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Subject: jonwil exposed

Posted by [Sir Kane](#) on Fri, 20 May 2005 19:35:34 GMT

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You all probably always wondered why I (and other people) hate jonwil so much.

You would think he's a nice guy and such, but he isn't really.

So here's the story:

As you know, I used to be part of Blackhand Studios. So as every day, I was working on "bhs.dll" (the real one for that matter) until I got a private message from xptek on IRC which contained following text from a log:

Just a small comment: he got my code in order to make the linux version of bhs.dll and nothing else.

You'll find some of my source code in there, but that doesn't really matter since it got leaked by some turd called "jonwil".

xptek

«20:10:27» {jonwil} dont tell SK but...

«20:10:28» {jonwil} #ifdef WIN32

«20:10:28» {jonwil} typedef unsigned long (\_cdecl \*Find\_Player) (int);

«20:10:28» {jonwil} Find\_Player FindPlayer = (Find\_Player)0x004157E0;

«20:10:28» {jonwil} #else

«20:10:28» {jonwil} typedef unsigned long (\*Find\_Player) (int);

«20:10:28» {jonwil} #ifndef RH8

«20:10:28» {jonwil} Find\_Player FindPlayer = (Find\_Player)0x080A9CDC;

«20:10:28» {jonwil} #else

«20:10:29» {jonwil} Find\_Player FindPlayer = (Find\_Player)0x080A510A;

«20:10:29» {jonwil} #endif

«20:10:29» {jonwil} #endif

«20:10:38» {xptek}

«20:10:45» {jonwil} unsigned long GetName(unsigned long ptr\_){

«20:10:46» {jonwil} unsigned long\* name = (unsigned long\*)(ptr\_+0x758);

«20:10:46» {jonwil} return \*name;

«20:10:46» {jonwil} }

«20:10:59» {jonwil} the first one gets the data structure for a player given the ID

«20:11:11» {xptek} Okay

«20:11:11» {jonwil} if it returns NULL, its not a valid player ID

«20:11:22» {jonwil} the second one gets the name of the player given the ID

«20:11:40» {xptek} Nice

«20:11:52» {xptek} Thanks a lot.. hopefully I can do something with this.

«20:12:14» {jonwil} any other bits you want?

«20:12:27» {xptek} Would you know how to kill?

«20:12:46» {xptek} That's what I'm really looking for. I had a whole regulator based around the kill command.

«20:12:48» {xptek}

«20:13:04» {jonwil} basicly, with kill, you call FindPlayer to find the player

«20:13:21» {jonwil} then if its valid, you call GetGameObject

«20:13:29» {jonwil} then you pass that to Commands->Destroy\_Object

«20:13:47» {jonwil} GameObject \*GetGameObject(void \*\_ptr){

«20:13:47» {jonwil} if (\_ptr){

«20:13:47» {jonwil} #ifdef WIN32

«20:13:48» {jonwil} \_asm{

«20:13:48» {jonwil} mov edi, \_ptr

«20:13:48» {jonwil} mov eax, [edi + 0x14]

«20:13:48» {jonwil} mov eax, [eax + 4]

«20:13:48» {jonwil} }

«20:13:48» {jonwil} #else

«20:13:48» {jonwil} unsigned char \*playerdata = (unsigned char \*)\_ptr + 0x10;

«20:13:48» {jonwil} unsigned char \*y = (unsigned char\*)((unsigned char \*\*)playerdata);

«20:13:49» {jonwil} y += 4;

«20:13:49» {jonwil} GameObject \*z = (GameObject \*)\*(GameObject \*\*)y;

«20:13:51» {jonwil} return z;

«20:13:51» {jonwil} #endif

«20:13:52» {jonwil} } else {

«20:13:53» {jonwil} return NULL;

«20:13:54» {jonwil} }

«20:13:55» {jonwil} }

«20:13:56» {jonwil} now dont tell SK about this

«20:14:02» {xptek} I won't.

«20:14:02» {jonwil} in fact, dont ever mention this publicly

«20:14:04» {xptek}

«20:14:07» {xptek} I won't at all.

«20:14:32» {jonwil} and dont show that code to anyone

«20:14:38» {xptek} I won't.

«20:14:39» {xptek}

«20:14:39» {jonwil} anything else you are after?

«20:14:56» {xptek} lol, um.. spawn command

«20:15:04» {xptek} Thank you a lot for this.

«20:15:12» {jonwil} spawn simply takes the position

«20:15:16» {jonwil} and the preset

«20:15:22» {jonwil} and calls Commands->Create\_Object

«20:15:37» {jonwil} that all you need

«20:15:38» {jonwil} ?

«20:15:47» {xptek} Yeah, pretty much

«20:15:53» {xptek} Thank you a TON.

«20:15:57» {jonwil} of course, what I havent told you and cant tell you is how to add new console commands

«20:16:17» {xptek} Oh, I would need that.

«20:16:19» {xptek}

«20:16:33» {jonwil} sorry, I cant tell you that

«20:16:46» {xptek} Okay.. is that hard to do?

«20:16:57» {jonwil} yes

«20:17:10» {jonwil} if you knew ASM, I would tell you to go look at ConsoleFunctionManager::Init  
«20:17:16» {jonwil} console commands are hard  
«20:17:24» {xptek} I'll try to work on that myself. I'm going to pick up some books on C++ and work my arse off.  
«20:18:00» {xptek} I could attempt to ask vlokt how he does in with Renrem in DA. But I don't think he'd help me.  
«20:18:01» {jonwil} I dont even know how SK is doing console commands on win32  
«20:18:14» {xptek} Hmm.. :\n«20:18:20» {jonwil} I know  
«20:18:25» {jonwil} wait, no  
«20:18:31» {jonwil} wait, now I got it  
«20:18:44» {jonwil} in the scripts.dll you could at some point start a timed event  
«20:18:50» {jonwil} a timer or something  
«20:18:59» {xptek} Okay  
«20:19:04» {jonwil} then the timer could look for a log file  
«20:19:10» {jonwil} which would be written to by your regulator  
«20:19:13» {jonwil} with the details you need  
«20:19:16» {jonwil} anyhow, its doable  
«20:19:18» {jonwil} but would be hard  
«20:19:28» {xptek} Alright... I'll look into that too..  
«20:19:39» {xptek} I've had about 3 weeks using C++  
«20:19:41» {jonwil} although for the timer, check out Commands->Create\_Timer  
«20:19:42» {jonwil} ok  
«20:19:51» {xptek} But it actually looks much easier than mIRC scripting.  
«20:20:02» » jonwil has never done MIRC scripting

You may now ask yourself "what did he say after he got confronted"? Read it here:

Quote:

(00:49:21) <jonwil> probobly because I was out of it at the time I did it

...

(00:54:31) <jonwil> I wasnt thinking straight

...

(01:02:37) <jonwil> as I said, I wasnt thinking straight and at the time I didnt even think about the rules or that this would piss someone off

Now that's funny, isn't it? "oh noes, I was out of it", "never though leaking code would piss someone off!!11"

Some other funny stuff:

Quote:

(14:54:44) <jonwil\_> I am going so far as to say that if this is released without source code, I will reverse engineer whatever you release back into full code myself

(14:54:47) <jonwil\_> and releasae it

(14:54:54) <jonwil\_> probobly straight after its released

Any questions?

Quote:

(05:31:01) <jonwil> so SK is talking out of his ass again?

WOOT! I can talk out of my ass!

Now you might want to know why I am posting this now instead of back when it happened.

Well, one day, not long ago, I was bored and wanted to see which console commands "bhs.dll" added.

So I loaded "bhs.dll" into my disassembler. Browsing around a bit, I ended up looking at some vital functions that

are used to make the dll work at all. Funny thing being that he added the exactly same RETARDED code

(nice trap I added back then) as I had in my dll to "his" dll. The code in question is the usage of memset() on a buffer

that gets COMPLETELY (as in all bytes) changed RIGHT after the memset call.

So I told him to remove my code with a time limit of 5 (or 6) days from "his" dll. I also told him that, if he doesn't

remove it, I'm going to post a topic like this.

Now the best part:

His signature

Quote:Jonathan Wilson aka Jonwil

Quote:Creator and Lead Coder of the Custom scripts.dll

Quote:Renegade Engine Guru I heard from unknown sources it's "Renegade engine clown"

Quote:Creator and Coder of BHS.DLL Don't you mean "Copier and Paster of BHS.DLL"?

Quote:Official member of Blackhand Studios™

This should clear things up and I hope you change your view about him since he isn't what you might think he is.

Everything from logs is unedited.

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Subject: jonwil exposed

Posted by [U927](#) on Fri, 20 May 2005 20:29:12 GMT

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Didn't he also reverse engineer NeoSaber's demo truck script?

Nice job exposing him.

---

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Subject: jonwil exposed

Posted by [Sir Kane](#) on Fri, 20 May 2005 21:04:59 GMT

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Yeah, I think he did.

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Subject: jonwil exposed

Posted by [cheesesoda](#) on Fri, 20 May 2005 21:30:55 GMT

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SK, you forgot to add him onto your fucktard list. Make that two.

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Subject: jonwil exposed

Posted by [Sir Kane](#) on Fri, 20 May 2005 21:33:03 GMT

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Updated

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Subject: jonwil exposed

Posted by [cheesesoda](#) on Fri, 20 May 2005 21:51:08 GMT

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Good.

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Subject: jonwil exposed

Posted by [Crimson](#) on Fri, 20 May 2005 22:20:37 GMT

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Sorry, man, you put BHS through hell -- you delayed most of our projects for MONTHS because you would start things and never finish them. At least jonwil finishes things. You are a brilliant coder and your work on the noname patch was excellent, but as a member of a team, you failed.

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Subject: jonwil exposed

Posted by [cheesesoda](#) on Fri, 20 May 2005 22:28:02 GMT

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That justifies jonwil stealing SK's code.... how?

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Subject: jonwil exposed

Posted by [Crimson](#) on Fri, 20 May 2005 22:30:23 GMT

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I didn't say I was justifying it.

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Subject: jonwil exposed  
Posted by [cheesesoda](#) on Fri, 20 May 2005 22:34:48 GMT  
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I know, but that's what it made it seem like. I mean, you did just talk about his laziness within the team rather than the subject of the thread.

I've been noticing this... nobody can seem to post without starting to take the thread off topic. Everybody does this, I find myself doing it all the time.

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Subject: jonwil exposed  
Posted by [xptek](#) on Sat, 21 May 2005 00:37:51 GMT  
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Oh man, a quote by ME. Gasp.

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Subject: jonwil exposed  
Posted by [Renx](#) on Sat, 21 May 2005 00:51:37 GMT  
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If you don't justify the stealing of others code for use in your team's projects, then action should be taken. One would think he should actually have to write it before he can claim he created it.

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Subject: jonwil exposed  
Posted by [Aircraftkiller](#) on Sat, 21 May 2005 01:22:43 GMT  
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No, it's okay because he does that "GPL" shit to everything, so he can call any work his so long as he does that.

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Subject: jonwil exposed  
Posted by [Renx](#) on Sat, 21 May 2005 01:36:57 GMT  
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Yeah, except BHS.dll isn't included in that

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Subject: jonwil exposed  
Posted by [Renardin6](#) on Sat, 21 May 2005 03:07:23 GMT  
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Fucker exposed :

Ack : Mod leaker ( Released reborn private work ) along with the help of fatcat. (so he is as stupid as Deadaim00, Ramjet or Scorpio... Welcome to the leak club... fucker)

Leak: best proof of being retarded.

CrimsonSorry, man, you put BHS through hell -- you delayed most of our projects for MONTHS because you would start things and never finish them. At least jonwil finishes things. You are a brilliant coder and your work on the noname patch was excellent, but as a member of a team, you failed.

Rofl... pwned.

I will never give ack or you another chance. You are just FUCKERS. Just die!

KTHX :rolleyes:

Edit: The homosexual club is bigger every day... SK, ACK, JBALL, Renx... Just poor peoples with no fucking life... Hum maybe not, this forum and their gayness are their life. Rofl...

Don't expect me to argue with you there, do it all together in your gay club... Have a nice topic of stupid posts. At least you are masters for something : Posting bullshit, so DO!!! ( see next posts for complete Bullshit!!!)

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Subject: jonwil exposed  
Posted by [cheesesoda](#) on Sat, 21 May 2005 03:16:18 GMT  
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You are such a fucking retard it is almost inconceivable.

He leaked your shitty work, who cares?

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How is he "pwned"? So what, he didn't give a damn enough to finish the projects on time. Wow, exposing that was such a "burn". Pfft, moron.

You know when you wish them to die, you lower yourself to their level. Then again, you're already a few (hundred) levels lower than they are.

Jonwil can't code for shit compared to SK. You're just massaging jonwil's balls so he doesn't go emo and cry himself to sleep instead of code for your pathetic mod.

Retardin, why don't you actually try and "own" us, so that we feel bad about ourselves and "circle jerk", since we are all "homosexuals"? Are you afraid that our "homosexual" selves will embarrass you?

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Subject: jonwil exposed  
Posted by [xptek](#) on Sat, 21 May 2005 03:30:29 GMT  
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j\_ball430You're just massaging jonwil's balls so he doesn't go emo and cry himself to sleep instead of code for your pathetic mod.

CRAWLING IN MY SKIN  
THESE SCRIPT THEY WILL NOT HEAL  
FEAR IS HOW I FALL  
CONFUSING WHAT IS REAL

THERE'S SOMETHING IN REBORN THAT PULLS BENEATH THE SURFACE  
CONSUMING, CUNFUSING  
THE LACK OF SHIT MODELS I FEAR IS NEVER ENDING  
CONTROLLING, I CAN'T SEEM

....

emowil.

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Subject: jonwil exposed  
Posted by [Sir Kane](#) on Sat, 21 May 2005 06:59:43 GMT  
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Oh come on, you exactly know why I stopped working on it.  
WHY would I EVER work with someone who leaks my/the groups work?  
You also know that it would have never gotten that far if he was booted since he violated the rules.  
Even better yet, they were HIS OWN fucking rules.

I forgot to say that Renardin6 just sent Reborn to hell. That shit is pretty much owned when it is (if ever) released.

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Subject: jonwil exposed  
Posted by [Scorpio9a](#) on Sat, 21 May 2005 09:25:13 GMT  
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Renardin6Fucker exposed :

Ack : Mod leaker ( Released reborn private work ) along with the help of fatcat. (so he is as stupid as Deadaim00, Ramjet or Scorpio... Welcome to the leak club... fucker)

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Don't expect me to argue with you there, do it all together in your gay club... Have a nice topic of stupid posts. At least you are masters for something : Posting bullshit, so DO!!! ( see next posts for complete Bullshit!!!)

Did i mis something?, or are you talking about a different Scorpio?

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Subject: jonwil exposed

Posted by [Xtrm2Matt](#) on Sat, 21 May 2005 11:46:07 GMT

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You want leaking? How about I fuck with your FTP and leak every file you have on there? You'll be added to my "lamer" list after that.

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Subject: jonwil exposed  
Posted by [Kanezor](#) on Sat, 21 May 2005 12:05:07 GMT  
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Touchy subject, but there's no reason to go doing illegal things.

SK, obviously Jonwil has some issues with trustability. I was looking forward to working with him on some things after I've finished my current project, but obviously I would not do so if there's chance that he'd either steal my work as his own or leak anything that we jointly develop.

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Subject: jonwil exposed  
Posted by [Mindtzar](#) on Sat, 21 May 2005 12:21:06 GMT  
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It has become fairly obvious to me that Jonwil likes emo music. And an emo lifestyle.

The key point we should discuss is jonwil's execution that I have scheduled for a tea time away. Closely to follow will be renardin6's as he is even more of a tard then jonwil.

All in favour of this say 'I',

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Subject: jonwil exposed  
Posted by [Doitle](#) on Sat, 21 May 2005 18:37:43 GMT  
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Subject: jonwil exposed  
Posted by [U927](#) on Sat, 21 May 2005 18:45:41 GMT  
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Renardin6Fucker exposed :

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Degrading yourself to cheap pot shots?

Oh wait, you didn't degrade; you were already there. And even with the evidence that jonwil is a thief, you still protect him because he does the "1337 scripts" for Reborn.

Your post comes to the equal of a 12-year-old AOLer going "omfg ur so ghey cuz u hav no lyfe a repley to tihs post go bak to teh gay club adn post bulsh!t lololololol!!!!!!111111111111".

I await your response; I thoroughly enjoy dissecting arguments and throwing them back at you.

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Subject: jonwil exposed  
Posted by [Doitle](#) on Sat, 21 May 2005 19:06:56 GMT  
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This is the police speaking... This club is closed... FOREVER...

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Subject: jonwil exposed

Posted by [emowil](#) on Sat, 21 May 2005 20:20:32 GMT

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Baby, just forget them, and let's go cry together in our favorite corner.

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Subject: jonwil exposed

Posted by [Oblivion165](#) on Sun, 22 May 2005 02:13:08 GMT

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DoitleThis is the police speaking... This club Is closed... FOREVER...

Why the water bottle?

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Subject: jonwil exposed

Posted by [Toolstyle](#) on Sun, 22 May 2005 16:17:51 GMT

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So Hitler doesn't dehydrate with all the dancing and ecstasy, because people who dance like that and with glowstick must be one drugs...

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Subject: Re: jonwil exposed  
Posted by [PaRaDoX](#) on Wed, 21 Jun 2006 02:32:21 GMT  
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ok thats fucked up.

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Subject: Re: jonwil exposed  
Posted by [Canadacdn](#) on Wed, 21 Jun 2006 04:42:13 GMT  
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Uh, wow?

Stealing people's work is pretty low.  
I've had work of mine stolen before and it sucks. Hard.

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Subject: Re: jonwil exposed  
Posted by [Goztow](#) on Wed, 21 Jun 2006 06:49:23 GMT  
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This topic should have staid were it was: in oblivion.

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Subject: Re: jonwil exposed  
Posted by [DarkDemin](#) on Wed, 21 Jun 2006 12:51:47 GMT  
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paradox why the fuck did you revive this?

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