

Forum:[Hack Forums](#)

Thread: [Best Anti-Cheat \(AC\)?](#)

Robotdude39 - October 17, 2015, 8:20 pm

Been fooling around on various servers with various clients. Pretty interesting to see how some of them work and how accurate they are. I'd wager that Badlion's GChat is one of the best; while not catching all cheats, the far majority of it's auto-bans are just. I wouldn't be surprised if it had a few false bans, as no system is perfect, but definitely not a lot. Probably .5-1%.

In second place I'd say Kohi's Anti-Skid takes role. I'm not entirely sure how it works, but I know it doesn't make false-bans. It doesn't ban all hackers, obviously, but it'll catch those who are blatantly cheating. For all the flak that Anti-Skid gets, it does it's job well. It was never meant to be a catch-all, just something to compliment their reporting / screensharing system. While Kohi could obviously benefit from more staff / more active staff, they do well for the most part. They pioneered some pretty intuitive ways of catching clienters, be it Injection or S-D's.

Third, I'd say HCTeams' Anti-Cheat. I don't know if they have a brand name for it (I know they're developing CheatBreaker, but that's not in place yet), but whatever they call it does pretty well for itself. Unlike GChat and Anti-Skid, HCT's AC doesn't auto-ban. However, it has a pretty extensive flagging system, with detection ranging from x-ray to freakin' auto-soup. I'm pretty excited to see CheatBreaker when it comes out, and to see if I can try to bypass it's detections.

What are your thoughts? I think that when CB comes out, it'll be a few weeks before anyone (if it does happen) figures out how to bypass it. I'm sure someone'll figure out how to beat it, as no system is perfect, but I'm very interested to see how it works. I wonder if we'll be able to employ the same methods cheat developers use to get around VAC detection.

Is a system like CB even possible in Java? I wouldn't be surprised if it had severe limitations to it's usefulness. I look forward to it's release.

Barb - October 17, 2015, 8:22 pm

You can get banned on Gcheat for clicking at a constant rate, the same with anti-skid. Also, if cheat breaker every does get released it will be terrible garbage and easy to bypass. Falsifying requests is just one way you could bypass this. Also, they can't even write a proper ToS so I'm sure we're fine.

TrueNorth - October 17, 2015, 8:28 pm

(Oct 17, 2015 08:22 PM)Barb Wrote: [\[CITE\]](#) they can't even write a proper ToS so I'm sure we're fine. poor jhalt :(

btw gcheat has a lot of shit that they are updating, it is definitely the best minecraft Anti-Cheat right now.

also it doesn't false ban ;P

Barb - October 17, 2015, 8:33 pm

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It does false ban, you need to know how it's checks work. Click at a constant rate at a high rate simulating an auto-clicker and you will get banned.

AppleNooby - October 17, 2015, 8:37 pm

(Oct 17, 2015 08:33 PM)Barb Wrote: [\[CITE\]](#) It does false ban, you need to know how it's checks work. Click at a constant rate at a high rate simulating an auto-clicker and you will get banned.

I used 'fastclicker' which doesn't randomize and set it at 15cps for two years without ban. Got banned for autopot eventually.

Barb - October 17, 2015, 8:38 pm

(Oct 17, 2015 08:37 PM)AppleNooby Wrote: [\[CITE\]](#) I used 'fastclicker' which doesn't randomize and set it at 15cps for two years without ban. Got banned for autopot eventually.

Myself and latematt have been both banned while just clicking on a rhythm on Badlion.

Robotdude39 - October 17, 2015, 8:40 pm

I'd say that for the most part, unless you're trying to get banned (clicking at a constant rate, aiming at head, etc), or actually hacking, you won't get banned by GCheat, nor Anti-Skid. I think one of the biggest advantages that GC and AS have is the fact that they aren't open sourced - NCP is so easy to bypass because we have 100% knowledge of how it detects hacks. While we have a good idea of what Kohi and GCheat use to detect cheats, we don't actually know for sure. I wouldn't be surprised if the systems have multiple detection patterns for certain hacks, so clients that try to bypass will still get caught. I know that GCheat works so well because of the absolutely immense amount of data logging they do. I'd wager that that's why GCheat has their massive ban waves, or at least one of the reasons; to make space for more data.

keplar - October 17, 2015, 10:26 pm

Gcheat is a great anticheat but the only issue with it is that you can get banned for clicking at a consistent rate of 7.

It thinks you are using a autoclicker when you really aren't.

I believe antiskid is the best just because it doesn't have that one flaw that gcheat has.

TrueNorth - October 17, 2015, 10:43 pm

(Oct 17, 2015 08:38 PM)Barb Wrote: [\[CITE\]](#) Myself and latematt have been both banned while just clicking on a rhythm on Badlion.

i smell lies

i mean, i know you are lying lmfao

Nexai - October 17, 2015, 11:27 pm

(Oct 17, 2015 08:33 PM)Barb Wrote: [\[CITE\]](#) It does false ban, you need to know how it's checks work. Click at a constant rate at a high rate simulating an auto-clicker and you will get banned. I'm pretty sure the GCheat false bans are less than 0.0001%

user007 - October 18, 2015, 12:02 am

I do not believe that there is such thing as a "best". All anti-cheats have their pros and cons comparing each other. One time, on a server I joined, their anti-cheat spawned two invisible entities that circled around you, causing your killaura to fuck up. Upon detecting this, I coded something into my aura for that specific server to detect the two unique entities, and ignore them. This made me one of the most powerful users in the server, as most (all other) modders using hacked clients had ones which didn't ignore the invisible entities.

Vrekt - October 18, 2015, 7:33 am

Well there is one more Anticheat plugin that isn't mentioned too often, and that is Advanced Anticheat. (Probably because its paid), from what I have heard its decent. I've went on the AAC testing server the developer has setup and its not that bad. But of-course lots of things need to be improved.

Barb - October 18, 2015, 9:08 am

(Oct 18, 2015 12:02 AM)user007 Wrote: [\[CITE\]](#) I do not believe that there is such thing as a "best". All anti-cheats have their pros and cons comparing each other. One time, on a server I joined, their anti-cheat spawned two invisible entities that circled around you, causing your killaura to fuck up. Upon detecting this, I coded something into my aura for that specific server to detect the two unique entities, and ignore them. This made me one of the most powerful users in the server, as most (all other) modders using hacked clients had ones which didn't ignore the invisible entities.

Every client I've used since people started making Reliant remakes have had the ability to ignore invisible entities.

Jonathan - October 28, 2015, 10:38 am

(Oct 17, 2015 08:20 PM)Robotdude39 Wrote: [\[CITE\]](#) Been fooling around on various servers with various clients. Pretty interesting to see how some of them work and how accurate they are. I'd wager that Badlion's GChat is one of the best; while not catching all cheats, the far majority of it's auto-bans are just. I wouldn't be surprised if it had a few false bans, as no system is perfect, but definitely not a lot. Probably .5-1%.

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Sorry for gravedigging this, but I wanted to make a response to this.

We stopped working on server-side anticheat quite a while ago, the last update it got was to detect spook due to some mess-ups with their triggerbot, aimbot, or killaura -- I'm not going to say which for obvious reasons :p. We [issued another banwave on spook](#) this morning. Server-side anticheat, as I've made clear in numerous places, is becoming very useless:

"Catching cheats server-side is a difficult thing to do, and will become pointless in the next 3-5 months. Server-side stuff is great while it works, but its days are numbered. Hacked clients are continuing to sanitize their data better and better, and there will be a point in Minecraft that cheats cannot be thwarted from the server-side, even with machine learning and so on."

I just want to be clear here.. I don't think any of us can deny that it will be a fun challenge between the CheatBreaker team and all of you guys. We're not enemies, and we don't have any bad blood with you guys who make cheats. We view it as something fun to give us something more interesting to do. As you mentioned above, it will be interesting to see people attempting to exploit the system. Additionally, we will also be offering payment for those reporting vulnerabilities in the system. There's no need for salt on either side, just some friendly competition so-to-speak. We need something new. Bypassing GCheat and AntiSkid is getting old, isn't it?!

In terms of Java's capabilities and limitations, we've spent quite some time on what we're doing and have done several audits which is what prolonged its initial release. There are no extraordinary limitations to what we can do inside the JVM, or outside. It will certainly be coming, so we can all look forward to the ongoing battle between my small team and a million of you xD

Anyways, happy to have a friendly battle of the cheats ;)

Love,
Jonathan<3

Ran - October 28, 2015, 12:50 pm

(Oct 28, 2015 10:38 AM)Jonathan Wrote: [\[CITE\]](#) Sorry for gravedigging this, but I wanted to make a response to this.

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I guess this is a optimistic way of "1v1ing" HF vs MineHQ. I'm actually looking forward to CB, because that means potpvp ranked comes out and I can fuck over people's ELO

Robotdude39 - October 28, 2015, 4:29 pm

(Oct 28, 2015 10:38 AM)Jonathan Wrote: [\[CITE\]](#) Sorry for gravedigging this, but I wanted to make a response to this.

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No worries on the grave digging. Impressive work on finding the fuck up Spook had. I'm sure some of us here might be enticed to help you rid the world of it's cheats, but as a general tip, ignore badvibes. The cancer you get from reading his sentences is not worth the information he might be selling you, lol.

But in all seriousness, it's good (weird, but good) that you maintain such a healthy relationship with the devs of hacks, while simultaneously developing things that break their hacks and ban their users. Don't know how you manage it, but good shit.

Barb - October 28, 2015, 4:29 pm

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Love,
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Hire a lawyer, I can sue your ass if you search the wrong device.

IR88M8 - October 28, 2015, 4:43 pm

(Oct 17, 2015 08:28 PM)TrueNorth Wrote: [\[CITE\]](#) poor jhalt :(

btw gcheat has a lot of shit that they are updating, it is definitely the best minecraft Anti-Cheat right now.

also it doesn't false ban ;P
<https://www.youtube.com/watch?v=FEtqa6hWVvs>

ipkdanny - October 28, 2015, 5:28 pm

(Oct 28, 2015 04:58 PM)Ceanko Wrote: [\[CITE\]](#) At least "make" it in a language that's harder to reverse. ?

This. You're seriously retarded if you think you're going to have a good client-side anti-cheat written in Java.

Jonathan - October 28, 2015, 7:11 pm

(Oct 28, 2015 05:28 PM)ipkdanny Wrote: [\[CITE\]](#) This. You're seriously retarded if you think you're going to have a good client-side anti-cheat written in Java.

Who said it was written in Java? And no need to call people retarded :(

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But in all seriousness, it's good (weird, but good) that you maintain such a healthy relationship with the devs of hacks, while simultaneously developing things that break their hacks and ban their users. Don't know how you manage it, but good shit.

Yeah, I mean... on the bright side, it has the possibility of driving the price up for cheats capable of bypassing CB.

Honestly, it's a fun challenge. Because, eventually what it will come down to without something client-side (because server-side stuff won't really be detectable in 3-5 months, I'd guess) is who has the better GUI. At least now, you guys get another challenge and possibly something else to add to your feature list... That's where the pros stand out xD

Vulcan2512 - October 28, 2015, 9:25 pm

Correct me if i'm wrong but injection clients would still be able to bypass CB.

Jonathan - October 28, 2015, 9:27 pm

(Oct 28, 2015 09:25 PM)Vulcan2512 Wrote: [\[CITE\]](#) Correct me if i'm wrong but injection clients would still be able to bypass CB.

You'll have to let me know ;)

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(Oct 28, 2015 09:25 PM)Vulcan2512 Wrote: [\[CITE\]](#) Correct me if i'm wrong but injection clients would still be able to bypass CB.

Don't think Hotshot Halterman would be dropping so much time and effort on this CheatBreaker of his if a simple Carsons Client could juke it. From what I understand about CS injection clients, the lower the RAM presence the better. Don't know if that's going to turn into a trend with MC though.

(Oct 28, 2015 09:27 PM)Jonathan Wrote: [\[CITE\]](#) You'll have to let me know ;)

Be more active on HF. It's getting boring watching Badvibes and Manthe have pissing fights all day.

Manthe - October 28, 2015, 9:56 pm

(Oct 28, 2015 09:39 PM)Robotdude39 Wrote: [\[CITE\]](#) Don't think Hotshot Halterman would be dropping so much time and effort on this CheatBreaker of his if a simple Carsons Client could juke it. From what I understand about CS injection clients, the lower the RAM presence the better. Don't know if that's going to turn into a trend with MC though.

Be more active on HF. It's getting boring watching Badvibes and Manthe have pissing fights all day. Its easier to find injected things than ram presence. I hope cheatbreaker does stuff I have in mind, that would be some real nigga shit. The idea of having it use checksums to determine if theyre using something they shouldnt be is pretty pointless.

Jonathan - October 29, 2015, 5:43 am

(Oct 29, 2015 03:24 AM)Ceanko Wrote: [\[CITE\]](#) How does your anti-cheat react to memory that it can't read (if it even reads memory)? What would it do if it came upon a (trusted) process that it couldn't read because it didn't have permissions to read from it's memory?

That's part of the puzzle that you guys will have to figure out <3 I'll just say that we have considered this quite some time ago.

I have to admit, I find it funny reading stuff here of people assuming that CB is written in entirely in Java. It's clear you know that's not the case, but some people don't.

As I mentioned somewhere else, we plan on maintaining a good relationship with cheat creators of all kinds, and will have financial incentive for those reporting major flaws.

(Oct 28, 2015 09:39 PM)Robotdude39 Wrote: [\[CITE\]](#) Don't think Hotshot Halterman would be dropping so much time and effort on this CheatBreaker of his if a simple Carsons Client could juke it. From what I understand about CS injection clients, the lower the RAM presence the better. Don't know if that's going to turn into a trend with MC though. Yeah, we're still doing insane amounts of work. I never said developing an anticheat is easy. We've got some pretty awesome consultants working with us, though.

(Oct 28, 2015 09:39 PM)Robotdude39 Wrote: [\[CITE\]](#) Be more active on HF. It's getting boring watching Badvibes and Manthe have pissing fights all day. I'll come around more. I like most of you guys xD

i a m g o n e - October 29, 2015, 6:10 am

(Oct 29, 2015 05:43 AM)Jonathan Wrote: [\[CITE\]](#) That's part of the puzzle that you guys will have to

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How much would you pay me to advertise cheatbreaker?

Barb - October 29, 2015, 7:28 am

(Oct 28, 2015 07:11 PM)Jonathan Wrote: [\[CITE\]](#) Who said it was written in Java? And no need to call people retarded :(

Minecraft is a game that can be played on multiple platforms, not allowing people to use those platforms on your server would be pretty terrible. Also, if it's not written in Java what is it written in? Have you honestly thought this through? Have you tried to gather statistics of the amount of people who use GNU + Linux/OSX opposed to Windows?

Jonathan - October 29, 2015, 7:49 am

(Oct 29, 2015 07:28 AM)Barb Wrote: [\[CITE\]](#) Minecraft is a game that can be played on multiple platforms, not allowing people to use those platforms on your server would be pretty terrible. Also, if it's not written in Java what is it written in? Have you honestly thought this through? Have you tried to gather statistics of the amount of people who use GNU + Linux/OSX opposed to Windows?

Yes. They have been publicly released by dinnerbone here:

http://media.dinnerbone.com/uploads/2015-03/screenshots/09_11-06-09_QLAhnzHO25.png

Sadly, we don't intend to offer Linux/OSX support at any point in the near future. Maybe far, far, far down the line. But certainly not any time soon. That would just open pandora's box of security issues.

i a m g o n e - October 29, 2015, 7:50 am

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Jonathan - October 29, 2015, 8:05 am

(Oct 29, 2015 07:50 AM)tl:dr? Wrote: [\[CITE\]](#) Answer my question

I don't really know who you are, but you can PM me with whatever you're requesting. (If that sounds rude, wasn't intended to be)

Barb - October 29, 2015, 3:45 pm

(Oct 29, 2015 07:49 AM)Jonathan Wrote: [\[CITE\]](#) Yes. They have been publicly released by dinnerbone here:

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I meant for your server in particular, also why are you avoiding the question of what it's made in? So does this mean only people who use Windows are going to be able to play on your server?

Jonathan - October 29, 2015, 4:22 pm

(Oct 29, 2015 03:45 PM)Barb Wrote: [\[CITE\]](#) I meant for your server in particular, also why are you avoiding the question of what it's made in? So does this mean only people who use Windows are going to be able to play on your server?

That's correct, they won't be able to play on my server (in ranked matches). It sucks, but it's only 6% that we're cutting out. Drawback? I don't disagree. But I'm not going to open pandora's box of security issues in two environments my team simply is not comfortable with.

As for what it's written in, it's something native for Windows specifically. I've mentioned it before somewhere if you look hard enough. I don't really want to give anyone a head start here, though ;)

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"only cutting out 6%"

How many users do you even get daily?

Also you are intentionally sending those users to your competitors lol

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So, would a GNU+Linux/OSX user be able to run this using mono? I'm assuming this isn't written in C++, does it require .NET?

Robotdude39 - October 29, 2015, 4:32 pm

(Oct 29, 2015 04:25 PM)tl:dr? Wrote: [\[CITE\]](#) "only cutting out 6%"

How many users do you even get daily?

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I'm not riding Jhalt right now, but he does have good reasoning to put development for Linux / OSX versions on the back burner. First of all, the CB is likely going to be phased in slowly. The 6% minority is definitely not a good thing, but it's not like it's something worth arguing over. He never said he is not going to port it to other OS's, but just not now, while it's not even released yet. You have nothing to argue about here...

ipkdanny - October 29, 2015, 6:53 pm

(Oct 28, 2015 09:25 PM)Vulcan2512 Wrote: [\[CITE\]](#) Correct me if i'm wrong but injection clients would still be able to bypass CB.

This. If your AC isn't written in Java then people will be able to bypass your anti-cheat with injection. It's been done on every single game and against industry-standard anti-cheat systems. Bet it can be done against an anti-cheat written by a couple guys in their 20s lol. Anyways it will be fun, but no one will report major flaws to you if they can get their clients to work ez on your server and sell that for a greater profit. I mean unless you threaten to boot them lol.

Vulcan2512 - October 29, 2015, 8:48 pm

Jonathan correct me if i'm wrong but is CB a forge mod? or is a .exe?

Barb - October 30, 2015, 9:36 am

(Oct 29, 2015 08:48 PM)Vulcan2512 Wrote: [\[CITE\]](#) Jonathan correct me if i'm wrong but is CB a forge mod? or is a .exe?

Based upon what he's said (only native to windows) I would say it's not a forge mod. Either that or there is some binary that interacts with a forge mod to relay information.

Astigmatism - October 31, 2015, 7:22 am

(Oct 30, 2015 09:36 AM)Barb Wrote: [\[CITE\]](#) Based upon what he's said (only native to windows) I would say it's not a forge mod. Either that or there is some binary that interacts with a forge mod to relay information.

His idea of a cheat-breaker is flawed. If he thinks that he can stop people then he needs to try again / harder. I have a vague of Idea of what he plans to do, and it could be either one of our ideas, and both are pretty stupid tbh.

Barb - October 31, 2015, 7:49 am

(Oct 31, 2015 07:22 AM)Astigmatism Wrote: [\[CITE\]](#) His idea of a cheat-breaker is flawed. If he thinks that he can stop people then he needs to try again / harder. I have a vague of Idea of what he plans to do, and it could be either one of our ideas, and both are pretty stupid tbh.

Well, I look forward to it. I just hope he gets that legal issue sorted. ?

Scetch - October 31, 2015, 8:00 am

Servers that force you to install stuff to participate are horrible. That goes for screenshot/sharing as well. Why on earth would anyone even attempt to play on them?

Fuck that. If I've seen anything it's that no one is trust worthy.

And connecting and sending the required (vanilla) info? What stops someone from doing that?

Gildfesh - October 31, 2015, 4:15 pm

(Oct 31, 2015 08:00 AM)Scetch Wrote: [\[CITE\]](#) Servers that force you to install stuff to participate are horrible. That goes for screenshot/sharing as well. Why on earth would anyone even attempt to play on them?

Fuck that. If I've seen anything it's that no one is trust worthy.

And connecting and sending the required (vanilla) info? What stops someone from doing that?

This is pretty much my point of view. The server's I have looked at that apparently screenshare don't even have it as part of their rules. I might go and make a big scene on a few servers to see if I can annoy a few admins/moderators...

ramhxer - November 1, 2015, 5:08 am

cheat engine is a good one

Reddit54 - November 1, 2015, 7:40 am

Holy shit man, running it only on windows? That sucks, there are players that use linux/mac. Also I dont think people will trust CB... It's a block game, why going so far?

Cexel - November 1, 2015, 7:41 am

I would defiantly say Anti-Skid or Gcheat.

Im probably am more on the anti-skid side tho.

Just because you can get banned on Gcheat for just clicking at a steady rhythm...

Vrekt - November 1, 2015, 7:44 am

(Nov 1, 2015 08:41 AM)Cexel Wrote: [\[CITE\]](#) I would defiantly say Anti-Skid or Gcheat.

Im probably am more on the anti-skid side tho.

Just because you can get banned on Gcheat for just clicking at a steady rhythm...

Well I mean its very unlikely that some person will click at 12 cps for a good 30 seconds or more.

Cexel - November 1, 2015, 7:47 am

(Nov 1, 2015 08:44 AM)Vrekt Wrote: [\[CITE\]](#) Well I mean its very unlikely that some person will click at 12 cps for a good 30 seconds or more.you make a good point but sometimes you just happen to have a constant click rate of 8.

It automatically detects it as an autoclicker.

That and you can get banned on judgement day for just accidentally logging on with a ghost client. But, I guess thats sorta a good thing.

Gildfesh - November 1, 2015, 12:12 pm

(Nov 1, 2015 08:47 AM)Cexel Wrote: [\[CITE\]](#) you make a good point but sometimes you just happen to have a constant click rate of 8.

It automatically detects it as an autoclicker.

That and you can get banned on judgement day for just accidentally logging on with a ghost client. But, I guess thats sorta a good thing.

How is accidentally logging in with a ghost client going to get you banned? They can't detect if you are running mods on the server side... Just log out and log back in without hacks.

N3xuz - November 1, 2015, 12:15 pm

So far people has been quite impressed by my new (in-dev) AntiCheat. I laughed my ass off yesterday listening to Rrvery raging at it because his killaura and tiggerbot didn't bypass. ?

Gildfesh - November 1, 2015, 12:18 pm

(Nov 1, 2015 01:15 PM)N3xuz Wrote: [\[CITE\]](#) So far people has been quite impressed by my new (in-dev) AntiCheat. I laughed my ass off yesterday listening to Rrvery raging at it because his killaura and tiggerbot didn't bypass. ?

You will need to let me try it out sometime :P

I am interested to see if the ghost client I wrote in about 5 minutes works...

Vrekt - November 1, 2015, 12:23 pm

(Nov 1, 2015 01:15 PM)N3xuz Wrote: [\[CITE\]](#) So far people has been quite impressed by my new (in-dev) AntiCheat. I laughed my ass off yesterday listening to Rrvery raging at it because his killaura and tiggerbot didn't bypass. ?

Interesting, maybe post a video about it sometime? Would love to see this shiet.

Nexai - November 1, 2015, 1:38 pm

(Nov 1, 2015 01:15 PM)N3xuz Wrote: [\[CITE\]](#) So far people has been quite impressed by my new (in-dev) AntiCheat. I laughed my ass off yesterday listening to Rrvery raging at it because his killaura and tiggerbot didn't bypass. ?o I wanna see

xUnlock2 - November 1, 2015, 1:40 pm

(Nov 1, 2015 01:15 PM)N3xuz Wrote: [\[CITE\]](#) So far people has been quite impressed by my new (in-dev) AntiCheat. I laughed my ass off yesterday listening to Rrvery raging at it because his killaura and tiggerbot didn't bypass. ?

I'd like to see this maybe shoot me a pm with the IP

N3xuz - November 1, 2015, 1:46 pm

(Nov 1, 2015 02:40 PM)xUnlock2 Wrote: [\[CITE\]](#) I'd like to see this maybe shoot me a pm with the IP I would, but I don't have any server to host it on. And I've only set up a port forwarded server on my own computer, on rare occasions. But if I can, I might try to get Rrvery to record a small video of it, just to prove that it's working.

xUnlock2 - November 1, 2015, 1:46 pm

(Nov 1, 2015 02:46 PM)N3xuz Wrote: [\[CITE\]](#) I would, but I don't have any server to host it on. And I've only set up a port forwarded server on my own computer, on rare occasions. But if I can, I might try to get Rrvery to record a small video of it, just to prove that it's working.

Oh ok I see, looks dope tbh :P might change the pvp departement of the minemans

i a m g o n e - November 1, 2015, 1:47 pm

(Nov 1, 2015 02:46 PM)N3xuz Wrote: [\[CITE\]](#) I would, but I don't have any server to host it on. And I've only set up a port forwarded server on my own computer, on rare occasions. But if I can, I might try to get Rrvery to record a small video of it, just to prove that it's working.

send me stamina? and who ratted you?

N3xuz - November 1, 2015, 1:50 pm

(Nov 1, 2015 02:47 PM)tl:dr? Wrote: [\[CITE\]](#) send me stamina? and who ratted you?

Stamina is dead man. But even though it's dead you're still not getting it. It's private, and it's gonna stay that way. Also I haven't been ratted? I've lost my 2 factor authentication code, so I'm unable to access my main account anymore.

i a m g o n e - November 1, 2015, 1:52 pm

(Nov 1, 2015 02:50 PM)N3xuz Wrote: [\[CITE\]](#) Stamina is dead man. But even though it's dead you're still not getting it. It's private, and it's gonna stay that way. Also I haven't been ratted? I've lost my 2 factor authentication code, so I'm unable to access my main account anymore.

Oh my bad lol, I thought you got ratted lol

Reddit54 - November 1, 2015, 2:29 pm

N3xuz, are you working in a new client? Stamina v2 lol

N3xuz - November 1, 2015, 2:37 pm

(Nov 1, 2015 03:29 PM)Reddit54 Wrote: [\[CITE\]](#) N3xuz, are you working in a new client? Stamina v2 lol

I'm no currently working on any client(s). But I've recently started working on an anti cheat plugin.

i a m g o n e - November 1, 2015, 2:38 pm

(Nov 1, 2015 03:37 PM)N3xuz Wrote: [\[CITE\]](#) I'm no currently working on any client(s). But I've recently started working on an anti cheat plugin.

You traitor.

N3xuz - November 1, 2015, 2:39 pm

(Nov 1, 2015 03:38 PM)tl:dr? Wrote: [\[CITE\]](#) You traitor.
Ye. What are you gonna do about it? BITCH!

TrueNorth - November 1, 2015, 2:39 pm

(Nov 1, 2015 03:37 PM)N3xuz Wrote: [\[CITE\]](#) I'm no currently working on any client(s). But I've recently started working on an anti cheat plugin.
please make a fucking good one, if you want any ideas i have a lot just pm me

i a m g o n e - November 1, 2015, 2:41 pm

(Nov 1, 2015 03:39 PM)N3xuz Wrote: [\[CITE\]](#) Ye. What are you gonna do about it? BITCH!
Im going to get my ghost clients, 1 second
(Nov 1, 2015 03:39 PM)TrueNorth Wrote: [\[CITE\]](#) please make a fucking good one, if you want any ideas i have a lot just pm me
Yes, we know why you would have alot

Just like tenebrous eh?

N3xuz - November 1, 2015, 2:46 pm

(Nov 1, 2015 03:41 PM)tl:dr? Wrote: [\[CITE\]](#) Im going to get my ghost clients, 1 second

Yes, we know why you would have alot

Just like tenebrous eh?

Someone told me to add tenebrous on Skype, so I did, but he hasn't replied yet, and I can't even reply to private messages till I get 25 posts.

TrueNorth - November 1, 2015, 2:47 pm

(Nov 1, 2015 03:41 PM)tl:dr? Wrote: [\[CITE\]](#) Yes, we know why you would have alot

Just like tenebrous eh?

No dumbass, coders are fucking retarded and developers on kofi can't even block the most simplistic "Bypasses"

Vrekt - November 1, 2015, 2:49 pm

Anti-cheat developing interests me more than developing hacks. More of a challenge don't ya think?

SIM-1576816 - November 1, 2015, 2:54 pm

(Nov 1, 2015 03:49 PM)Vrekt Wrote: [\[CITE\]](#) Anti-cheat developing interests me more than developing hacks. More of a challenge don't ya think?
I did it for a little while, it was fun but I quit because it was during the time bukkit died.

Cexel - November 1, 2015, 4:27 pm

(Nov 1, 2015 01:12 PM)Gildfesh Wrote: [\[CITE\]](#) How is accidentally logging in with a ghost client going to get you banned? They can't detect if you are running mods on the server side... Just log out and log back in without hacks.I got banned for 2 years because i had the triggerbot on when i accidentally logged in... ;-;
I dont mean just logging in but like if you have your trigger on for even a second it detects it. as i said, this is a good thing because they might hack in the future.

Vulcan2512 - November 1, 2015, 4:39 pm

(Nov 1, 2015 05:27 PM)Cexel Wrote: [\[CITE\]](#) I got banned for 2 years because i had the triggerbot on when i accidentally logged in... ;-;

I dont mean just logging in but like if you have your trigger on for even a second it detects it. as i said, this is a good thing because they might hack in the future.

obvious bullshit, first of all gcheat and antiskid use the same principles to detect autoclickers (if you are clicking really fast for a long time such as 25 cps+ for over 20 seconds, or if you are clicking at a steady pace with about 6 cps+). Gcheat/antiskid can detect the delay between clicks up to microseconds, and it can't ban you in 5 seconds, it will take quite a long time.

Gildfesh - November 1, 2015, 4:53 pm

(Nov 1, 2015 05:27 PM)Cexel Wrote: [\[CITE\]](#) I got banned for 2 years because i had the triggerbot on when i accidentally logged in... ;-;

I dont mean just logging in but like if you have your trigger on for even a second it detects it. as i said, this is a good thing because they might hack in the future.

I'm calling shenanigans on this.

Rrvery - November 1, 2015, 5:39 pm

(Nov 1, 2015 01:15 PM)N3xuz Wrote: [\[CITE\]](#) So far people has been quite impressed by my new (in-dev) AntiCheat. I laughed my ass off yesterday listening to Rrvery raging at it because his killaura and tiggerbot didn't bypass. ?

This is true. How n3xuz detects triggerbots that attacks at a steady rate of one single attack per minute still boggles my mind.

Barb - November 1, 2015, 5:41 pm

(Nov 1, 2015 06:39 PM)Rrvery Wrote: [\[CITE\]](#) This is true. How n3xuz detects triggerbots that attacks at a steady rate of one single attack per minute still boggles my mind. Hey look, N3xuz is responding to himself to throw off suspicion! That totally isn't obvious.

Rrvery - November 1, 2015, 5:48 pm

(Nov 1, 2015 06:41 PM)Barb Wrote: [\[CITE\]](#) Hey look, N3xuz is responding to himself to throw off suspicion! That totally isn't obvious.

You sound confused. N3xuz does not have access to my account. He is my friend and I posted on behalf of him. It's not like he would steal my account or shit like that lol.

edit: also, since n3xuz has no musical experience. Ask me an advanced question about synthesis, music theory or any related subject and I will answer with a moments notice. Easy proof.

Barb - November 1, 2015, 5:54 pm

(Nov 1, 2015 06:48 PM)Rrvery Wrote: [\[CITE\]](#) You sound confused. N3xuz does not have access to my account. He is my friend and I posted on behalf of him. It's not like he would steal my account or shit like that lol.

edit: also, since n3xuz has no musical experience. Ask me an advanced question about synthesis, music theory or any related subject and I will answer with a moments notice. Easy proof.

I'm confused because it's pretty obvious that yesterday when you were talking to Rudy about iterators that clearly wasn't you.

Rrvery - November 1, 2015, 6:30 pm

(Nov 1, 2015 06:54 PM)Barb Wrote: [\[CITE\]](#) I'm confused because it's pretty obvious that yesterday when you were talking to Rudy about iterators that clearly wasn't you.

That was N3xuz. As you may or may not know, N3xuz has spent around a month trying to get back his account. Meanwhile, I have kept him updated on what goes on in the griefing section by sharing my screen when we talk on skype. He read this thread, and asked me to post for him. So I did. It's not account theft or anything in that nature, and I am pretty sure everything here is completely complying with the 10 commandments and I fucking love cock.

N3xuz - November 1, 2015, 6:35 pm

(Nov 1, 2015 07:30 PM)Rrwerly Wrote: [\[CITE\]](#) That was N3xuz. As you may or may not know, N3xuz has spent around a month trying to get back his account. Meanwhile, I have kept him updated on what goes on in the grieving section by sharing my screen when we talk on skype. He read this thread, and asked me to post for him. So I did. It's not account theft or anything in that nature, and I am pretty sure everything here is completely complying with the 10 commandments and I fucking love cock.

Well... You sure do love breaking them. :-*

Barb - November 1, 2015, 6:40 pm

(Nov 1, 2015 07:30 PM)Rrwerly Wrote: [\[CITE\]](#) That was N3xuz. As you may or may not know, N3xuz has spent around a month trying to get back his account. Meanwhile, I have kept him updated on what goes on in the grieving section by sharing my screen when we talk on skype. He read this thread, and asked me to post for him. So I did. It's not account theft or anything in that nature, and I am pretty sure everything here is completely complying with the 10 commandments and I fucking love cock.

Ah, I thought you just decided to hand your account over to him. I'll change that rep. :)

Rrwerly - November 1, 2015, 7:17 pm

(Nov 1, 2015 07:40 PM)Barb Wrote: [\[CITE\]](#) Ah, I thought you just decided to hand your account over to him. I'll change that rep. :)

Appreciate it :) If I had no use for my account, I would just close it :)

Post Halloween - November 1, 2015, 7:25 pm

(Oct 17, 2015 08:40 PM)Robotdude39 Wrote: [\[CITE\]](#) I'd say that for the most part, unless you're trying to get banned (clicking at a constant rate, aiming at head, etc), or actually hacking, you won't get banned by GCheat, nor Anti-Skid. I think one of the biggest advantages that GC and AS have is the fact that they aren't open sourced - NCP is so easy to bypass because we have 100% knowledge of how it detects hacks. While we have a good idea of what Kohi and GCheat use to detect cheats, we don't actually know for sure. I wouldn't be surprised if the systems have multiple detection patterns for certain hacks, so clients that try to bypass will still get caught. I know that GCheat works so well because of the absolutely immense amount of data logging they do. I'd wager that that's why GCheat has their massive ban waves, or at least one of the reasons; to make space for more data.

You can still analyze a program whether it's closed-source, obfuscated, etc. The only problem with them being closed-source is that they would be more time consuming and require a bit more effort to look over (it's not hard to do so). Also, NCP might have at least one advantage of being open-source. When modders find bypasses, their clients can get released with the bypass, therefore the NCP developers can look over the program, find the bypass and patch it. Being open-source could actually make their program better instead of them having to find and patch things by themselves.

Vrekt - November 1, 2015, 7:29 pm

(Nov 1, 2015 08:25 PM)Post Halloween Wrote: [\[CITE\]](#) You can still analyze a program whether it's closed-source, obfuscated, etc. The only problem with them being closed-source is that they would be more time consuming and require a bit more effort to look over (it's not hard to do so). Also, NCP might have at least one advantage of being open-source. When modders find bypasses, their clients can get released with the bypass, therefore the NCP developers can look over the program, find the bypass and patch it. Being open-source could actually make their program better instead of them having to find and patch things by themselves.

Most clients with these "bypasses" are private. So I don't really think its an advantage.

But I mean yea there are Pros and cons.

s0c1al - November 2, 2015, 4:08 am

(Oct 17, 2015 08:22 PM)Barb Wrote: [\[CITE\]](#) You can get banned on Gcheat for clicking at a constant rate, the same with anti-skid. Also, if cheat breaker every does get released it will be terrible garbage and easy to bypass. Falsifying requests is just one way you could bypass this. Also, they can't even write a proper ToS so I'm sure we're fine.
hahahahaha, good luck.

Vulcan2512 - November 2, 2015, 8:31 pm

I would like to see some proof of someone getting banned by gcheat/antiskid by clicking constantly, because this is pretty obviously bullshit. No human would be able to time a click so perfectly that the time between clicks isnt even off by a millisecond. All of you saying that you did is complete bullshit.

Gildfesh - November 2, 2015, 8:48 pm

(Nov 2, 2015 09:31 PM)Vulcan2512 Wrote: [\[CITE\]](#) I would like to see some proof of someone getting banned by gcheat/antiskid by clicking constantly, because this is pretty obviously bullshit. No human would be able to time a click so perfectly that the time between clicks isnt even off by a millisecond. All of you saying that you did is complete bullshit.

I can't personally vouch for anyone saying they triggered it by clicking at a consistant speed however there has been at least one case of someone being unbanned due to gcheat banning them falsely.

TrueNorth - November 2, 2015, 9:02 pm

(Nov 2, 2015 09:48 PM)Gildfesh Wrote: [\[CITE\]](#) I can't personally vouch for anyone saying they triggered it by clicking at a consistant speed however there has been at least one case of someone being unbanned due to gcheat banning them falsely.

yea one time someone spammed a compass and got banned,(Begining of gcheat) there is also some false positives when your cpu speeds up. They also ban if you butterfly click, if you do not know what that is look it up... Also the new updates are pretty good, definatly not pleb tier :P

Vulcan2512 - November 2, 2015, 9:30 pm

I remember once when i had pretty shitty wifi, my wifi would like freeze and store up all of my click packets and everything else and then when it unfroze it would send everything in bulk so gcheat would think that i am autoclicking.

Scetch - November 3, 2015, 10:29 am

(Nov 2, 2015 09:31 PM)Vulcan2512 Wrote: [\[CITE\]](#) I would like to see some proof of someone getting banned by gcheat/antiskid by clicking constantly, because this is pretty obviously bullshit. No human would be able to time a click so perfectly that the time between clicks isnt even off by a millisecond. All of you saying that you did is complete bullshit.

On top of network latency as well right?

We're all wizards here.

Tenebrous - November 3, 2015, 10:39 am

GCheat constantly false bans LOL

Nexai - November 3, 2015, 6:19 pm

(Nov 3, 2015 11:39 AM)Tenebrous Wrote: [\[CITE\]](#) GCheat constantly false bans LOL(° ? °)(° ? °)(° ? °)(° ? °)(° ? °)(° ? °)(° ? °)(° ? °)

BurningSir - November 3, 2015, 11:04 pm

GCheat and Anti-Skid could be way better if they adopted a ban wave system like hypixel has used. If you don't get banned on the spot it could dramatically increase the time required to determine how their anti-hack systems work because it could have been anything you did in the "week" period of

the ban wave instead of something you were doing the instant you were banned. Just saying, could be better.

TrueNorth - November 3, 2015, 11:30 pm

(Nov 4, 2015 12:04 AM)BurningSir Wrote: [\[CITE\]](#) GCheat and Anti-Skid could be way better if they adopted a ban wave system like hypixel has used.

Badlion has this.... it's called Judgment day :)

but kohl, can't have this because they need a player base ?

SpookClient - December 5, 2015, 11:21 am

(Oct 17, 2015 08:22 PM)Barb Wrote: [\[CITE\]](#) You can get banned on GCheat for clicking at a constant rate, the same with anti-skid. Also, if cheat breaker every does get released it will be terrible garbage and easy to bypass. Falsifying requests is just one way you could bypass this. Also, they can't even write a proper ToS so I'm sure we're fine.

If you autoclick on kohl below 10 cps you're never getting banned

Givememytoast - December 6, 2015, 2:32 pm

I think that HCT is the best,