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Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 22:58:49 GMT

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HaTe wrote on Mon, 15 August 2011 00:41Spoony feels the needs to call everyone a liar right off the start of an argument, in attempt to nullify anything they say to oppose him. He's been doing it for years. EWD obviously has some social issues where he doesn't understand that some of the things he says are just stupid. In the end you have an annoying argument about nothing.

The one thing you both have in common is taking so much pride and credit for the \*rather small\* accomplishments you have done for Renegade. For proof, read the quote of this post below.

Continue.

<http://www.youtube.com/watch?v=xSLIZh9yelk>

I do not need to put up lot of fuzz on what I do for Renegade, but I do not accept it when people say that I have don't nothing good for Renegade, or that my loyalty is with 0x90. That's simply a lie. If there's anyone that I'm truly loyal to in the Renegade community it's StealtEye, BlackIntel and the TT-coders.

EvilWhiteDragon wrote on Tue, 25 May 2010 17:17Spoony wrote on Tue, 25 May 2010 15:44so you're not put off at all by the prospect of making a deal with the one person who's done the very most damage to renegade (and who's already broken these kind of deals), you're very eager to publicly attack your TT colleagues if it'll make him feel better... none of that presents a problem to you... but when you're pressed to let TT know exactly what's going on between you and 0x90, you abandon the project?

I never said I'd abandon the project, I'm just saying that this isn't worth my time. I am trying hard to maintain a communicative channel with 0x90 and all you want is to frame me so it seems. If you can't trust me then I will not ask any Renegade or \*cheat name removed\* questions to 0x90 again. Also, I have no intentions spreading private chat of anyone to persons I don't trust.

A quote from an ancient topic, where I was prepared to not chat with 0x90 any more because of Spoony's trust issues. The final outcome was that I did however had some tech-chat with 0x90.

jonwil wrote on Thu, 27 May 2010 16:31This effort by EvilWhiteDragon is a chance to get some unprecedented technical information on the inner workings of the largest and most well known renegade cheat program.

I for one support it wholeheartedly and think EWD should proceed.

If we can get this info (and then modify 4.0 as necessary based on what we get) we can make it even harder for cheaters like 0x90 to do their work.

Passing this up just because EWD may have had "secret" conversations with 0x90 (and refuses to disclose the full content of those conversations) would be a bad idea.

EvilWhiteDragon wrote on Thu, 12 August 2010 18:58EWD: Does \*cheat name removed\* patch renegade code segment in any way? If so, what addresses?

What Renegade data variables or functions does \*cheat name removed\* call?

How is the radar hack implemented?

How is fly mode implemented?

0x90: oh, cuttin to the chase, arent you?

0x90: \*cheat name removes\* lol, really?

0x90: is it on the ren forums actually?

0x90: in the "private" sections

EWD: yes it indeed

0x90: ok ill try to give some quick answers but ill copy those questions and write some more detailed answers when i get the time, ok?

EWD: ok

0x90: thing is, i didnt look into the \*cheat name removed\*code for like 3 months now, so for the quick answers, i can just "guess" on some parts

EWD: ok

0x90: i think \*cheat name removed\*does patch code segments but for most stuff i doesnt have to

0x90: the main magic is done in the d3d hook

0x90: and for that its enough to patch the \*\*\*\* or \*\*\*\* of d3d, or simply put the d3d dll in the same dir

0x90: you name the method...

EWD: bbl (food)

0x90: im mostly calling functions in renegade and scripts dll and for that you wont need any code patches

0x90: aaah, im jealous

EWD: however, please send in your short answers

0x90: k, bon appetit

0x90: for the renegade "data variables and functions"... i would have to re-check but im using some stuff which is freely accessible and documented v ia scripts.dll by jonwil

0x90: like getting all the players and their health, shield, position etc

0x90: \*cheat name removed\*is looping over the "\*\*\*\*\*" \*\*\*\* (or something.. like i said i havent looked into the code for a while)

0x90: for the aimbot thing im getting the nearest player... and then the position of the chosen "bone" via some scripts function (something like \*\*\*\* ..... however it returns a Vector3)

0x90: and then im calling the \*\*\*\* something from scripts to aim at this \*\*\*\* position

0x90: radar hack is either just setting the \*\*\*\* (detected loong time) or patching some code which checks for that etc etc

0x90: you name the method

0x90: my last approaches were about using the hud-stuff in the shaders code to draw the radar (evtl with the fancy map overlay stuff and so on)

0x90: you can implement the radar hack there too

0x90: "flymode" is like the old spectator thing... spectator is still implemented too... but flymode is like not having a spectator-target so you can move freely

0x90: \*\*\*\*

0x90: you can then change this "fly-position" with the movement keys freely... nothing special... the vector math for the movement is actually quite fucked up like you can easily notice

0x90: because you have to calc the movement on your own by just knowing the "Facing" and if youre looking up or down... so like reprogramming the whole 3d-movement logic

0x90: took me some time since this isnt exactly "my world"

0x90: i mean 3d programming

0x90: but i wouldnt try to counteract this details... all of this could easily be done otherwise and stuff.. you know what i mean?

0x90: would be cat-and-mouse again then.... just try to disallow any unknown/unsafe external dll's or any unknown code at all

EWD: that's easier sad than done

0x90: haha "sad"

0x90: yeah

0x90: its indeed sad

EWD: said :+

0x90: i know i know.. but it was funny somehow

EWD: true

0x90: but did you read what i wrote? is i somehow helpful for now?

EWD: idk, that's up to jonwil to determine

EWD: I personally guess we could've guessed most of this but ok

0x90: sure

0x90: like i said

0x90: \*cheat name removed\*is no mystery

0x90: actually mostly quite errrr

0x90: lame? dilletant?

0x90:

EWD: lame is something most if not all renegadeplayers know

0x90: mhh.. saying?

0x90: dont like all ren players know rgh?

0x90: or are you talking about the "mechanics"

0x90: like making it by themselves?

EWD: I mean rgh

0x90: then i dont get it  
0x90: why is it lame then?

EWD: because cheating is lame

0x90: tru dat!

Edit: and for the rest: I'm done with this discussion Spooky. If any one else has questions I'll answer them, otherwise I'll just let the discussion die out.

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