

MrEHasher

The_Cowboy

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1 Introduction

MrEHahser (version 0.1.0) is a native mod for generating the Turing Machine's electronics' data (for instance RAM serial number or CPU ID) and providing multiplatform access to unreal script. Then the data can be utilized to compute hashes and associate with players' identity in multiplayer gaming context.

MrEHasher relies heavily upon a fork of the C library BiosReader for querying electronics relevant information.

2 Installation

We will be leveraging latest NPLoader (version 19b) for installing MrEHasher in clients' Turing machines (computers). Anthrax has already hinted that NPLoader may be replaced with better alternative in the future, till then, utilizing NPLoader is how we will proceed.

- Extract all the contents of `System` in your server's `System` directory.
- Open `UnrealTournament.ini` (or, depending upon server setting, `Server.ini`).
- Add the following server actor (be careful while copying the '_' underscore from pdf, if opted)

```
[Engine.GameEngine]
...
ServerActors=NPLoader_v19b.NPLActor
...
```

Discard this step if you have already installed latest ACE with NPLoader 19b.

- Add the section (again, look out for ‘_’ underscores)

```
[NPLoader_v19b.NPLActor]
bAutoInstallNewMods=True
bAutoFixInstalls=True
bUseNativeHelper=False
PackageHelperClass=PackageHelper_v15.PHActor
ModInfoClasses[0]=MrEHasher.NPInfo
```

- If you already have NPLoader’s ModInfoClasses[0] filled already, fill the next empty entry, which in this instance would be like

```
[NPLoader_v19b.NPLActor]
bAutoInstallNewMods=True
bAutoFixInstalls=True
bUseNativeHelper=False
PackageHelperClass=PackageHelper_v15.PHActor
ModInfoClasses[0]=SomePackage.SomeStuff
ModInfoClasses[1]=MrEHasher.NPInfo
```

- And you are done. NPLoader shall take over and fill up the relevant ServerActors and ServerPackages automatically with reboot and all that!!
- Finally start your server with the command line like so (without quotes)
“ucc server CTF-Face.unr?game=Botpack.CTFGame?mutator=MrEHasher.MrEMutator”

Now to see the client’s electronics’ information, CPUID to be specific, type “mutate showehash”.