

---

Subject: RenHawk Source

Posted by [halo2pac](#) on Tue, 30 Dec 2008 02:02:04 GMT

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

---

What is RenHawk? If you do not already know then:

<http://www.renegadewiki.com/index.php?title=RenHawk>

<http://www.renegadeforums.com/index.php?t=msg&goto=169351&rid=0>

[http://www.blackhand-studios.net/renhawk/renhawk\\_beta2/renhawk.html](http://www.blackhand-studios.net/renhawk/renhawk_beta2/renhawk.html)

"ReadMe.txt" Well halo2pac was board for a bit,  
so instead of working on [HB] he did this.

\*\*\*\*\*

RenHawk Flash Source Code & Flash Objects

\*\*\*\*\*

I don't know if Minax71 wants me to do this or not,  
but he is no where to be found.

Took me a while to decompile it all and get it  
organized so give me a little credit for that.

Well do what you like.

I do not help debug any errors.

So if the original owner has abandoned this...

I'm slapping the GPU/GNU License on this code.

\*\*\*\*\*

Folders are organized by the objects.

Action - Action scripts (Code).

Font - Fonts.

Button - Button pics.

Frame - Sets of images put into a 'frame'.

Sprites - Images...

The rest are basicly easy to understand.

+++ May the memory of Minax71's work live on +++

~halo2pac

[www.halo2pac.co.nr](http://www.halo2pac.co.nr)

Some of you may think it is easy to decompile flash, that may be true to some extent, but I do not

see any of you taking the initiative to do so.

So at least give me credit for taking the time and effort to do so.

Long Live Minax71!

Download:

[http://www.halo2pac.info/downloads/renhawk\\_source.zip](http://www.halo2pac.info/downloads/renhawk_source.zip)

---

---

Subject: Re: RenHawk Source

Posted by [mr£ÄŞÄ-z](#) on Tue, 30 Dec 2008 02:45:16 GMT

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

---

Whats that

---

---

Subject: Re: RenHawk Source

Posted by [dr3w2](#) on Tue, 30 Dec 2008 07:11:37 GMT

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

---

If you actually "decomposed" it and have the working source that would be fucking awesome.

When you say source, you mean the "Compressor" right ? Or everything

---

---

Subject: Re: RenHawk Source

Posted by [genetix](#) on Tue, 30 Dec 2008 07:42:06 GMT

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

---

It isn't hard to decompile a swf file... Anyone remotely smart enough to make the software run could decompile it.

---

---

Subject: Re: RenHawk Source

Posted by [dr3w2](#) on Tue, 30 Dec 2008 08:33:25 GMT

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

---

genetix wrote on Tue, 30 December 2008 01:42: It isn't hard to decompile a swf file... Anyone remotely smart enough to make the software run could decompile it.

And? What's your point. I dont see you or myself doing this ? Sounds like your just making a smartass "this isn't that interesting" comment. If its so easy why hasn't anyone else tried doing it since there was and probably still is a demand for it. If he is correct and he does have a properly coded source then this is important to server owners who want to add features to there server/website .

---

---

Subject: Re: RenHawk Source  
Posted by [Goztow](#) on Tue, 30 Dec 2008 09:27:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't oppose to you releasing this. As you said: the owner has been long gone and I doubt he'll come back. Then again: I'm not a member of BHS.

---

Subject: Re: RenHawk Source  
Posted by [\\_SSnipe\\_](#) on Tue, 30 Dec 2008 09:30:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ya don't

---

Subject: Re: RenHawk Source  
Posted by [jnz](#) on Tue, 30 Dec 2008 12:19:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That would be awesome, but someone would still need to write the software to convert log files.

---

Subject: Re: RenHawk Source  
Posted by [Ma1kel](#) on Tue, 30 Dec 2008 17:39:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The wiki says the source code is owned by BHS so...

---

Subject: Re: RenHawk Source  
Posted by [halo2pac](#) on Tue, 30 Dec 2008 18:34:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BHS... Like crimson? I haven't payed attention to BHS in a while since there in 'Down-Time', no new releases and or updates that I was ecstatic to hear of.

So who would I have to ask to release the source?

---

Subject: Re: RenHawk Source  
Posted by [mrÅ£ÅŞÅ-z](#) on Tue, 30 Dec 2008 19:00:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

MAybe Sir\_Kane ?

<http://www.youtube.com/watch?v=ucTGmYLI26g>

Because Crimson stole the BHS Source from him

---

---

Subject: Re: RenHawk Source

Posted by [genetix](#) on Tue, 30 Dec 2008 19:08:26 GMT

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

---

andr3w282 wrote on Tue, 30 December 2008 02:33genetix wrote on Tue, 30 December 2008 01:42It isn't hard to decompile a swf file... Anyone remotely smart enough to make the software run could decompile it.

And? What's your point. I dont see you or myself doing this ? Sounds like your just making a smartass "this isn't that interesting" comment. If its so easy why hasn't anyone else tried doing it since there was and probably still is a demand for it. If he is correct and he does have a properly coded source then this is important to server owners who want to add features to there server/website .

I honestly don't see a need for it. If you really wanted it you would just decompile it. You obviously don't understand how it all works and wouldn't be able to get it past a BETA anyway.

Decompiling SWF files doesn't make them the source either. They will be similar to the source and sometimes work like the source does but not always. This guy makes it sound like he's got everything including the commenting and any additional files...

If you really wanted the source that bad you could just send off an email. It's not like its a big deal to release flash source code.

---

---

Subject: Re: RenHawk Source

Posted by [cmatt42](#) on Tue, 30 Dec 2008 20:35:18 GMT

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

---

<http://www.youtube.com/watch?v=ucTGmYLI26g>

Because Crimson stole the BHS Source from him  
You're fucking retarded.

---

---

Subject: Re: RenHawk Source

Posted by [dr3w2](#) on Tue, 30 Dec 2008 21:40:12 GMT

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

---

2008 13:00MAybe Sir\_Kane ?

<http://www.youtube.com/watch?v=ucTGmYLI26g>

Because Crimson stole the BHS Source from him  
You're fucking retarded.  
^^ hes doing it right.

That youtube video you just posted is not what "renhawk" is. Its a map overlay written by SK to be used during game. Renhawk was meant for being able to view the game from a birds eye view while not ingame, either afterwards or during with a few minutes delay. It was meant to be used from within a web page interface. This is why it was written in flash.

Also, Crimson doesnt "steal" source code from people, and especially not SK. The renhawk source code has already been said it is not available to anyone other then its creator.

---

---

Subject: Re: RenHawk Source

Posted by [mr£Ä\\$Ä-z](#) on Tue, 30 Dec 2008 22:37:30 GMT

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

---

2008 13:00MAybe Sir\_Kane ?

<http://www.youtube.com/watch?v=ucTGmYLI26g>

Because Crimson stole the BHS Source from him  
You're fucking retarded.

Uhhh attention whore? and i ment Jonwil stole the source someone told me, because Sir\_Kane said he hopes that jonwil dies or something like that lol, but thats a while ago...

---

---

Subject: Re: RenHawk Source

Posted by [dr3w2](#) on Tue, 30 Dec 2008 22:52:59 GMT

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

---

<http://www.youtube.com/watch?v=ucTGmYLI26g>

Because Crimson stole the BHS Source from him  
You're fucking retarded.

Uhhh attention whore? and i ment Jonwil stole the source someone told me, because Sir\_Kane said he hopes that jonwil dies or something like that lol, but thats a while ago...

lol you so lost its funny. And the "code theft" your thinking of is the bhs.dll

---

---

Subject: Re: RenHawk Source  
Posted by [Gen\\_Blacky](#) on Wed, 31 Dec 2008 00:56:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

please post the code

---

Subject: Re: RenHawk Source  
Posted by [halo2pac](#) on Thu, 01 Jan 2009 19:47:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well it's been a while, and no one has said I'm not allowed to release it so I'm packing it up and posting it.

---

Subject: Re: RenHawk Source  
Posted by [genetix](#) on Fri, 02 Jan 2009 05:20:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

halo2pac wrote on Thu, 01 January 2009 13:47Well it's been a while, and no one has said I'm not allowed to release it so I'm packing it up and posting it.

I can't wait! Oh, right it would be faster for me to go to the online demo, save the file and decompile it myself...

You posted as if your about to start some legendary task. Last time I checked it would take all of 2 minutes to post something. Even that would be "extra" time.

If you have more then the swf source have you considered actually getting a hold of anyone? Not everyone reads these forums. Just because you can't get on the phone with the manager of Kiss doesn't mean you can release their full cd on the internet...

---

Subject: Re: RenHawk Source  
Posted by [dr3w2](#) on Fri, 02 Jan 2009 05:29:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

genetix wrote on Thu, 01 January 2009 23:20halo2pac wrote on Thu, 01 January 2009 13:47Well it's been a while, and no one has said I'm not allowed to release it so I'm packing it up and posting it.

I can't wait! Oh, right it would be faster for me to go to the online demo, save the file and decompile it myself...

You posted as if your about to start some legendary task. Last time I checked it would take all of 2 minutes to post something. Even that would be "extra" time.

If you have more then the swf source have you considered actually getting a hold of anyone? Not everyone reads these forums. Just because you can't get on the phone with the manager of Kiss doesn't mean you can release their full cd on the internet...

LOL it amazes me how much your reply has made you look like a tool.

Just an FYI, the creator of renhawk hasn't been around for years, none of the bhs members have the source, and i messaged crimson about it and she didn't seem to care either way. But anyways, none of this changes the fact that you're being a tool.

Oh and PS, look @ his original post for the file.

---

---

Subject: Re: RenHawk Source

Posted by [genetix](#) on Fri, 02 Jan 2009 06:18:11 GMT

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

---

andr3w282 wrote on Thu, 01 January 2009 23:29genetix wrote on Thu, 01 January 2009 23:20halo2pac wrote on Thu, 01 January 2009 13:47Well it's been a while, and no one has said I'm not allowed to release it so I'm packing it up and posting it.

I can't wait! Oh, right it would be faster for me to go to the online demo, save the file and decompile it myself...

You posted as if your about to start some legendary task. Last time I checked it would take all of 2 minutes to post something. Even that would be "extra" time.

If you have more then the swf source have you considered actually getting a hold of anyone? Not everyone reads these forums. Just because you can't get on the phone with the manager of Kiss doesn't mean you can release their full cd on the internet...

LOL it amazes me how much your reply has made you look like a tool.

Just an FYI, the creator of renhawk hasn't been around for years, none of the bhs members have the source, and i messaged crimson about it and she didn't seem to care either way. But anyways, none of this changes the fact that you're being a tool.

Oh and PS, look @ his original post for the file.

I'm just enjoying this thats all. I'm seeing a bunch of n00bs that act like they've just solved the internet...

Every person that said they wanted the source has no clue what to do with it. Reminds me of the time when BC's bot was leaked and everyone tried to run it straight as is...

Your first reply represents your knowledge on the subject.

andr3w282 wrote on Tue, 30 December 2008 01:11If you actually "decomposed" it and have the working source that would be fucking awesome.

When you say source, you mean the "Compressor" right ? Or everything

I've had my fun. My points proven. The source he has is just the decompiled swf. Anyone remotely smart enough to make it work would have decompiled it on their own a long time ago.

---

Subject: Re: RenHawk Source

Posted by [dr3w2](#) on Fri, 02 Jan 2009 06:32:52 GMT

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

---

genetix wrote on Fri, 02 January 2009 00:18andr3w282 wrote on Thu, 01 January 2009 23:29genetix wrote on Thu, 01 January 2009 23:20halo2pac wrote on Thu, 01 January 2009 13:47Well it's been a while, and no one has said I'm not allowed to release it so I'm packing it up and posting it.

I can't wait! Oh, right it would be faster for me to go to the online demo, save the file and decompile it myself...

You posted as if your about to start some legendary task. Last time I checked it would take all of 2 minutes to post something. Even that would be "extra" time.

If you have more then the swf source have you considered actually getting a hold of anyone? Not everyone reads these forums. Just because you can't get on the phone with the manager of Kiss doesn't mean you can release their full cd on the internet...

LOL it amazes me how much your reply has made you look like a tool.

Just an FYI, the creator of renhawk hasn't been around for years, none of the bhs members have the source, and i messaged crimson about it and she didn't seem to care either way. But anyways, none of this changes the fact that you're being a tool.

Oh and PS, look @ his original post for the file.

I'm just enjoying this thats all. I'm seeing a bunch of n00bs that act like they've just solved the internet...

Every person that said they wanted the source has no clue what to do with it. Reminds me of the time when BC's bot was leaked and everyone tried to run it straight as is...

Your first reply represents your knowledge on the subject.

andr3w282 wrote on Tue, 30 December 2008 01:11If you actually "decomposed" it and have the working source that would be fucking awesome.

When you say source, you mean the "Compressor" right ? Or everything

I've had my fun. My points proven. The source he has is just the decompiled swf. Anyone remotely smart enough to make it work would have decompiled it on their own a long time ago.

Where did i say that i knew anything about flash or what would be done or needed to be done? I merely said it would be awesome if it was available in the hopes someone else could make use of



it/fix it up. You just seem to be targetting him with asshole-like responses for no apparent reason. You may have "proven your points" and yet its completely off topic of me calling you a tool. Tool.

---

---

Subject: Re: RenHawk Source  
Posted by [luv2pb](#) on Fri, 02 Jan 2009 09:51:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

2008 13:00MAybe Sir\_Kane ?

<http://www.youtube.com/watch?v=ucTGmYLI26g>

Because Crimson stole the BHS Source from him  
You're fucking retarded.  
I really couldn't have sumed that up an better.

---

---

Subject: Re: RenHawk Source  
Posted by [Crimson](#) on Fri, 02 Jan 2009 10:59:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BHS doesn't exist anymore. We disbanded when we created TT.

---

---

Subject: Re: RenHawk Source  
Posted by [jnz](#) on Fri, 02 Jan 2009 12:28:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The source code is publicly avaiable when the SWF is released, so no permission is needed. Just like BrenBot, CloudyServ etc...

It's not the original source, though, and worthless.

---

---

Subject: Re: RenHawk Source  
Posted by [halo2pac](#) on Fri, 02 Jan 2009 15:38:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My turn on the defensive, thank you.

genetix wrote on Thu, 01 January 2009 23:20

I can't wait! Oh, right it would be faster for me to go to the online demo, save the file and decompile it myself...

I do not see you taking the initiative to do anything related to the renhawk source, so if you were remotely smart you would have gotten off your fat ass and did something about it by now.

Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

---

---

Subject: Re: RenHawk Source  
Posted by [jnz](#) on Fri, 02 Jan 2009 16:22:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

halo2pac wrote on Fri, 02 January 2009 15:38

Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

RoShamBo wrote on Fri, 02 January 2009 12:28  
It's not the original source, though, and worthless.

---

---

Subject: Re: RenHawk Source  
Posted by [genetix](#) on Fri, 02 Jan 2009 19:21:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

RoShamBo wrote on Fri, 02 January 2009 10:22halo2pac wrote on Fri, 02 January 2009 15:38  
Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

RoShamBo wrote on Fri, 02 January 2009 12:28  
It's not the original source, though, and worthless.

Exactly my point. This is a waste of time.

Anyone smart enough to use the decompiled source would have done it themselves and used it privately! There's nothing else to it!

halo2pac wrote on Fri, 02 January 2009 09:38I do not see you taking the initiative to do anything related to the renhawk source, so if you were remotely smart you would have gotten off your fat ass and did something about it by now.

hmm... No I will not get off my skinny athletic ass because I work from home. I actually get paid to do work sitting on my laptop in bed. So no I will not get off my ass and stop working.

I wouldn't bother trying to "post the renhawk source" in the first place. I'm smart enough to recognize that there's no point. There people here who replied saying YES POST IT!!!! are a bunch of n00bs that expect you to present them with a working copy.

---

---

Subject: Re: RenHawk Source  
Posted by [jnz](#) on Fri, 02 Jan 2009 20:04:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

genetix wrote on Fri, 02 January 2009 19:21RoShamBo wrote on Fri, 02 January 2009 10:22halo2pac wrote on Fri, 02 January 2009 15:38  
Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

RoShamBo wrote on Fri, 02 January 2009 12:28  
It's not the original source, though, and worthless.

Exactly my point. This is a waste of time.

I was not agreeing with you. Your whole argument is quite silly, and your attitude stinks.

---

---

Subject: Re: RenHawk Source  
Posted by [genetix](#) on Fri, 02 Jan 2009 20:11:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

RoShamBo wrote on Fri, 02 January 2009 14:04genetix wrote on Fri, 02 January 2009 19:21RoShamBo wrote on Fri, 02 January 2009 10:22halo2pac wrote on Fri, 02 January 2009 15:38  
Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

RoShamBo wrote on Fri, 02 January 2009 12:28  
It's not the original source, though, and worthless.

Exactly my point. This is a waste of time.

I was not agreeing with you. Your whole argument is quite silly, and your attitude stinks.

You still help prove my point though. So thank-you.

---

Subject: Re: RenHawk Source

Posted by [dr3w2](#) on Fri, 02 Jan 2009 20:21:30 GMT

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

---

genetix wrote on Fri, 02 January 2009 14:11RoShamBo wrote on Fri, 02 January 2009 14:04genetix wrote on Fri, 02 January 2009 19:21RoShamBo wrote on Fri, 02 January 2009 10:22halo2pac wrote on Fri, 02 January 2009 15:38

Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

RoShamBo wrote on Fri, 02 January 2009 12:28

It's not the original source, though, and worthless.

Exactly my point. This is a waste of time.

I was not agreeing with you. Your whole argument is quite silly, and your attitude stinks.

You still help prove my point though. So thank-you.

lol So try and prove a point that your not a tool, your argument is not silly, and that your attitude does not stink then maybe you'll be in-tune to what were saying to you.

---

Subject: Re: RenHawk Source

Posted by [genetix](#) on Fri, 02 Jan 2009 20:29:15 GMT

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

---

andr3w282 wrote on Fri, 02 January 2009 14:21genetix wrote on Fri, 02 January 2009 14:11RoShamBo wrote on Fri, 02 January 2009 14:04genetix wrote on Fri, 02 January 2009 19:21RoShamBo wrote on Fri, 02 January 2009 10:22halo2pac wrote on Fri, 02 January 2009 15:38

Dan, when you decompile a swf you get a basic working copy. Not the original. I wish he would have left the source, but since he didn't this comes close. Its a nice substitute, and gives a good jist of what he did.

RoShamBo wrote on Fri, 02 January 2009 12:28

It's not the original source, though, and worthless.

Exactly my point. This is a waste of time.

I was not agreeing with you. Your whole argument is quite silly, and your attitude stinks.

You still help prove my point though. So thank-you.

lol So try and prove a point that your not a tool, your argument is not silly, and that your attitude does not stink then maybe you'll be in-tune to what were saying to you.

You can think whatever you want. Not to sound like a complete ass hole but by speaking your mind you have to assume I actually care.

I've read way to much worthless crap on this forum. I don't really care anymore.

---

---

Subject: Re: RenHawk Source  
Posted by [Ethenal](#) on Sat, 03 Jan 2009 00:44:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

gay

But seriously, shouldn't he deserve some credit for at least doing something?

---

---

Subject: Re: RenHawk Source  
Posted by [nikki6ixx](#) on Sat, 03 Jan 2009 18:41:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

genetix wrote on Fri, 02 January 2009 14:29

You can think whatever you want. Not to sound like a complete ass hole but by speaking your mind you have to assume I actually care.

I've read way to much worthless crap on this forum. I don't really care anymore.

You obviously do since you're still in here.

And who gives a shit, seriously? Why bother arguing about this; if the OP successfully

decomposes, decompiles, decompoops, whatever, the code, then we can all be happy happy, joy joy. If he doesn't do it properly, well then just say 'LOLTOLDUSO' and be done with it.

---

---

Subject: Re: RenHawk Source  
Posted by [halo2pac](#) on Sun, 04 Jan 2009 00:49:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nikki6ixx wrote on Sat, 03 January 2009 12:41 You obviously do since you're still in here.

And who gives a shit, seriously? Why bother arguing about this; if the OP successfully decomposes, decompiles, decompoops, whatever, the code, then we can all be happy happy, joy joy. If he doesn't do it properly, well then just say 'LOLTOLDUSO' and be done with it.

---

---

Subject: Re: RenHawk Source  
Posted by [genetix](#) on Sun, 04 Jan 2009 01:22:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nikki6ixx wrote on Sat, 03 January 2009 12:41 genetix wrote on Fri, 02 January 2009 14:29  
You can think whatever you want. Not to sound like a complete ass hole but by speaking your mind you have to assume I actually care.

I've read way to much worthless crap on this forum. I don't really care anymore.

You obviously do since you're still in here.

And who gives a shit, seriously? Why bother arguing about this; if the OP successfully decomposes, decompiles, decompoops, whatever, the code, then we can all be happy happy, joy joy. If he doesn't do it properly, well then just say 'LOLTOLDUSO' and be done with it.

I don't give a shit about what he has to say about me. I'm enjoying this post and thats why I'm still here.

---