

## *SithBuster Serverside 0.4.0.0:*

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**Website:** [www.sithbuster.eliteinsta.com](http://www.sithbuster.eliteinsta.com)

Please email any bugs, comments, or cheats to be blocked: [razoredge@charter.net](mailto:razoredge@charter.net)

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### Credits:

Cybermind – QMM Mod - [www.q3mm.org](http://www.q3mm.org)

Deathspike – Contributed Code

### **Description:**

The SithBuster System was created to be a universal anti-cheat solution for the Jedi Outcast and Jedi Academy games. This system, if used properly, will block all known cheats and enforce settings/filtering to ensure everyone plays fair. It is the summation of the following pieces:

(Currently only available for Jedi Outcast)

- SithBuster Clientside (Windows only, all client side pieces come as one “package”):
  - Automatic Update System
  - Blocks Movement/Attack Scripting
  - Blocks Hacks
    1. SithBuster.exe – Main client side executable.
    2. SithBuster\_Updater.exe – Updater executable.
    3. SithBuster.tmp – Support file
- SithBuster Serverside (Windows and Linux):
  - Enforces & Validates that clients run latest SB Client side
  - “Real Name” feature, prints clients' “real” names
  - Admin System
  - Bans SithBusterGUID, a superior alternative to IP based bans
  - Limits Net Settings, to stop lag-cheaters
    1. SithBuster Serverside – Universal server “Plugin” that can run on top of any mod using QMM's (Quake Multi-Mod) framework. (Ex: Run this and CJK-Mod concurrently.)
    2. SithBuster in DX Mod – For an easier to install, more compact version.
      - See DX Mod for more information on this option.

This “Readme” file is for the SithBuster Serverside.

### **Install:**

(Time to install: 3 minutes. Level of difficulty: Easy – Medium (If n00b ;-P )

For very detailed installation instructions, see: [www.q3mm.org/QmmInstall.htm](http://www.q3mm.org/QmmInstall.htm)

### Windows Installation:

1. You must set the 'vm\_game' cvar to 0. You can do this by adding the following to the mod's configuration file OR the starting command line:  
In command line:           +set vm\_game 0  
In configuration file:       seta vm\_game 0
2. Place jk2mpgamex86.dll, SithBusterServer.dll, and SithBuster.cfg into your mod folder. If in your mod folder you already have a "jk2mpgamex86.dll" file, rename it to "qmm\_jk2mpgamex86.dll".
3. Place pdb.dll and qmm.ini into the GameData directory.
4. Configure qmm.ini as needed, adding there the name of your mod folder. (see file for more details)
5. Configure SithBuster.cfg as needed, see *Configuration*.

### Linux Installation:

Entirely the same, except the files end in .so instead of .dll.

### **Configuration:**

SithBuster.cfg should be in your mod or base folder. It gets automatically executed on each level load. If you want to change these values while running a server, change them in SithBuster.cfg and then execute it or restart map. These values can also be changed through rcon. However, on the next map load, the settings in SithBuster.cfg will overwrite your changes unless you delete them from SithBuster.cfg or change them there.

**set sv\_pure "1"** - This is part of the normal Jedi Outcast/Academy commands. It specifies that only PK3 files that the server has, the client can use. Things like "glow skins", and the likes that give people unfair advantages can be blocked by putting this command to "1". There are even some PK3 hacks out there. **This should be set to "1" always. SithBuster itself does not block PK3 files, that's what this is for!** Note: The server can still have "official" extra skins and maps, and should make these available to all on the server website, perhaps even putting cl\_allowDownload to "1".

**set SithBusterAdminPassword**       **"Default"** – Self Explanatory

**set SithBusterAllowNonValidated "1"** - Default: 1

Options:

0 - All those that don't have SithBuster are blocked outside of the server, all but those running the

latest SithBuster are kicked. This is most secure. That way, if someone that's banned via GUID, they can't come in without SithBuster running, to cuss everyone out.

1 - All those that don't have SithBuster can play, yet a center message is constantly printed. (VERY motivating to download it.) Likewise, those running older SithBuster versions are encouraged to update.

2 - All those that don't have SithBuster can play, but receive messages every 30 seconds to get SithBuster. Likewise, those running older SithBuster versions are encouraged to update.

3 - All those that don't have SithBuster can play, unimpeded. This setting is not recommended... why have SithBuster at all then?

### **set SithBusterLatestClientVersion "0.2.0.0"**

Short version: **Keep this at the latest client side** that's released and **update** the ServerPlugin right away if a new one becomes available.

Long version:

The client side detects what the server version is, and uses the correct authentication protocol. The server looks for the client side protocol that it was built on, nothing else. Example: The ServerPlugin 0.2.0.0 wants the authentication that client side 0.2.0.0 provides. Say I release a 0.3.0.0 version of the client side, but do not update server side. The client side 0.3.0.0 will properly work with the server side using 0.2.0.0 protocol, but the server lets the new and the older version. So, you set SithBusterLatestClientVersion to 0.3.0.0 and the server will require the clients have the latest version, while still using 0.2.0.0 protocol to validate. 0.2.0.0 clients will show up as "Old Version" in the "\sbclist". The problem is, if 0.3.0.0 was a security release, say 0.2.0.0 was cracked. The server side will still want the 0.2.0.0 authentication. So, I'd want to release a server side update as well, so the authentication level rises to 0.3.0.0. Therefore, for small releases, use SithBusterLatestClientVersion, but if I release a new server side, update it ASAP for best security, so as not to continue authenticating with the older protocol.

**set SithBusterFilterScripts "1"** - Default: 1 – Enforces the blocking of movement/attack scripting. People create special binds for lunges and other moves with light sabers that should definitely be blocked to keep things fair, as well as some people use special "instant snipe" binds, etc.

**set SithBusterFilterNetSettings "1"** - Default: 1 – If this is set to "1", the following are applied: Note: All of these settings can be abused to produce lag. It is definitely recommended these filters are applied.

Set the minimum allowed levels of each:

**set SithBusterMinSnaps "20"** - Default: 20 - Lowest "snaps" can be set.  
**set SithBusterMinPacket "30"** - Default: 30 - Lowest "cl\_maxpackets" can be set.  
**set SithBusterMinRate "4000"** - Default: 4000 - Lowest "rate" can be set.  
**set SithBusterMinTimeNudge "0"** - Default: 0 - Lowest "cl\_timeNudge" can be set.

**set SithBusterMinMaxFps "10"** - Default: 10 - Lowest "com\_maxfps" can be set.

Set the maximum allowed level:

**set SithBusterMaxPacketDup "0"** - Default: 0 - Highest "cl\_packetdup" can be set.

### Usage:

These commands are typed into the console, live on the server (Case Insensitive):

\SBCList – Prints a list of connected (human, bots don't show) clients, with client version, validation status, internet rate, player model, and "real name." Note: When logged into admin, it will also show each client's GUID.

\SBAbout – SithBuser Information

\SithBuster or \SB – Available (Non-Admin) commands

These are the admin commands:

\SBPassword "YourPassword" - Log into Administrator Mode

\SBSetClientName # "NewRealName" - By default, a person's stored "Real Name" is the name they first connected with. That name is stored indefinitely. Use this command to change that name (If say, the person first connects with "Padawan" or something equally lame.), or edit the name files directly.

\SBBanGUID "guidstring" – Specifically type the GUID you would like to ban.

\SBGuidBanClient "#" - Bans the GUID of the specified client number from \SBCList.

\SBListBanned – Lists all banned GUIDs.

\SBUnbanGUID "guidstring" – Specifically type the GUID you would like to un-ban.

\SBListDebug – If there's anything here, please send me the DebugList.dat file from your mod folder.

Notes on GUID banning: It will only work if the client is running SithBuster Clientside, so you may want to keep SithBusterAllowNonValidated set to "0" to most thoroughly keep hackers out. (Otherwise they can come and ignore the printed messages.) Banning/Unbanning takes immediate effect, except you have to kick them out so they reconnect, at which point they will be denied access.

### Specifically/Confirmed Blocks:

JKbot 1.0

\* "Unpatched"

\* "Patched"

JKbot 2.0a

\* "Unpatched"

\* "Patched"

N7 Multihack 0.6

KPT-JK2 Multihack SP2

glpatch

n7 Multihack 0.4

xAo Wallhack[beta]

## **Change Log Since Initial Release (0.4.0.0):**

### **0.4.0.0:**

Initial Public Release

### **Miscellaneous:**

Do you like this? Perhaps you could send me an email telling how it proved useful for you, it'd make my day. :-) (Or, like previously mentioned, key me into new hacks/bugs/missing features.)

Enough now of security, for something more exciting, check out my Saber Plugin:

[www.saberplugin.eliteinsta.com](http://www.saberplugin.eliteinsta.com) ;-)