
Subject: Re: wwnet

Posted by [\[EE\]pickle-jucer](#) on Thu, 01 Feb 2018 09:43:53 GMT

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Whoops, sorry for the _really late_ response, I haven't been checking the forums very often.

jonwil wrote on Sun, 03 December 2017 20:53 Were you able to make any progress on this?

Were you able to reverse engineer PacketManagerClass::Build_Delta_Packet_Patch?

No, unfortunately. I never made any significant progress since I posted last time. My life got a bit more busy than I had liked with moving across the country, college, work, etc.

As far as I can remember, I thought it would be best to be able to parse them completely first, then try put them back together. So, with some really helpful information from BillieJoe67 I was trying to figure out how the world X/Y/Z position encoders were initialized from the level extents (instead of just reading the value from directly memory, which is what I was previously doing). That meant I first needed to understand how the chunked file format worked and what all the (micro)chunk ID's in the LSD file were.

I guess it all just became too complex and time-consuming with all the other stuff I had going on, so I stopped messing with it. I've recently been thinking about reverse engineering renegade again though, so I might try to figure out PacketManagerClass::Build_Delta_Packet_Patch soon, I'll post it here if I do.

jonwil wrote on Sun, 03 December 2017 20:53 Can I use your clone of

PacketManagerClass::Reconstruct_From_Delta if I decide its worth using?

Yes, absolutely. Feel free to use it for anything you want. You'll probably want to clean up the code a bit though, looking at it now it seems that I couldn't even decide whether to use CamelCase or under_scored variable names hahahahaha.