

---

Subject: Re: wwnet

Posted by [\[EE\]pickle-jucer](#) on Sun, 21 Dec 2014 10:16:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Sat, 20 December 2014 21:21

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?

No, I don't know anything about these yet.

jonwil wrote on Sat, 20 December 2014 21:21

How to read ASM and reverse engineer software?

I've learned a bit over the past year or so, but I haven't learned enough to be able to understand a large portion of compiled code easily.

jonwil wrote on Sat, 20 December 2014 21:21 How network packets are compressed?

Exactly what I'm trying to figure out right now.

jonwil wrote on Sat, 20 December 2014 21:21

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?

I don't quite understand what you mean by this, but no I don't know anything about that.

jonwil wrote on Sat, 20 December 2014 21:21

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

I was under the assumption that the server would have nothing to do with the animation, if that isn't the case, I would definitely not know how to do that.

jonwil wrote on Sat, 20 December 2014 21:21

Oh and btw any code you may have (including the cnetwork.cpp file you mention above), unless it specifically says its free to use you arent allowed to use it, doing so is a oopyright violation. (asaid code shouldnt be public anyway, it was leaked though a few unfortunate events) The code you can get on the official tt website is free to use though.

I assumed it was something like that from the "Confidential -- Westwood studios" at the top of each file, I was only looking at it to get a better understanding of the netcode, I hope that is okay.

All in all, I agree with you that I, by myself, probably wont be able to make a fully(if even at all) functional game server emulator. That certainly wont stop me from pursuing this as a small project. Heck, I'll be happy if I can just get the clients in game and the connection kept alive.

Thanks for your advice, I really appreciate it.

---