anyone else on the server.



Force To Allies

This forces the player to join Allies.

Force To Axis

This forces the player to join Axis.

Force To Spectate

This forces the player to Spectator mode.

Force Action Screenshot

This forces the player to take a screenshot of him/her in action.

Force Screenshot Scores

This forces the player to take a screenshot of the scoreboard.

Force Screenshot Models

This forces the player to take a screenshot of his/her team selection menu, which shows the models and skins the player is using.

Force Screenshot All

This forces the player to take all three screenshots described above.

Force Suicide

This forces the players to commit suicide.

Force To Quit

This forces the player to actually Quit MOHAA altogether.

Force Vid_Restart

This forces the player to perform a video restart, which reloads all the games textures. This is useful if the player has r_mapoverbrightbits and or r_intensity cvars set to a value higher then 1.

Force Hacked/Alias Check

This executes a cheat and alias hack check on the player.

Force Skins Of The Day

This forces the player to the server selected skins of the day.

Turn Off Forced Models

This forces the player to disable their forced models option. This is HIGHLY useful when asking a player to describe the skins they are seeing. If they're using chameleon skins, they will be totally caught off guard.

Force Honesty Configuration

This forces honesty settings on the selected player.

Force Name To Guest

This forces a name on the player that does not contain spaces. This is mainly for SpearHead as you are unable to properly perform a dumpuser on a player with spaces in their names.

Added Function 1.3.1.0

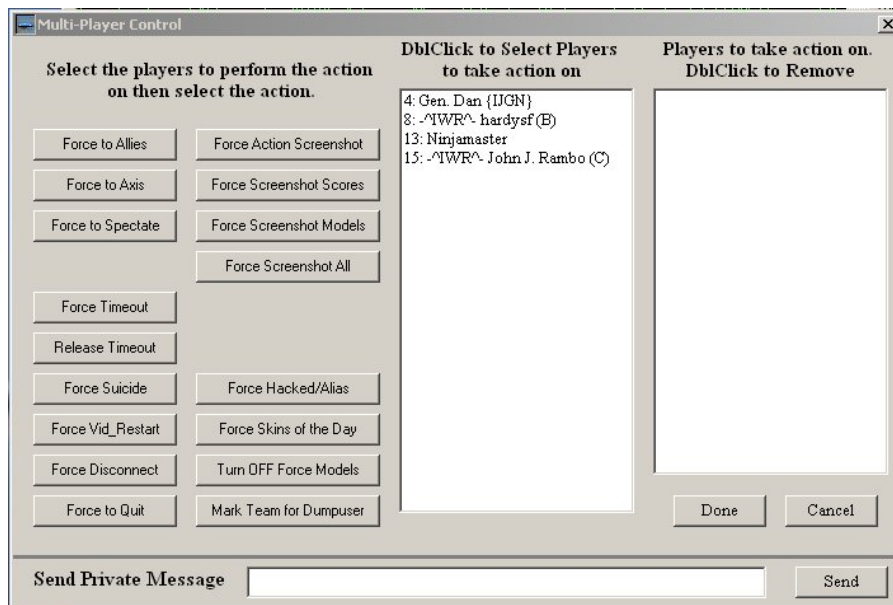
Time Out

This will force a player to spectator for the time set for timeout. You may release them by selecting release.

Private Message

You may now send a private message to an individual client.

You may also apply the MAM Script function to multiple players at once by right clicking on the players list which will bring up the following window.



From the players list in the middle, double click on the players to impose the action on (they will show on the right), then select the action. When you are complete, select done.

Added functions 1.3.1.0

Time out and release have been added just like individual players, along with the private message which can be sent to one or a group of individuals.

Map Fixes

If the map fix mod is installed you will have the new capabilities. The first is the ability to stop landsharking and getting under the map on DV. If either are attempted, the player will kill themselves. You will want to display a message to not use the USE key.

Next is Blackbart's map fix which places items on the maps to limit spawn killing.

Third is dmzdogtag's map fixes.

They can be set on or off in the config, but may also be turned on and off via CI.



If a change is made, a map restart will need to be accomplished.

OTHER FEATURES

Each time someone is kick, for anything other than ping, with will write to the event log the date, time, name, IP, and reason. It will also go to the kick log which track how many times that IP has been kicked.

9:06:32 PM Manually Kicked -^IW^ BlackBart/68.96.54.101 - For Poor Sportsmanship
9:06:32 PM Automatically Bann -^IW^ BlackBart / 68.96.54.101 - For Excessive Kicks
9:07:04 PM Automatically Kicked -^IW^ BlackBart/68.96.54.101 - For Banned IP

At midnight it will generate a daily report and append it to the serverlog.txt. It will show how many players total were on the server, how many were kick for non ping related issues, how many new people were on the server that day, and how many people were kicked because of skins/Cheats.

End of Day Report for Nov 11, 2002
Total Players for the day: 2
Total Kicks for the day: 1
Total Skin/Cheat Kicks for the day: 0
Total New to Server for the day: 1

If the program is not running, this report will not be generated, however, when starting the program for the first time of the next day, it will extract the prior days data and generate a report.

Messages and Skin Scans will be paused if there is no one on the server. Why scan it and send it if no one is there.

Tools

You will also notice the addition of the tools menu. You will find some helpful items, like the ability to build new log files, a validity checker which will go through most of the data files, checking for errors and removing duplicate entries. There is also a troubleshooting aid you can use which will build a file to help me troubleshoot your problems. If you were using 4 log file and wish to generate a single file at the end of day, you can first run the Update Logs option, then go into preferences and turn on the Update EOD logs. The last item added is the dump welcome buffer. To insure new players got to see their welcome message, new players, when the option is selected, will go into a buffer to be welcomed a few minutes later. I have had this build rather large, and knew a lot of them have left, so added the option to simply clear the buffer.

How The Skin Scans Work

When you edit the authskins file, you want to enter the skins that are acceptable to be used on your server. Our server will only accept stock, as with many ladder matches, so we have only stock skins listed. This way we do not have to keep up with the different skins and listing the ones we do not want, we just list what is acceptable.

Once a player logs on, it does a dump user, checks their skins, then warns them that the skins they are using are not authorize. Then at interval set, it will scan them again and when they reach the limit of how many times they can have unauthorized skins, they will be notified and kicked. This will also be logged in the eventlog with the skins that they are kicked for.

I have also added a back door check for skins. If people are caught using this method, they are unquestionably trying to cheat and beat the program. They will receive no warnings; instant kick. You select ability on this is whether you just want to kick them and allow the kick to go to their total kicks, or whether to banned them

The possible hack detection is far from being perfect, but what it does is look at some of the other info in a dumpuser and then one of the configs that some of the cheats write to. Here is an example.

```
name      : [ACE]Ranger[PFC]
cg_forceModel      : 1
r_gamma      : 2.094650
dm_playergermanmodel : german_scientist
dm_playermodel      : american_ranger
rate      : 20000
snaps      : 20
```

broadcast: print " console: PFC] ZCPY

From the data I can see that he has found the way around the no forced model patch that is out there, he has turned his gama up which will make players far more visible, almost like being on a white back ground, and he has something else installed, could be a hack, possible a custom gunsight, which is ok, or most likely a super zoom sniper scope. Some of the first entries can also be residue from cheats that have been removed. When I get something like this I just spectate on them for a few and then know.

Still working more on the possible cheats, but the way it is now has been a big help.

Match Monitor

This program is based on the main program but is toned down. All scan times are fixed. It will not kick anyone. Here is what it will do.

At the start of a match, when all players are present it will be started. It will first look at the game settings and report them on game for all player of each side to see:

```
broadcast: print " console: Gametype is 3\n"
broadcast: print " console: Round Limit is 5\n"
```

```

broadcast: print " console: Frag Limit is 300\n"
broadcast: print " console: Time Limit is 0\n"
broadcast: print " console: Friendly Fire is ON\n"
broadcast: print " console: Maxvelocity is 6000 Default is 6000 \n"
broadcast: print " console: Walk Speed is 150 Default is 150 \n"
broadcast: print " console: Run Speed is : 250 Default is 250 \n"
broadcast: print " console: Crouch movement speed is .6 Default is .6\n"
broadcast: print " console: SV Gravity is : 800 Default is 512 \n"

```

This way you will be able to see if everything is as agreed upon. Another reason to check items like walk speed. It could be set faster than run. We are all used to running and this would give the host team and advantage.

Next it will dump each players info:

```

broadcast: print " console: ^IW^ BlackBart / 68.96.54.101 /Allied: allied_airborne /Axis: german_worker / PH: 2\n"

```

It will also alert everyone if there is a non-stock skins as most ladders require stock skins only unless agreed upon prior.

The skins will be checked every few minutes to insure players do not switch after the game is started. If someone leave and comes back, it will dump all of their info again.

It will also check the average ping of each team and broad cast the averages and the difference every 60 seconds. Most of us cannot monitor that and play to know if they are so far apart there is a disadvantage. It will report individual pings that exceed 150.

It will broadcast the fact the match watch is still active, mainly for the opposing team, every 90 seconds, with the current time.

Skin scans will be rechecked every 2 minutes to insure that no one has switched once the match is underway. If some one leaves and returns, it will do a complete rescan of them.

The BMP generated will look like this:

Client	Name	Ping	PW	IP	PHack	SWarn	Allied Skin	Axies Skin	Score
0									
1									
2									
3									
4	^IW^ RisingSun	48		67.34.168.104	0	0	allied_airborne	german_panzer_grenadier	38
5	karas	25		24.245.41.203	0	0	allied_airborne	german_elite_sentry	38
6	^IW^ Hammer275	90		24.94.255.195	0	0	allied_airborne	german_wehrmacht_soldier	38
7	Falcon	50		65.217.104.177	0	0	american_ranger	german_elite_sentry	28
8	propilot1	53		65.217.104.177	0	0	american_army	german_panzer_tankcommander	28
9	The Colonel =[K.F.C]=	75		68.14.14.167	0	0	american_army	german_wehrmacht_soldier	38
10	ComatoseCableGuy	129		68.2.49.144	0	0	american_army	german_wehrmacht_soldier	28
11	{Op!uM} IB i !s ANE	57		66.227.162.137	0	0	american_ranger	german_waffenus_shutze	28
12	{fox-hound}omega	64		24.193.70.26	0	0	american_army	german_wehrmacht_soldier	38
13	MoonPieBob	140		166.82.44.209	0	0	american_ranger	german_elite_sentry	28
14									
15									
16									
17									
18									
19									
20									
21									
22									
23									
24									
25									
26									
27									
28									
29									
30									
31									

The final match log will contain the following type information:

Gametype is 2
Round Limit is 5
Frag Limit is 350
Time Limit is 15
Friendly Fire is OFF
Maxvelocity is "6000 Default is 6000
Walk Speed is "150 Default is 150
Run Speed is : "250 Default is 250
Crouch movement speed is .6 Default is .6
SV Gravity is : "800 Default is 512
11:44:52 AMAverage Pings = 60/85 with a difference of 25
11:44:56 AM~IW~ RisingSun / 67.34.168.104 / Allied: allied_airborne / Axis: german_panzer_grenadier / PH: 0
11:44:59 AMkansas / 24.245.41.203 / Allied: allied_airborne / Axis: german_elite_sentry / PH: 0
11:45:02 AM~IW~Hammer275 / 24.94.255.195 / Allied: allied_airborne / Axis: german_wehrmacht_soldier / PH: 0
11:45:05 AMFalcon / 65.217.104.177 / Allied: american_ranger / Axis: german_elite_sentry / PH: 0
11:45:08 AMpropilot1 / 65.217.104.177 / Allied: american_army / Axis: german_panzer_tankcommander / PH: 0
11:45:11 AMTheColonel -=[K.F.C]=-/68.14.14.167 / Allied: american_army / Axis: german_wehrmacht_soldier / PH: 0
11:45:14 AMComatoseCableGuy / 68.2.49.144 / Allied: american_army / Axis: german_wehrmacht_soldier / PH: 0
11:45:18 AM{0pluM} IB i | /sANE/66.227.162.137 / Allied: american_ranger / Axis: german_waffenss_shutze / PH: 0
11:45:21 AM{fox-hound}omega / 24.193.70.26 / Allied: american_army / Axis: german_wehrmacht_soldier / PH: 0
11:45:24 AMMoonPieBob / 166.82.44.209 / Allied: american_ranger / Axis: german_elite_sentry / PH: 0
11:46:27 AMAverage Pings = 93/63 with a difference of 30.
11:46:31 AM~IW~ B&B / 216.228.185.38 / Allied: american_ranger / Axis: german_panzer_shutze / PH: 0
11:46:34 AMIEU / 200.163.10.93 / Allied: american_army / Axis: german_elite_sentry / PH: 0
11:47:40 AMAverage Pings = 91/75 with a difference of 16
11:48:57 AMAverage Pings = 68/103 with a difference of 34

This information can be required to be emailed to the opposing team within the first 30 minutes for any possible dispute reason. The opposing team can also take a few snap shots of the information, which comes across the screen for comparison to the log file, to insure it has not been tampered with.

Hopefully this will keep team matches little more honest as most of us are not comfortable giving out our rconpasswords to the other teams.

Multi Server Support

This program has the capability to support and monitor up to 4 separate servers from one pc. In turn each one may be remotely access by 5 remotes. The limitation to this will be the server size, processor capability, and bandwidth.

To run more than one server, at the present time, you will be require to contact me for an access code.

Key points:

Some data is shared between all running CI, and some is dependant on its own running program. Banned IPs for example are shared from the main CI.

You will always want to run the main CI first, then Det2, Det3, Det4 respectfully.

The only other limitation will be if you make changes to data files. In the detachments, simply stop the scanning process, make the changes, hit save, then start again. However, in the main CI, you will notice items **. This means all running copies MUST be stopped, before editing these files.

Other than that, they will generate separate daily reports, and share data from the day, during the EOD report. This is when banned IP are compiled for our 4 programs (If running) and then reread into memory for each.

Using Remote CI

The remote program is a small utility that will allow the user to interface directly into the main Counter Intelligence program. How this will benefit you is 1. No double rcons into the main server causing lockups, 2. You will have more eyes watching the server and maintaining it, 3. They will be able to kick/banned players with all of the data being maintained and tracked by CI. Every Kick, Banned, or command sent will generated an event log readout. The log will show which remote generated which action.

Running the program is quite simple. After installation, start the program, enter the IP and password assigned by the CI Admin, then select connect.

MOHAA Counter Intelligence Remote ... Monitoring Main CI Program

Options About

5:32:58 PM

CURRENT MAP
dm/mohdm6

CI HOST IP
68.106.55.121

PASSWORD

Version 1.2.0.3

Ping: 31 ms

19 2 105 -WLD-eklipse 0 12.213.224.129-664 34088 30000
20 2 94 *NeL*Ziggy 0 66.188.16.248:12203 1961 5000
23 2 56 UhOh 0 12.249.130.164:12203 46555 20000
30 2 240 nice guy eddie 0 130.235.61.3:12203 23061 5000

Next Ping Scan
in 33 Sec

Next Full Skin Scan
in 545 Sec

Disconnect

Exit

DO NOT ATTEMPT TO KICK SOMEONE IF
COUNTER IS NOT RUNNING OR HAS LESS
THAN 10 SEC REMAINING

Last update completed: 5:32:28 PM

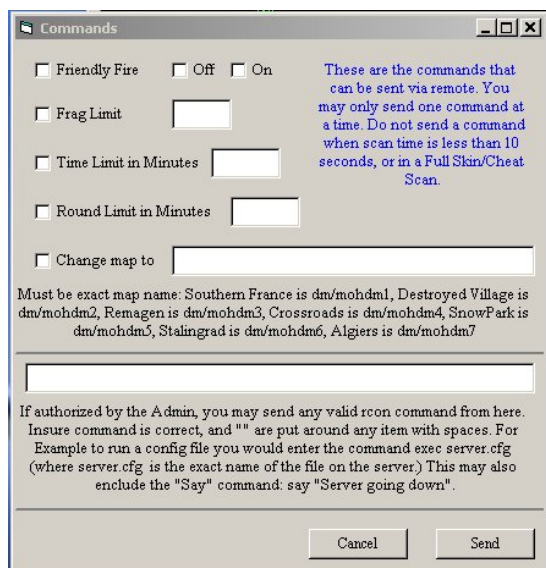
Client	Name	Ping	IP	PHack Codes	Allied Skin	Axies Skin
4	Meshak	126	66.168.124.198		american_ranger	german_panzer_shutze
5	-^TWR^ Chief_Logic	131	68.1.100.152		american_army	german_wehrmacht_soldier
6	Gance	129	68.55.27.73		american_ranger	german_waffenss_shutze
7	-^TWR^ Reish Vedaur	54	24.207.196.224		american_ranger	german_kradshutzen
8	[MDK-rogue] Lt. Redbeard	166	24.43.178.44	CP	allied_airborne	german_gayhitler
9	corporal punishment	75	207.5.237.15		allied_airborne	german_waffenss_shutze
10	Timmons, Matthew	69	12.220.37.45			
11	YOURSELF	69	66.169.215.242	CP	american_ranger	german_panzer_obershutze
12	old man	98	12.213.224.129		allied_airborne	german_winter_2
13	SET	113	66.136.200.152		american_army	german_afrika_officer
14	WAR_MONGER-=AG=-	119	4.64.98.146		allied_airborne	german_waffenss_shutze
15	-Duke-	54	12.242.208.51		allied_airborne	german_waffenss_shutze
16	[MDK-Rouge] Lt. Eagle Eye	79	24.102.153.228		allied_airborne	german_waffenss_shutze
17	BlindMF	999	12.251.128.186			
18	Sp4_ItChY_TRiGger_Finger	170	170.215.128.187		american_army	german_wehrmacht_soldier
19	-WLD-eklipse	105	12.213.224.129			
20	*NeL*Ziggy	94	66.188.16.248			
21						

When you first connect, you will start receiving the time to Ping and Skin scans. After the first ping scan, you will have the players client number, name, ping, and IP. If it is authorized by the admin, you may also receive, in the text window, all of the dumper info. You can scroll back through this information to check someone out. To kick/banned someone, simply double click on their name, select the reason and type kick, and they are gone.



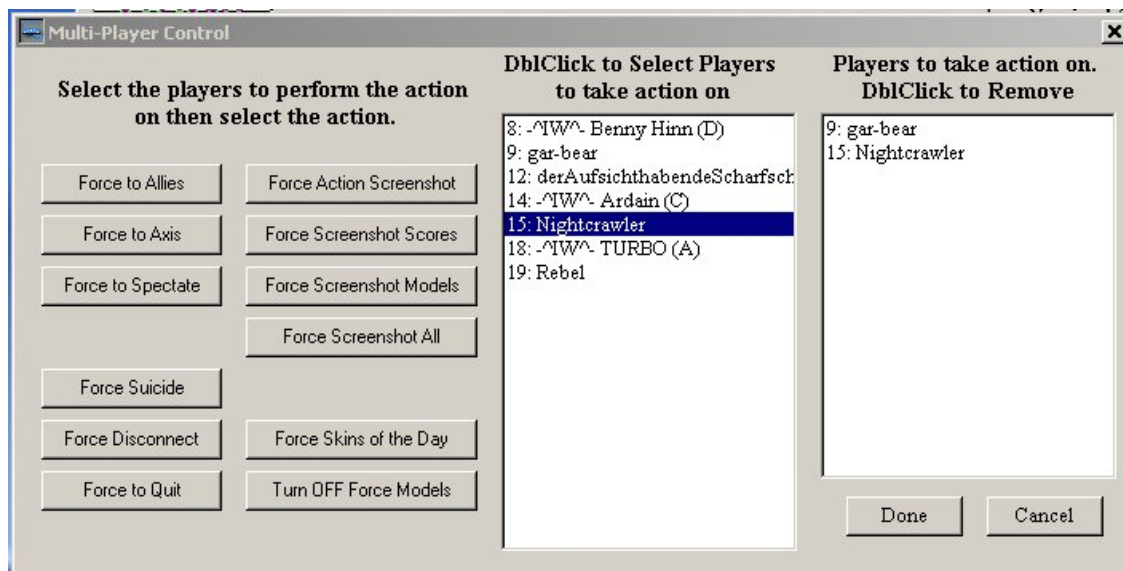
You do not want to attempt to kick someone when the system is in a full dump on all players, or when either time is less than 10 seconds. The best time to kick them is right after you receive a ping scan. This way you know they are still on line.

The other function available, is to send limited commands to the server, as authorized by the Admin. If authorized, you may send any command to the CI program for execution.



You may only send one command at a time. If you are not authorized to send this command, you will receive notification back as to that fact. If you use the change map option, the name must be exact. You can only send commands while actively connected to CI.

If the MAM Script is installed, and you have been given authorization to send the command, you can right click on the players grid, which will bring up the MAM command window.



From the players list in the middle, double click on the players to impose the action on (they will show on the right), then select the action. When you are complete, select done.

If you get disconnected from the main CI, you may need to close the remote and restart it to regain the port control. You also need to wait 60 for the server to reset the host port.

Contacting CI Programmer

We cannot watch the server 24/7 but we can use help to keep it as clean and fair as possible.

Feel free to contact me if you have any problems or request. I have already added of 6 features at the request of the users and will do my best to accommodate every ones needs.

-IW^ BlackBart
InvisibleWarriors

Blackbart@invisiblewarriors.com

Attachment 1

Start-Up Problems

I finally experience the problem some of you have had with starting CI and receiving "Server not Responding". Do not know why it happened, but for some reason my server, for the first time in months, would not give a serverinfo. It would do every other command, but will not return serverinfo data, which results in what some of you have been experiencing. I also try sever info from other sources with the same results.

To work around this the program, when first started, will try a serverinfo. If that fails, it will then try to manually retrieve each individual settings. Should that fail it will then revert to a set of manual settings for your server that you can input.

What I would recommend everyone do, upon installation of version 1.2.2.0, is to bring up CI, then fgo to the command menu, selected, quick configure, and let it read all of the info from your server. When the quick config window opens, select cancel, then under the options menu select server info. All of the information should know be preloaded and you can select save. Should the serverinfo ever fail, it will revert back to these setting so you can run the program.

Version 1.3.0.0

The first and biggest change interfaces CI with the new level of scripting file MOHAdmin. There is a whole new level of interfacing and commands.

Made a change to the quick configuration section. It will now read more settings including Spearhead specific, then added the capability for you to read a config file on your computer, and send any differences to the server. This way if you have a config you would like to run, and are not able to upload it to the server, you will be able to load it in this manner.

Fixed a discrepancy in the kick to banned routine

Added the capability to perform commands on multiple players. Just right click on the players list.

Added a routine that checks to see if you are running the most current version of CI, when you first open it up, or when commanded from the tools menu.

Added 10 more variable that are looked at in the cheats scan and the honesty settings

Allowed remote to send MAM Script Commands

Version 1.2.2.0

We are now 99% SpearHead complete. A dumpuser will now work on those with spaces in their names. This is accomplished by taking their names, replacing the spaces with or underscores, then doing the dumpuser. You may want to add a message as to this on the server.

First there has been the concern over the reload problem. Part of that was caused by PJG and the rest is either additional scripts, lag or ping. The main item causing the problem in PJG has now been transferred to CI and is no longer a problem. Ran a full day on my server, loaded up with no complaints.

Some of the PHack codes have changed any some added, so check them out.

There is a new honesty installer, 1.3, included. You may want to have everyone on you team run it. From now on I will send out an install program to do it. It will put everything in custom.cfg instead of newconfig.cfg

On important item added is the random skin/cheat scan added to the ping scan. Players will be picked randomly and checked at that time.

If you choose to use the script file, PKG_CI, you will notice that each time a skin/cheat scan starts, it will run a forsecurty and pause for 10 seconds. This is what was being done in the pjg, every 30-45 seconds. Just wait for it to finish.

You will also notice a lot of player and server features added. Use them wisely and control them well. Some are very powerful tools for some people to use.

Added routines to help with the loss of status info on servers over 16. Has been working very well so far. For team honesty check, it will look at the team tag, and also check the teamip immune list and compare ip's Changed some of the PHack Detections routines.

Disabled r_gamma or the code Y, not justifiable keeping it

Added the ability to kick for too low of ping (for some 56K servers)

Added routine to look for Retribution V1. Will detect some of the settings, which can be made, giving kickable codes of G and N

Added routine to look for Multi-Hack. Confident it will handle it a high percentage of the time

Removed an error checking routine causing a problem in objective base when running both obj and tdm maps

Added a halt all option to stop CI even if it is in the middle of a cheat scan.

PJG Changes/Interface

You can now turn off the messages sent by PJG when it forces skins, etc. with the command seta g_announce 0. (1) will turn them back on.

CI will use a function in PJG to report if the games Alias has been hacked or altered. It will report a code J. Dumpuser will now show the team a player is on. It will not be displayed as the dumpuser is not done frequent enough, however it will be used in the cheat detection process.

There are some more large things coming around the corner. Buzz, Steve and I have been working closely and a top end script writer has joined in to redo all of the scripting that is done in PJG and increase the capability with CI even more. Hope to start seeing some of this by the middle of Feb