
Subject: Re: RxD 4.0

Posted by [Gen_Blacky](#) on Sun, 20 Jan 2013 20:59:11 GMT

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danpaul88 wrote on Sun, 20 January 2013 05:58Gen_Blacky wrote on Sun, 20 January 2013 05:28

Rename w3d files with a hex editor. A sum of 100 plus files.

Or... use the rename tool to do it without needing to hex edit crap? Also remember the new name has to be the same length as the original name or the file will be corrupted (although the rename tool might fix this, not sure... a pure hex editor will certainly corrupt your files.)

Sometimes the rename tool doesn't rename meshes correctly. Other times it does good.

ViPeaX wrote on Sun, 20 January 2013 05:58Quote from Tom when he saw the server last friday:
Quote:ok dats silly.

Also,

Mixed team 4v4s were so much fun. Our team must have been a setup though... the fuck. I can see 7 on that list who still play Renegade (full) regularly.

Yea been trying to get a hold of Tom for a few weeks now.

Ah yes those where fun.

Also Hi Vipeax.

Quote:RxD is a modification of the demo right? I remember this being around several years ago but I never actually tried to join it (mainly because iirc i couldn't join with my regular ren).

Can you guys run BRenBot on this? o.O

Yea RxD was a little project that started in demo. Zuess and Ello decided one day to try and reverse engineer the renegade demo just for fun. Then Slave came along and started making cool renegade modifications. Others and I followed soon after. RxD was a small community and it was a blast. RxD was way better then normal renegade and it started in demo.

I converted RxD to be a server side mod combined with the 4.0 resource manger. All you have to do to play RxD is join the server and the resource manger manger will dl the files. Its just a regular Renegade 4.0 Server with the mod attached to it.

Ello wrote about RxD in his bio.

Gaming 101 & Birth of RxD

Quote:

I've always liked playing computer games. The first PC game I ever played was "Battle chess" on

my uncle's computer. If I remember correctly, he complained to my dad for breaking the computer. I had no idea what "bad sectors on a hard drive" meant, but I knew it was something "bad". Later when I got my own computer, I started playing first person shooters and racing games. Among them, my favorite were "Blood I & II", "Quake I & II", "FIFA 98" and "motoracer 2". Eventually, I

"Tiberium Dawn", "Tiberium Sun" and "Red Alert" were taking most of my time (I still have the whole CnC collection including Generals which I hate even to this day). During that time, Westwood released "CnC Renegade" and I remember I couldn't wait for it to come out. The thought of playing a first person shooter in a CnC world was overwhelming, to say the least. Renegade in my opinion deserves a lot of credit; this was the first game in which you can drive vehicles such as Humvee's and Tanks and fly Apache helicopters; but I digress. While playing Renegade Demo, I found a lot of players were frustrated with in-game cheaters. This was the time when Anti-cheats were being developed by companies like gamespy and Valve. Since there was no Anti-cheat or anything similar to that for CnC Renegade (it was rushed because of two missed released dates), myself and another player (Ryan aka Zuess) started to work on a tool, that we can use to block people from our moderated game servers. I called it "RenBan" (written in Visual C++ 6.0). Later Ryan and I automated the tool and connected it with a PHP and database back-end. The tool was a big hit and other moderators quickly started to use it on their game servers. Both Ryan and I were happy and began working on a project call RenXtreme (RxD) in short. I modified/hacked the demo game server and created a hybrid server which we dubbed "RxD-Server". At the same time, I hacked gamespy protocol and Ryan was able to reverse engineer brenbot and created RxDBot. Tom (aka Slave) joined the RxD dev team as a map modder and our trio was complete. Tom's expertise in tweaking maps and creating amazing yet balanced weapons and other enhancements were unmatched. We released RxD 3.0 with great results and were able to package features which even the full version game was lacking. By the time we released version 4.0, I had created "RxD Auto updater" to allow binary patching of static map files and other resources on client side. Ryan and I had also developed full working version of Anti-cheat (RxD Anti-cheat) for Renegade which could look at Renegade process and memory map to find "Auto-aim bots", "rapid fire" and "big head" cheats and could identify dozens of known and even some unknown Renegade cheats. Tom released several RxD only maps via RxD Auto updater program. These features and with enhanced RxDbot (ability to play custom sounds on special IRC and in-game triggers) made RxD a very special project for myself and others involved. We had features which gamespy and Valve did not have at the time. I had so much fun creating all this; I literally was dreaming in code at that time. But, as all good things come to an end; so did RxD. The community interest died; Ryan and I were no longer just students. We had full time jobs and Tom started his undergrad studies and moved on to other games. We took down the game server and renxtreme website in 2008.

People undergoing gravity gun training this last weekend.

http://www.youtube.com/watch?feature=player_embedded&v=CWYAOtNhVK8