Subject: looking for info on renegade netcode
Posted by jonwil on Tue, 17 Apr 2007 14:15:09 GMT
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The netcode (particularly the low level stuff to do with cConnection cPacket etc) is the one area I don't know that much about Any info that will further my knowledge of it would be appreciated.

Subject: Re: looking for info on renegade netcode
Posted by Cat998 on Tue, 17 Apr 2007 14:20:36 GMT
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I would recommend you to talk with Neku (alias TimeFX) about the renegade netcode. He has already reverse engineered many things in Renegade, and he has a pretty good knowledge in those things.
In the past his mod was using a second socket for the additional data he needs for his mod to let the server communicate with the client, but I think in his latest build he has changed that to use the renegade netcode for exchanging things with the clients.

Subject: Re: looking for info on renegade netcode
Posted by Sir Kane on Tue, 17 Apr 2007 18:28:08 GMT
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You breaking enough stuff with your current shit, no need to touch netcode.

Subject: Re: looking for info on renegade netcode
Posted by Viking on Tue, 17 Apr 2007 18:52:39 GMT
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SilentKane at least he is doing something to help everyone! All you do is make your own stuff and never share it with anyone, so shut up.

JohnWill maybe it is somewhere near the middle?

Subject: Re: looking for info on renegade netcode
Posted by JeepRubi on Tue, 17 Apr 2007 19:35:53 GMT
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Viking wrote on Tue, 17 April 2007 13:52maybe it is somewhere near the middle?

How is that supposed to be usefull at all?

Subject: Re: looking for info on renegade netcode
Posted by jnz on Tue, 17 Apr 2007 19:44:50 GMT
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Silent Kane wrote on Tue, 17 April 2007 19:28You breaking enough stuff with your current shit, no need to touch netcode.

Make it your self (Without any bugs what so ever), release it open source or shut up. Scripts.dll works fine for me, stop flaming.

Subject: Re: looking for info on renegade netcode
Posted by Viking on Tue, 17 Apr 2007 20:14:10 GMT
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He just hates jonwil because he actually helps people. All SK dose is keep everything to himself so we will worship him. (see my sig)

Subject: Re: looking for info on renegade netcode
Posted by Renx on Tue, 17 Apr 2007 21:19:21 GMT
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No, he hates jonwil because jonwil leaked/stole his code.

Subject: Re: looking for info on renegade netcode
Posted by Viking on Tue, 17 Apr 2007 21:27:58 GMT
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He should of shared it in the first place so whatever.

Subject: Re: looking for info on renegade netcode
Posted by =HT=T-Bird on Tue, 17 Apr 2007 21:33:25 GMT
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Talk to StealthEye too...

Subject: Re: looking for info on renegade netcode
Posted by Sir Kane on Tue, 17 Apr 2007 21:56:33 GMT
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gamemodding wrote on Tue, 17 April 2007 14:44Silent Kane wrote on Tue, 17 April 2007 19:28You breaking enough stuff with your current shit, no need to touch netcode.

Make it your self (Without any bugs what so ever), release it open source or shut up. Scripts.dll works fine for me, stop flaming.

lololo I already know how the netcode works.

Oh, and he leaked code of the (real) bhs.dll he was supposed to port to linux. He also took some of Scorpio9a's code and put it with slight modifications (so it looks like it was made by himself) into scripts.dll.

Subject: Re: looking for info on renegade netcode
Posted by BlueThen on Tue, 17 Apr 2007 21:58:17 GMT
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Silent Kane wrote on Tue, 17 April 2007 16:56gamemodding wrote on Tue, 17 April 2007 14:44Silent Kane wrote on Tue, 17 April 2007 19:28You breaking enough stuff with your current shit, no need to touch netcode.

Make it your self (Without any bugs what so ever), release it open source or shut up. Scripts.dll works fine for me, stop flaming.

lololo I already know how the netcode works.
Don't brag. Show.

Subject: Re: looking for info on renegade netcode
Posted by Sir Kane on Tue, 17 Apr 2007 22:06:29 GMT
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bluethen wrote on Tue, 17 April 2007 16:58
Don't brag. Show.

Happy? (That built had some slight issues with the colors in some messages.)

Subject: Re: looking for info on renegade netcode
Posted by Viking on Tue, 17 Apr 2007 23:15:16 GMT
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Silent Kane wrote on Tue, 17 April 2007 17:06bluethen wrote on Tue, 17 April 2007 16:58

Don't brag. Show.

Happy? (That built had some slight issues with the colors in some messages.)

So you changed some colors in notepad and stuff big deal?

Subject: Re: looking for info on renegade netcode
Posted by Tunaman on Tue, 17 Apr 2007 23:28:55 GMT
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Wow you're incredibly dense.. Take a look at the screenshot again.

Subject: Re: looking for info on renegade netcode
Posted by Viking on Tue, 17 Apr 2007 23:31:20 GMT
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Its called photoshop.

Subject: Re: looking for info on renegade netcode
Posted by Dave Anderson on Tue, 17 Apr 2007 23:44:29 GMT
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SilentKane knows what he is talking about. He didn't Photoshop anything.

Subject: Re: looking for info on renegade netcode
Posted by Tunaman on Tue, 17 Apr 2007 23:49:35 GMT
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Viking wrote on Tue, 17 April 2007 19:31Its called photoshop.
Wow.. Do you really not understand anything about that?

Ralphzehunter wrote on Tue, 17 April 2007 19:28Take a look at the screenshot again.

Subject: Re: looking for info on renegade netcode
Posted by Sir Kane on Wed, 18 Apr 2007 00:12:48 GMT
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"lolo I photoshopped notepad!!"

Or whatever you want to believe.

Subject: Re: looking for info on renegade netcode
Posted by BlueThen on Wed, 18 Apr 2007 00:24:30 GMT
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You should release some things to public, Silent Kane.

Subject: Re: looking for info on renegade netcode
Posted by Sir Kane on Wed, 18 Apr 2007 00:29:00 GMT
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Yeah, lets release netcode info/source so everyone can make new hacks/exploits!

Subject: Re: looking for info on renegade netcode
Posted by Viking on Wed, 18 Apr 2007 00:32:10 GMT
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Silent Kane wrote on Tue, 17 April 2007 19:29Yeah, lets release netcode info/source so everyone can make new hacks/exploits!

YEAY!!! l33t hax here we come!

Subject: Re: looking for info on renegade netcode
Posted by JeepRubi on Wed, 18 Apr 2007 00:32:47 GMT
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I wan't that rearranged HUD that you bragged about but never shared.

Subject: Re: looking for info on renegade netcode
Posted by Viking on Wed, 18 Apr 2007 00:43:07 GMT
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If he shared he might not be on top of the mountain!

Subject: Re: looking for info on renegade netcode

Posted by SeargentSarg on Wed, 18 Apr 2007 00:55:18 GMT
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Silent Kane does allot of stuff in the behind scenes, he does allot for the community, and so does jonwill. They both do a damn lot, and you can't just say they are making stuff worse for us.

Subject: Re: looking for info on renegade netcode
Posted by Viking on Wed, 18 Apr 2007 01:00:47 GMT
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Silent Kane dose stuff all the time, he just never gives it to anyone but himself. Jonwil shares with everyone!

Subject: Re: looking for info on renegade netcode
Posted by jonwil on Wed, 18 Apr 2007 02:48:34 GMT
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I haven't actually seen any of Sir_Kane's code for that bot or whatever it is (in fact I have none of Sir_Kane's code for anything anymore) but I do know he is a renegade engine expert and I have every reason to believe that that picture is genuine and not faked.

Subject: Re: looking for info on renegade netcode
Posted by Canadacdn on Wed, 18 Apr 2007 03:38:27 GMT
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Both of you quit your bitching, this has nothing to do with sharing or not. All this talk about sharing makes you all seem like a bunch of fucking preschoolers.

Subject: Re: looking for info on renegade netcode
Posted by Goztow on Wed, 18 Apr 2007 06:32:59 GMT
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Stealtheye is your man.

Edit: and SK is 100 % right about the cheating part...

Subject: Re: looking for info on renegade netcode
Posted by Jonty on Wed, 18 Apr 2007 06:34:55 GMT
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Silent Kane wrote on Tue, 17 April 2007 19:28You breaking enough stuff with your current shit, no need to touch netcode.
At least jonwil doesn't behave like an arse half the time.

Subject: Re: looking for info on renegade netcode
Posted by CarrierII on Wed, 18 Apr 2007 09:14:21 GMT
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If you two would drop this vendetta we'd have Renegade II

Subject: Re: looking for info on renegade netcode
Posted by saberhawk on Wed, 18 Apr 2007 09:40:38 GMT
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raises hand for a second, but then lowers it Yeaaaaah....about that

---

Subject: Re: looking for info on renegade netcode
Posted by =HT=T-Bird on Wed, 18 Apr 2007 11:55:49 GMT
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SK, you just make yourself look like you have an IQ that is half of your real IQ whenever you get into these diatribes...

Subject: Re: looking for info on renegade netcode
Posted by OWA on Wed, 18 Apr 2007 12:12:53 GMT
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Stealtheye should know. What do you plan to do with this info on the netcode jonwil?

Subject: Re: looking for info on renegade netcode
Posted by jonwil on Wed, 18 Apr 2007 12:36:10 GMT
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I wanted to know because I was seeing some weird failures. In the end I tracked down the fault anyway

Subject: Re: looking for info on renegade netcode
Posted by JohnDoe on Wed, 18 Apr 2007 14:25:36 GMT
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Silent Kane wrote on Tue, 17 April 2007 19:29Yeah, lets release netcode info/source so everyone can make new hacks/exploits!

Are you still cheating or did you manage to brake away from your terrible urge?

Subject: Re: looking for info on renegade netcode
Posted by Jerad2142 on Wed, 18 Apr 2007 14:33:40 GMT
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[NEFobby[GEN] wrote on Mon, 05 March 2007 13:42]The mistakes in the original Renegade are clear. Bad netcode
Grins for how much longer do you think this will be true.

Subject: Re: looking for info on renegade netcode
Posted by Renx on Wed, 18 Apr 2007 16:38:58 GMT
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Viking wrote on Tue, 17 April 2007 18:27He should of shared it in the first place so whatever.

Jonwil doesn't share BHS.dll source either, maybe you should bitch at him

Oh wait, their NDAs prevent them from sharing that code, and for good reason.

Subject: Re: looking for info on renegade netcode
Posted by EvilWhiteDragon on Wed, 18 Apr 2007 17:20:46 GMT
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SeargentSarg wrote on Wed, 18 April 2007 02:55Silent Kane does allot of stuff in the behind scenes, he does allot for the community, and so does jonwill. They both do a damn lot, and you can't just say they are making stuff worse for us.
Ermm falsh.
Only the work on the new RG, and from what I know, he doesnt even really like it. The rest of what he does are sidesteps and generally not ment to be released.
JW on the other hand doesn't need any kind of external motivation to work on scripts.dll and has generally no problem with sharing things. The stuff in bhs.dll is only closed source because it could to easily be used for far more annoying cheats then we have today.

Jonty wrote on Wed, 18 April 2007 08:34Silent Kane wrote on Tue, 17 April 2007 19:28You breaking enough stuff with your current shit, no need to touch netcode.

At least jonwil doesn't behave like an arse half the time.
True.

CarrierII wrote on Wed, 18 April 2007 11:14If you two would drop this vendetta we'd have Renegade II

Doubt it, but it could be better then we have now.

=HT=T-Bird wrote on Wed, 18 April 2007 13:55SK, you just make yourself look like you have an IQ that is half of your real IQ whenever you get into these diatribes...
True, unfortunately.

One Winged Angel wrote on Wed, 18 April 2007 14:12Stealtheye should know. What do you plan to do with this info on the netcode jonwil?
True

JohnDoe wrote on Wed, 18 April 2007 16:25Silent Kane wrote on Tue, 17 April 2007 19:29Yeah, lets release netcode info/source so everyone can make new hacks/exploits!

Are you still cheating or did you manage to brake away from your terrible urge?
Even if SK still cheats, the cheating of other ppl would become far, far more worse then it is now.

Jerad Gray wrote on Wed, 18 April 2007 16:33[NEFobby[GEN] wrote on Mon, 05 March 2007 13:42]The mistakes in the original Renegade are clear. Bad netcode
Grins for how much longer do you think this will be true.
Well, I doubt JW will rewrite the whole netcode, as this is something that requires loads of time, and from what I know JW is rather busy already.
Also, this would not be compatible with "original" Renegade installs, as you would have a different netcode. From what I know BHS tries to avoid that at all times.

Renx wrote on Wed, 18 April 2007 18:38Viking wrote on Tue, 17 April 2007 18:27He should of shared it in the first place so whatever.

Jonwil doesn't share BHS.dll source either, maybe you should bitch at him

Oh wait, their NDAs prevent them from sharing that code, and for good reason.

True.

Cat998 wrote on Tue, 17 April 2007 16:20I would recommend you to talk with Neku (alias TimeFX) about the renegade netcode. He has already reverse engineered many things in Renegade, and he has a pretty good knowledge in those things.

In the past his mod was using a second socket for the additional data he needs for his mod to let the server communicate with the client, but I think in his latest build he has changed that to use the renegade netcode for exchanging things with the clients.

Using the default net code for my mod was the first try, but standard Renegade crashes very easily with netcode it doesn't know, so I used an own socket. This wasn't that good too and I made my mod using the standard Renegade socket in another way: Users with my mod will catch own netcode, users without the mod will ignore the packets.
The default net code is way too bad and insecure to use it...

Silent Kane wrote on Tue, 17 April 2007 20:28You breaking enough stuff with your current shit, no need to touch netcode.
Yes, we let hundreds of bugs, cheats and exploits open because we could cause some new...

Proud of your Renegade bot? I have one too, the netcode is not that difficult.

@bluethen:
NO-ONE should release ANYTHING about the netcode. It's so damn bugged and insecure that you'll no longer have fun playing Renegade when cheaters/exploiters know the code.

Subject: Re: looking for info on renegade netcode
Posted by Sir Kane on Wed, 18 Apr 2007 19:23:37 GMT
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That screenshot shows like 1%- of what it can actually do.
And your old fix for the Remote console exploit was very lol.

[quote title=EvilWhiteDragon wrote on Wed, 18 April 2007 13:20
Only the work on the new RG, and from what I know, he doesnt even really like it. The rest of what he does are sidesteps and generally not ment to be released.[/quote]
Wrong.

Subject: Re: looking for info on renegade netcode
Posted by Jonty on Wed, 18 Apr 2007 19:46:39 GMT
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Silent Kane wrote on Wed, 18 April 2007 20:23That screenshot shows like 1%- of what it can actually do.
Wow, it seems that mighty convenient you're only saying this now someone else has one too.

Subject: Re: looking for info on renegade netcode
Posted by EvilWhiteDragon on Wed, 18 Apr 2007 20:38:24 GMT
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Silent Kane wrote on Wed, 18 April 2007 21:23That screenshot shows like 1%- of what it can actually do.
And your old fix for the Remote console exploit was very lol.

EvilWhiteDragon wrote on Wed, 18 April 2007 13:20
Only the work on the new RG, and from what I know, he doesnt even really like it. The rest of what he does are sidesteps and generally not ment to be released.
Wrong.
What part was wrong, the not like RG part? Or the release part. As I would be very intrested in what you would be releasing.

Subject: Re: looking for info on renegade netcode
Posted by Jerad2142 on Thu, 19 Apr 2007 14:24:18 GMT
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EvilWhiteDragon wrote on Wed, 18 April 2007 11:20
Jerad Gray wrote on Wed, 18 April 2007 16:33[NEFobby[GEN] wrote on Mon, 05 March 2007 13:42]The mistakes in the original Renegade are clear. Bad netcode
Grins for how much longer do you think this will be true.
Well, I doubt JW will rewrite the whole netcode, as this is something that requires loads of time, and from what I know JW is rather busy already.
Also, this would not be compatible with "original" Renegade installs, as you would have a different netcode. From what I know BHS tries to avoid that at all times.

True, but you have to to get a patch to play Renegade, they could make it so the scripts.dll and stuff were installed with the patch. Then everyone could still play.

Subject: Re: looking for info on renegade netcode
Posted by jonwil on Thu, 19 Apr 2007 14:49:30 GMT
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I have no plans to rewrite any part of the netcode. My interest is in touching as little of it as I need to in order to do what I want. (like the nickname exploit/server full stuff)

Subject: Re: looking for info on renegade netcode
Posted by FeaR on Thu, 19 Apr 2007 15:49:32 GMT
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I thought you where all on the same Team here, so instead of bitching on someone's work.. Help

eachoter out with probs.

Subject: Re: looking for info on renegade netcode
Posted by CarrierII on Thu, 19 Apr 2007 16:17:37 GMT
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I'm afraid my signature prevents that.

Subject: Re: looking for info on renegade netcode
Posted by Jerad2142 on Thu, 19 Apr 2007 18:48:07 GMT
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CarrierII wrote on Thu, 19 April 2007 10:17I'm afraid my signature prevents that.

Dang you and your signature!

Subject: Re: looking for info on renegade netcode
Posted by EvilWhiteDragon on Thu, 19 Apr 2007 19:44:49 GMT
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Spacer wrote on Thu, 19 April 2007 17:49I thought you where all on the same Team here, so instead of bitching on someone's work.. Help eachoter out with probs.
Well, SK has some difficulties with that, unfortunately.

Subject: Re: looking for info on renegade netcode
Posted by Renx on Thu, 19 Apr 2007 21:43:18 GMT
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At least you're helping him

Subject: Re: looking for info on renegade netcode
Posted by CarrierII on Fri, 20 Apr 2007 07:19:29 GMT
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rofl Jerad