TNV1A Endpoint (LMAOBOX: Share my Lobby)

(NOTE) This endpoint is out of service; I no longer posess a valid LMAOBOX premium license as my subscription got deleted recently. This book is intended to serve as a public documentation of TNV1A. Its an Endpoint for the public, hosted by me to interact with LMAOBOX's lobby sharing system.

It exposes both direct and postprocessed methods for fetching the lobby registration table. Our legacy method (tnv1a/lbox-share-my-lobby.php) will return the decoded registration table in raw form.

Public usage is allowed as long as you're staying within reasonable use cases, both ethically and legally.

If you have any more questions, consider checking out our collection of chapters that are handling everything in detail, below.

- Frequently asked Questions
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Frequently asked Questions

Q: Why is authentication needed for certain endpoint/methods while others are public?

A: Certain features of my API might be sensitive because it allows longitudinal tracking of video game cheat users. We should not forget that behind every tracked account, there is a human which this could be used against. For this reason, i have decided to restrict full database insight in order to avoid large scale tracking operations with a dataset i was partly responsible for.

> Our **Legacy Endpoint** will never require any form of authentication. It serves as a public demonstration.

Q: How accurate is your data?

A: Our internal backend aggregates various information and attempts correlation by sampling various data sources:

- the backend of a popular video game cheat provider for Team Fortress 2: LMAOBOX Premium.
- steam API

While it is possible to forge fake records into this tracker, doing so requires somebody to reverse engineer LMAOBOX enough to understand how it facilitates its cheater coordination service. You also need to be in posession of a valid LMAOBOX Premium license and be able to authenticate against their backend. Furthermore it isn't possible to consume more than one slot within their lobby registration table, because each user only gets a single entry that is then updated on repeated registrations. It might certainly be enough for use as an information asymmetry advantage. Whether its court proof evidence? Totally not!

When a cheater loads LMAOBOX Premium and opts in for its lobby sharing service, a few things will happen:

1. Their game client will use WinInet API to send a registration request to lmaobox.net/sl.
2. It will submit your Steam32-ID encoded in hex-format, your current in-game name, and some other fields i talked about in my blog post.

3. Now when other cheat users look into their lobby tab and refresh, their game client, in turn will make a request to lmaobox.net/sl/v for retrieving the lobby registration table. This is why their sharing system fundamentally works to begin with. They use the cheat server itself to coordinate.

Legacy Endpoint (tnv1a/)

Request a copy of LMAOBOX's lobby sharing table

Method URL: **HTTP/GET https://drof.space/tnv1a/lbox-share-my-lobby.php**

Authentication: None

Input Parameters: None

Output:

You will receive the decoded lobby table. Example:

> 7150b2f;4;1;eu;wesley; 2da5ef41;2;2;eu;xiong liqin baws;
> 66165030;1;1;eu;pikio;

Intelligence Endpoint

Intelligence Endpoint

Request information for a Steam64_UID (Steam Persona)

Method URL: **HTTP/GET** https://lb.drof.space/v1/query-by-steam-identity-single?steamUID_64=%YOUR_INPUT%

Authentication: None

Input Parameters:

1. **steamUID_64:** SteamID (64-bit format) of a valid persona on the steam platform.

Output:

You will receive an output in JSON format. It isn't encoded in any way. Just raw data.

Top-Level Response

Field	Type	Description
success	boolean	Indicates whether your request could be completed at all.
data	object OR null	If given persona is currently hosting an opted-in cheat lobby, then this field will contain information about it.
correlated_history	object OR null	Aggregated historical data for any matching coordinator_id/SteamID within our DB

Data

Field	Type	Description
coordinator_id	string	It's not really a coordinator ID, but rather just your SteamUID but formatted in SteamUID_32 + hexadecimal representation.

party_members_present	number	Contains the amount of active players currently participating within a shared lobby. Because LMAOBOX constantly broadcasts how many players are in their opted-in & shared lobbies, this field can give you clues about how successful individual players are with recruitment of cheating peers.
lobby_type	string	LMAOBOX users will select this in their cheat UI themselves. It can be: • Legit • Rage • Competitive • Mann vs Machine
player_region	string	A region estimate calculated by LMAOBOX themselves and submitted when sharing lobby.
player_name	string	Because ingame names can differ from your actual steam name, my tracker also exposes this field. LMAOBOX shares your player name with their lobby sharing backend when you decide to opt in.
steamid	string	
persona_name	string	
profile_url	string	
community_banned	bool	
vac_banned	bool	
vac_bans	number	
game_bans	number	
days_since_last_ban	number	
economy_ban	string	
first_seen	string	
last_seen	string	
total_seconds_seen	number	Can be inaccurate and not necessarily based on seconds (dont ask why :D)
is_currently_active	boolean	If this player was active broadcasting within < 2,5 minutes, this field will be set to true.

Intelligence Endpoint

Request a download of the raw user database

Method URL: **HTTP/GET** **https://lb.drof.space/v1/frds**

Authentication: HTTP Parameter ('apiKey')

Input Parameters:

1. **API Key:** Used as an identity provider for Authenticating with our API (not LMAOBOX!)

Output:

You will receive an output in JSON format. It isn't encoded in any way. Just raw data.

Top-Level Response

You will receive an application/octet-stream file download directly.