
Subject: Launching and joining a Server w/o Direct Connect

Posted by [halo2pac](#) on Tue, 20 Apr 2010 16:39:25 GMT

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I know it is possible to direct connect with renegade with a command line.

It opens renegade, navigates past wol and then joins the specified IP.

Is it possible to open renegade by feeding it the server IP, my nickname, and my password.. and connect using WOL?

like: game.exe +join "127.0.0.1" +name "halo2pac" +wolpass "crapcrap"

and it will join the server Legitimately without Direct Connect's spoofing?

Subject: Re: Launching and joining a Server w/o Direct Connect

Posted by [Goztow](#) on Tue, 20 Apr 2010 17:05:57 GMT

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No, though we asked Tt about such a feature. However, one could connect to wol, then join on dc with the same name. But it would just make it seem asif he was on Wol.

Subject: Re: Launching and joining a Server w/o Direct Connect

Posted by [halo2pac](#) on Tue, 20 Apr 2010 21:15:13 GMT

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oh, in that case, Hup to it TT!

Also that would work very nicely... if I could get it to show pages ingame. I can but I really dont want to be messing with direct3d overlays right now.

Is there a Switch for Window Mode?

Subject: Re: Launching and joining a Server w/o Direct Connect

Posted by [Zion](#) on Tue, 20 Apr 2010 22:03:23 GMT

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halo2pac wrote on Tue, 20 April 2010 22:15Is there a Switch for Window Mode?

Yes, Registry if you know where you're looking, or the WWConfig.exe in the game folder.

Subject: Re: Launching and joining a Server w/o Direct Connect

Posted by [Goztow](#) on Wed, 21 Apr 2010 06:41:50 GMT

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The person won't receive pages in the game, as that doesn't work with dc (unless the paging player is also in the same game).

Subject: Re: Launching and joining a Server w/o Direct Connect
Posted by [halo2pac](#) on Thu, 22 Apr 2010 17:35:30 GMT
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Thanks for the help guys
