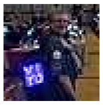
finals-2022-samurai

@vito created this private channel on October 3rd. This is the very beginning of the **finals-2022-samurai** channel.

Add description Add people Send emails to channel

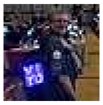
Monday, October 3rd



vito 3:45 PM

joined finals-2022-samurai along with 10 others.

Friday, October 7th



vito 1:14 PM

Welcome to Hack-A-Sat 3 Finals chat!

1. These guidelines do not supersede the official rules; they're here to make chatting in Slack useful and productive for all of us.
2. The goals of these channels are to address hardware, infrastructure, and other gameplay issues.
3. **You should have access to both finals-2022 and #finals-2022-TEAMNAME . Please let Mission Control know if you don't! Do that now!**
4. All finals-2022 and #finals-2022-TEAMNAME conversations will be made public after the game ends. Don't chat anything you wish to keep private. Don't chat personally identifiable information.
5. Please be thoughtful with which team members engage in communication with organizers. While we don't want your team to miss important details due to someone taking a break or being busy, we also don't want to spend a bunch of time getting confused or de-conflicting what more people want.
6. That said, it's totally okay to have your whole team in both the finals-2022 and #finals-2022-TEAMNAME rooms reading.
7. Sending private or direct messages to a game operator will make it more difficult for operators and other members of your team to know what's going on. Please don't.
8. Both finals-2022 and #finals-2022-TEAMNAME can be used for official communication through the end of Hack-A-Sat finals. shout@hackasat.com is also still available for official communication.
9. Please review the contest rules and keep an eye out for updates at https://www.hackasat.com/

Monday, October 17th

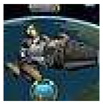
Batman 9:11 AM

was added to finals-2022-samurai by vito, along with 3 others. Also, Bool joined.

Tuesday, October 18th

Bool 7:04 PM
Hello!

👋 1



spaceymcspaceface 7:16 PM
Hi!

Wednesday, October 19th

RootLocus 2:22 PM
was added to finals-2022-samurai by OB1, along with Joe B. Also, bdlm_t and 7 others joined.

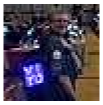
Friday, October 21st

Beached 6:41 PM
o/

meenmachine 6:42 PM
\o (edited)

Deadwood 6:42 PM
o_

safemode 6:42 PM
_o



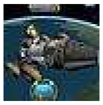
vito 6:43 PM
☜(ﾟヮﾟ☜)

Beached 6:43 PM
(－‸ლ)

bdlm_t 8:49 PM
Confirmed: we've received GameDocs-Drop1

Deadwood 8:57 PM
Thank you

Saturday, October 22nd



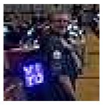
spaceymcspaceface 10:55 AM
Here is your team access credentials. Please verify you can access the game infrastructure from your AWS container after game start.

Zip

samurai.zip
Zip

👍 1

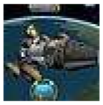
Bool 11:13 AM
looks like I don’t have an account on Regatta? or the password reset failed?



vito 11:14 AM
password reset is probably busted

Bool 11:16 AM
should the test_api.py script be working on the production-test box?

👀 3



spaceymcspaceface 11:20 AM
Addressing in finals-2022

EJ 11:23 AM
was added to finals-2022-samurai by ST7.

Bool 12:20 PM
are password brute force attempts allowed?

👀 1

Deadwood 12:22 PM
Contemplating the answer to this question.

Deadwood 12:30 PM
Brute forcing is not required for passwords.

👍 1

Beached 4:40 PM
Is the https://cesium.viz.2022.hackasat.com/ supposed to be displaying data constantly? or just occasionally for the live stream?

meenmachine 4:40 PM
Viz is supposed to be up. But is currently having issues. Will hopefully be up soon.

👍 2

4:42

It should be back up!

Beached 4:42 PM
ty! we see

❤️ 1

SebC 5:11 PM
Is the "Real Time" button supposed to set the simulation to the current game time? Is there a delay on the viz? Its setting the time to 2023-01-01 00:53:50 for me right now

5:12

scrubbing forward and theres no satellite or cones

meenmachine 5:22 PM

Real time should set your viz to about a minute before real time. That is borked atm. However, for your actual gametime, you should refer to the GS GAME_TIME packet.

5:23

We're working on fixing timing and other issues with the Viz.

SebC 5:24 PM

Ok, yeah just trying to confirm our pointing math is reasonable and not having viz is unfortunate

meenmachine 5:25 PM

Sorry guys 😕 We're currently trying to bang it out.

❤️ 1

Bool 7:26 PM

So, we’ve not been able to get a ground station to receive any telemetry from our satellite yet! Not really sure as to why. The values we are picking for the gs_script.rb look OK to me. Last attempt was:

```
puts 'Running ground station script'
station = "samurai_mcmurdo"
az = '256.91'
el = '18.50'

channel       = '4'
constellation = 'BPSK'
sps           = '12'
fec_repeat    = '4'
accesscode    = '0xfd12'
```

Can organizers verify that things are working as intended?

meenmachine 7:27 PM

You haven't been able to receive telemetry at all?

Bool 7:27 PM
correct

7:28
image.png

meenmachine 7:28 PM
We're checking things for you right now.

Bool 7:28 PM
appreciate it!

meenmachine 7:38 PM
Still checking

safemode 7:46 PM
From our side it does not appear your ground station pointing is correct.

7:46
What are you guys doing to point?

Bool 7:47 PM
we have a python script, that is apparently bugged

🚀 2 🐞 1

Beached 8:20 PM
Cesium has been down for a while. Is it dead/offline for the night? Or is that planned to come back before the night is out?

meenmachine 8:44 PM
Currently TBD. We're fighting hard to get it up.

8:45
Sorry we can't give you something specific.

Beached 8:46 PM
No worries, good luck

meenmachine 8:48 PM
Thank you

Bool 10:28 PM
fixed the bug 🙂

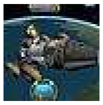
👏 1

SebC 10:29 PM
Are there issues with regatta again?

10:30
A couple of our team members get connection timeouts trying to reach it

safemode 10:30 PM
its should be back

10:31
our bad



spaceymcspaceface 11:38 PM
Your battery has reached 0. Mission control is dispatching a spacetug.

Bool 11:38 PM
oh no!

Sunday, October 23rd

Bool 12:20 AM

looks like our port 13100 is down

👀 1

spaceymcspaceface 12:21 AM

We're taking a look

Bool 10:02 AM

to clarify the game time from current time we are subtracting 8 hours from current time to account for the downtime overnight

10:03

and then adding 42 minutes to account for the delayed start.

10:03

or is that not how this works to map current time to game time?

Cydonia 10:04 AM

you're math is a little wrong

safemode 10:04 AM

Check your GS game time packet

👍 1

Cydonia 10:05 AM

its 18 minute diff

10:05

not 42

Bool 10:05 AM

thank you!

SebC 10:54 AM

We believe our service on port 13100 is down again

Deadwood 10:55 AM

bouncing it

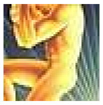
SebC 11:12 AM

Looks like it was back briefly and now only replies

```
Connection to 10.23.223.25 13100 port [tcp/*] succeeded!
```

Deadwood 11:13 AM

just bounced it again



atlas 11:18 AM

now we're having troubles with all the 13000 ports.

11:19

and now 13000-13004 are back :)

meenmachine 11:20 AM

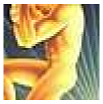
How are they looking now

Bool 11:23 AM

and now down on 13000-13004

11:24

…. and back?



atlas 11:24 AM

13100 still bad

Deadwood 11:25 AM

it comes up for hot minute and then gets overwhelmed.

Bool 12:54 PM
pretty sure our script is knocking it over.

Deadwood 12:55 PM
Is it down again?

atlas 12:55 PM
yes

12:56
up now

Deadwood 12:56 PM
just bounded it

atlas 12:57 PM
thku

Deadwood 12:57 PM
did you guys solve this?

atlas 12:57 PM
yes

12:57
but it takes time

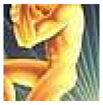
Deadwood 12:57 PM
cool. saw your points jump and assumed.

atlas 12:57 PM
just nailed Melbourne (edited)

Deadwood 12:57 PM

ouch. our home this is.

🚀 1



atlas 12:58 PM

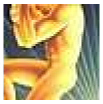
ay.. 😉

SebC 12:59 PM

no idea why it falls over, I suspect somehow my pwntools is leaving a connection in a bad state or something (edited)

Deadwood 1:01 PM

Others are talking to that service too. It might not be you.



atlas 1:04 PM

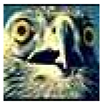
our **hugest** apologies. we've been running it through SOCKS. just moved to the game box and it finished in a matter of a minute.

❤️ 1

Bool 2:17 PM

hmmmmm is our radio broken?

👀 1

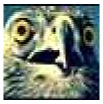


Cydonia 2:22 PM

do you want a reboot of your flight software?

Bool 2:23 PM

yes please

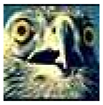


Cydonia 2:25 PM

as part of this i can reset your radio settings to not default

Bool 2:25 PM

this is a good plan



Cydonia 2:25 PM

do you have any specific settings you would like

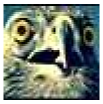
2:26

if you can post them in a slack code block it helps me a bit:)

Bool 2:26 PM

```
ACCESS_BYTES=0x2036
RADIO_PASSWORD=crash-dummy
NETWORK_CHANNEL=6
```

(edited)

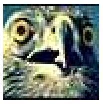


Cydonia 2:26 PM

all other settings default?

Bool 2:27 PM

let’s try that



Cydonia 2:29 PM

working this

🚀 1

2:29

trying not to typo

2:31

ok i just did this

2:31

i will verify back to you in the chat

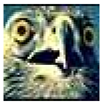
Bool 2:31 PM

thank you

2:32

will see if it works when we can get back on Tokyo

📡 1

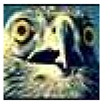


Cydonia 2:32 PM

```
ACCESSS 0x2036
Channel 4
FEC 4
SPS 12
CONSTELLATION BPSK
```

Bool 2:32 PM

Can we change the channel to 6?



Cydonia 2:34 PM

i already issued the command sorry 😞

2:34

the main channel post said were reducing resets to ~30m intervals

Bool 2:35 PM

ok no problem

Bool 3:00 PM

looks like rx_settings_samurai_svalbard.json was updated but rx_settings_samurai_mcmurdo.json was not

Bool 3:08 PM

ok working now

✅3

Bool 4:05 PM

Standby for a space tug, battery is dropping like a rock.

meenmachine 4:07 PM

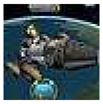
Would you like to change your radio settings when we do space tug?

Bool 4:13 PM

yes

4:13

```
ACCESSS 0x8675
Channel 6
FEC 4
SPS 12
CONSTELLATION BPSK
```



spaceymcspaceface 4:18 PM

Acknowledged, space tug en route

4:19

Space tug attached, batteries charging

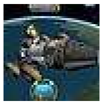
4:20

Rebooting FSW

Bool 4:20 PM

thank you space command

👨‍🚀1



spaceymcspaceface 4:22 PM

FSW rebooted

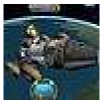
4:22

Radio settings confirmed

4:22

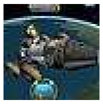
ACCESSS 0x8675
Channel 6
FEC 4
SPS 12
CONSTELLATION BPSK

Bool 4:22 PM
telemetry looks good



spaceymcspaceface 4:22 PM
Good luck!

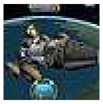
Bool 4:36 PM
did the space tug activate again?



spaceymcspaceface 4:37 PM
Checking

Bool 4:39 PM
I never saw our batter turn green after the last one

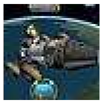
Beached 4:41 PM
What % does batter change from Degraded back to Healthy?



spaceymcspaceface 4:41 PM
spacetug is not currently attached, I see that it it completed its charge cycle for you approx 8 minutes ago

Beached 4:42 PM
JUST turned healthy

Bool 4:43 PM
thank you



spaceymcspaceface 4:43 PM
35%, spacetug only charges to 40%

4:43

also the SLA board only updates at the end of a round (every 6 minutes)

SebC 6:18 PM
Id love to know what "three-app-montey" was

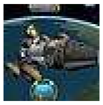
👀 **2**

SirGoon 6:23 PM
Feel free to ask in finals-2022 to the other teams

6:23

we are a little busy

SebC 6:23 PM
Oh, that was a potential question for the stream



spaceymcspaceface 6:25 PM
Woops that makes sense!!

SirGoon 6:29 PM
What did your team think of this years game?

💯 1

Bool 6:32 PM
everyone seemed to really enjoy it

6:32

we are actually still working on the FTP challenge

6:32

I fell like we probably only got through about half the game?

6:33

science missions, puzzlebox, telescope.so etc were basically untouched.

SebC 6:33 PM

Yeah, we were running a bit light compared to quals and DEFCON and it felt like we could have done so much more

6:33

Lots of fun though, having the Viz was amazing

❤️ 1

Bool 6:34 PM

We didn’t end up doing much talking to other teams satellites either, that would have been fun.

SirGoon 6:36 PM

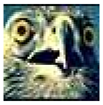
Other teams were 🙂

safemode 6:36 PM

the viz was super hard to get right

6:36

so much data streaming at it



Cydonia 6:36 PM

very

6:36

thats why it went down

6:36

data overload!

safemode 6:36 PM

we fixed the streamer and redeployed so it didin't bog down

Beached 6:37 PM

It would be cool to have Cosmos/Cesium available to a minimal degree throughout the year to play/practice in. Or, to be able to self host to a degree

6:37

There was SO much there left untouched

Bool 6:37 PM

hacking space is hard lol

1

6:38

how many teams solved ftp?

safemode 6:38 PM

hacking + spacemath + sat ops (edited)

6:39

only 3 flags submitted

Bool 6:40 PM

did anyone land telescope?

safemode 6:41 PM

nope

6:41

couple teams said they were very close

Bool 6:47 PM

OMFG we just solved ftp

🥹 1

Deadwood 6:47 PM

oh no!

Bool 6:48 PM

lol such is life

Deadwood 6:48 PM

such is CTF life

Bool 6:50 PM

would love to try it on remote

Deadwood 6:57 PM

what kind of bug did you land?

Bool 6:57 PM

house of botcake

Deadwood 6:57 PM

A couple of the teams had difficulty landing on remote what worked for them local. Heaps being heaps.

Bool 6:58 PM

indeed

Deadwood 6:58 PM

I think we can work something out to let you hit it remote. Laters.

Bool 6:58 PM

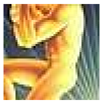
wooo cheers!

Deadwood 6:58 PM

We are about to go to the live show and then beer.

Bool 6:58 PM

@chainsaw10 🙂



atlas 8:57 PM

lol, according to @Jordan Wiens description in the live stream, , another guy and i seem to have solved DES app the exact same way as PolCan. 🙂 that was a fun little chal

😆 **3**