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Subject: Launching and joining a Server w/o Direct Connect

Posted by [halo2pac](#) on Tue, 20 Apr 2010 16:39:25 GMT

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I know it is possible to direct connect with renegade with a command line.

It opens renegade, navigates past wol and then joins the specified IP.

Is it possible to open renegade by feeding it the server IP, my nickname, and my password.. and connect using WOL?

like: `game.exe +join "127.0.0.1" +name "halo2pac" +wolpass "crapcrap"`

and it will join the server Legitimately without Direct Connect's spoofing?

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