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Subject: Re: wwnet

Posted by [jonwil](#) on Sun, 21 Dec 2014 04:21:56 GMT

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I can tell you right now that you will find it VERY difficult to do what you plan to do.

TT has been working on this for years as a team and there are still large chunks of the game engine we don't have any real knowledge of.

Do you know the W3D file format? How pathfinding works? How to do collision detection? How the physics system works? How the game talks to WOL? How to read ASM and reverse engineer software? How network packets are compressed? How to load the mix files in the correct order and figure out which file to read if the same file is in more than one mix file?

Not to mention all the complex formulas for everything from damage to vehicle suspension to the way a soldier's legs animate.

Oh and btw any code you may have (including the cnetwork.cpp file you mention above), unless it specifically says it's free to use you aren't allowed to use it, doing so is a copyright violation. (As said code shouldn't be public anyway, it was leaked through a few unfortunate events) The code you can get on the official TT website is free to use though.

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