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Subject: fdstalk.dll information

Posted by [w1ley](#) on Sun, 25 Jan 2004 00:09:22 GMT

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Does anyone have any information on fdstalk.dll?

copyright info?

acceptable use?

technical documents?

wrappers?

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Subject: fdstalk.dll information

Posted by [zunnie](#) on Sun, 25 Jan 2004 03:51:07 GMT

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Your posting on the wrong forum for that, goto the renevo forums and ask there, its Dante (Blaze Regulator) thats connected with that file.

<http://www.renevo.com/forum/>

[zunnie]

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Subject: fdstalk.dll information

Posted by [w1ley](#) on Sun, 25 Jan 2004 15:11:56 GMT

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---

zunnieYour posting on the wrong forum for that, goto the renevo forums and ask there, its Dante (Blaze Regulator) thats connected with that file.

<http://www.renevo.com/forum/>

[zunnie]

whatever,

points moot.

i will just use expect. If i had to guess, the problem the br.net and the 24 hour flush is proolly related to fdstalk anyway. If not, why doesnt brenbot use it?

anyway, no biggy, I would rather do it myself and know whats going on.

thanks anyway

---

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Subject: fdstalk.dll information

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Posted by [mac](#) on Sun, 25 Jan 2004 15:34:58 GMT

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fdstalk.dll provides an interface to renrem.

brenbot & br.net 1.45 (new version) connect to the fds using a native renrem implementation, fdstalk.dll is no longer being used.

I am not sure if you can get specifications of the renrem protocol. You would have to ask Blazer.

---

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Sun, 25 Jan 2004 15:54:25 GMT

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---

macfdstalk.dll provides an interface to renrem.

brenbot & br.net 1.45 (new version) connect to the fds using a native renrem implementation, fdstalk.dll is no longer being used.

I am not sure if you can get specifications of the renrem protocol. You would have to ask Blazer.

now that on the other hand was actual useful information.

thank you very much.

---

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Subject: fdstalk.dll information

Posted by [Alkaline](#) on Sun, 25 Jan 2004 17:50:54 GMT

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mac, any chance this native implementation will become open source?

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Subject: fdstalk.dll information

Posted by [snipesimo](#) on Sun, 25 Jan 2004 18:35:07 GMT

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FDStalk is not related to the restart problem.

---

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Subject: fdstalk.dll information

Posted by [Alkaline](#) on Tue, 27 Jan 2004 07:24:14 GMT

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---

Who said anything about the restart program? Did you even bother to read the post?

---

---

Subject: fdstalk.dll information

Posted by [snipesimo](#) on Tue, 27 Jan 2004 12:24:05 GMT

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---

shut the fuck up your pissing me off. Learn to read, I wrote problem you wrote program. Also w1ley posted about it, look up :rolleyes:

---

Subject: fdstalk.dll information

Posted by [Dante](#) on Tue, 27 Jan 2004 16:27:21 GMT

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w1leyzunnieYour posting on the wrong forum for that, goto the renevo forums and ask there, its Dante (Blaze Regulator) thats connected with that file.

<http://www.renevo.com/forum/>

[zunnie]

whatever,  
points moot.

i will just use expect. If i had to guess, the problem the br.net and the 24 hour flush is proly related to fdstalk anyway. If not, why doesnt brenbot use it?

anyway, no biggy, I would rather do it myself and know whats going on.

thanks anyway

---

Subject: fdstalk.dll information

Posted by [Blazer](#) on Wed, 28 Jan 2004 04:19:25 GMT

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---

brenbot used to use winrem.exe, but launching an external application via usual system() commands opens up exploits utilizing characters that are special to the windows DOS. Now that we are using native code, this exploit is gone, as well as server communications being more efficient.

---

Subject: fdstalk.dll information

Posted by [gibberish](#) on Wed, 28 Jan 2004 18:13:34 GMT

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---

Where did you get said "Native code" from ?

Thanks  
Gib

---

Subject: fdstalk.dll information  
Posted by [w1ley](#) on Thu, 29 Jan 2004 14:52:41 GMT  
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---

Blazerbrenbot used to use winrem.exe, but launching an external application via usual system() commands opens up exploits utilizing characters that are special to the windows DOS. Now that we are using native code, this exploit is gone, as well as server communications being more efficient.

If you have any info on the native protocol that renrem uses that would be super cool.

---

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Subject: fdstalk.dll information  
Posted by [gibberish](#) on Thu, 29 Jan 2004 17:18:46 GMT  
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Ren Rem Cipher implemented in Java

-

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Subject: fdstalk.dll information  
Posted by [Sir Kane](#) on Thu, 18 Mar 2004 09:55:57 GMT  
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---

Uhh, who the fuck released the fdstalk.c/fdstalk.h files?

---

---

Subject: fdstalk.dll information  
Posted by [w1ley](#) on Thu, 18 Mar 2004 11:51:05 GMT  
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Dont know,  
but I sure would like to know where I can get them.....

---

---

Subject: fdstalk.dll information  
Posted by [Sir Kane](#) on Thu, 18 Mar 2004 15:49:25 GMT  
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And I sure don't want them to be publically accessible.

---

---

Subject: fdstalk.dll information

---

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 16:02:27 GMT

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---

Now that I know that some n00b leaked the code you better remove it from your PC, gibberish.

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Thu, 18 Mar 2004 16:06:38 GMT

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---

Silent KaneAnd I sure don't want them to be publically accessable.

why is that?

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 16:11:56 GMT

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Read above.

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Thu, 18 Mar 2004 16:59:04 GMT

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---

Silent KaneRead above.

uhm,

yeah.

i did read above. can you just assume i am stoopid and tell me?

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 18:05:43 GMT

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---

The code never was supposed to be "released"

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Thu, 18 Mar 2004 18:14:26 GMT

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Silent KaneThe code never was supposed to be "released"

---

ok,

I understand that. but we are all adults. I have no desire to recreate something that already exists. What motivation could you possibly have to keep it yourself? How does it hurt you to allow others to use your working code?

---

---

Subject: fdstalk.dll information

Posted by [gibberish](#) on Thu, 18 Mar 2004 19:32:20 GMT

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---

w1leyHow does it hurt you to allow others to use your working code?

It not Silent Kane's, code it was written solely by me.  
I hereby put the following code into the Public domain.  
Feel free to use it however you choose.

-

---

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 20:52:23 GMT

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---

You damn sure wrote that without looking at the C++ code.

---

---

Subject: fdstalk.dll information

Posted by [snipesimo](#) on Thu, 18 Mar 2004 20:53:41 GMT

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---

I am not aware that fdstalk.dll was ever solely owned by Silent Kane, I thought jonwil made it

---

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 20:54:32 GMT

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We are talking about fdstalk.c/.h here, which was made by Scorpio9a and me.

---

---

Subject: fdstalk.dll information

Posted by [snipesimo](#) on Thu, 18 Mar 2004 20:55:53 GMT

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---

Ah, thanks for clearing that up for me.

---

---

Subject: fdstalk.dll information

Posted by [gibberish](#) on Thu, 18 Mar 2004 21:38:41 GMT

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---

Silent KaneWe are talking about fdstalk.c/.h here, which was made by Scorpio9a and me.

No we are not we are talking about the code I wrote for my regulator (regulator1) written in Java which was solely my work.

BTW Kane do you work for SCO Unix by any chance?

PS Anyone who wants the code PM me, with an email address and Ill send it to you. I can't post it here as it keeps being deleted.

Alternatively look on some other forums Ill post it later today.

---

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 21:44:46 GMT

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---

How did you crack the encryption then?

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---

Subject: fdstalk.dll information

Posted by [gibberish](#) on Thu, 18 Mar 2004 21:47:29 GMT

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---

Silent KaneHow did you crack the encryption then?

~ 40 Hours of hard work.

How did you crack it?

---

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Thu, 18 Mar 2004 21:48:32 GMT

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---

2 hours of work?

By the way gibberish, do you work for Microsoft by any chance?

---

---

Subject: fdstalk.dll information  
Posted by [gibberish](#) on Thu, 18 Mar 2004 21:54:01 GMT  
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---

Silent Kane2 hours of work?

You disassembled RenRem then?

Silent KaneBy the way gibberish, do you work for Microsoft by any chance?  
No and I don't understand the reference, care to elaborate?

Now we have the settled can I post my code here or is it just going to be deleted again?

---

---

Subject: fdstalk.dll information  
Posted by [Sir Kane](#) on Thu, 18 Mar 2004 22:00:12 GMT  
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---

gibberishSilent Kane2 hours of work?

You disassembled RenRem then?

No, I flushed a piece of paper down the toilet and it returned a few days later with the code written on it.

gibberishSilent KaneBy the way gibberish, do you work for Microsoft by any chance?  
No and I don't understand the reference, care to elaborate?

!--> gibberishBTW Kane do you work for SCO Unix by any chance?

gibberishNow we have the settled can I post my code here or is it just going to be deleted again?

I didn't remove it, so don't ask me.

---

---

Subject: fdstalk.dll information  
Posted by [gibberish](#) on Thu, 18 Mar 2004 22:27:59 GMT  
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---

Silent Kane

No, I flushed a piece of paper down the toilet and it returned a few days later with the code written on it.

Whatever method works for you.



I am afraid I am not an assembly language programmer so I had to sit down with RenRem and actually crack the encryption without any code, which is why it took me so long.

gibberishBTW Kane do you work for SCO Unix by any chance?

Allegedly, SCO took credit for code which they didn't solely own, then claimed similar code written by a third party which was placed into the public domain actually belonged to them.

Silent KaneBy the way gibberish, do you work for Microsoft by any chance?

Ok, so please explain your reference.

---

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Thu, 18 Mar 2004 22:50:39 GMT

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---

Silent KaneYou damn sure wrote that without looking at the C++ code.

I dont understand why you are so vehement about this?  
did your mother never teach you to share your toys?  
whats the big deal?

---

---

Subject: fdstalk.dll information

Posted by [Scorpio9a](#) on Thu, 18 Mar 2004 22:57:30 GMT

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---

w1leySilent KaneYou damn sure wrote that without looking at the C++ code.

I dont understand why you are so vehement about this?  
did your mother never teach you to share your toys?  
whats the big deal?

Great comparison there bud, why aren't you saying that to EA...? hmmm yeah that would help!

We have our reasons to keep this code in a closed circle.

---

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Thu, 18 Mar 2004 23:01:50 GMT

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---

I have said that to EA.

So because EA is being silly you should follow?  
Do you think that you can get rich off of this DLL? Probably not going to happen. Why not make it

open source?

Hey, you gotta do what you gotta do, no doubt. I am not faulting you, do what you think is right. I am just curious, what is your motivation for being greedy about his? There is no money to be made on this, so what other motivation is there? Do you want credit for a job well done? CopyLeft it. Hell, I would be more than happy to give you credit for your work. I dont want to STEAL your work, I want to USE it. Which means give credit where credit is due.

---

---

Subject: fdstalk.dll information  
Posted by [Scorpio9a](#) on Thu, 18 Mar 2004 23:02:40 GMT  
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---

gibberishSilent Kane

No, I flushed a piece of paper down the toilet and it returned a few days later with the code written on it.

Whatever method works for you.

I am afraid I am not an assembly language programmer so I had to sit down with RenRem and actually crack the encryption without any code, which is why it took me so long.

gibberishBTW Kane do you work for SCO Unix by any chance?

Allegedly, SCO took credit for code which they didn't solely own, then claimed similar code written by a third party which was placed into the public domain actually belonged to them.

Silent KaneBy the way gibberish, do you work for Microsoft by any chance?

Ok, so please explain your reference.

Then tell me in pm or by e-mail how you did find out exactly, my reason for this i ask, is that some variable naming's, and code stuff looks like fdstalk.c parts.

And the fact of isValid explains a bit that you have no clue what exactly some stuff is for.

You can contact me at [Scorpio9a@n00bstories.com](mailto:Scorpio9a@n00bstories.com) to have a more detailed talk and why you shouldn't give it out.

---

---

Subject: fdstalk.dll information  
Posted by [Scorpio9a](#) on Thu, 18 Mar 2004 23:04:49 GMT  
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---

w1leyl have said that to EA.

So because EA is being silly you should follow?

Do you think that you can get rich off of this DLL? Probably not going to happen. Why not make it open source?

Hey, you gotta do what you gotta do, no doubt. I am not faulting you, do what you think is right. I am just curious, what is your motivation for being greedy about his? There is no money to be made on this, so what other motivation is there? Do you want credit for a job well done? CopyLeft it. Hell, I would be more than happy to give you credit for your work. I dont want to STEAL your work, I want to USE it. Which means give credit where credit is due.

I aint asking for money, i don't even ask money for any of hte things i did for the ren community, so kindly stfu about that.

I don't mind getting credit, thats what we want for something we did, but gibberish aint saying that, this isn't about you.

---

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Fri, 19 Mar 2004 08:54:00 GMT

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---

w1leySilent KaneYou damn sure wrote that without looking at the C++ code.

I dont understand why you are so vehement about this?  
did your mother never teach you to share your toys?  
whats the big deal?

---

---

Subject: fdstalk.dll information

Posted by [Crimson](#) on Fri, 19 Mar 2004 09:14:35 GMT

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---

Well, all I can contribute to this is that when we approached Steve Tall formerly of Westwood, for the specs, he turned us down. This protocol makes it mind-numbingly easy for someone to cause damage to a server, even if it's not their's. Literally everyone who's played with this code has crashed their own server with it.

Unfortunately, to my knowledge, someone was given this code in confidence and instead they gave it out to anyone who wanted it, foolishly not understanding the ramifications.

I don't care about credit. I don't care about money, but I really believe that Westwood programmer sought to keep these specs secret for a reason, and as the Official forums for the game, I do not feel that these specs should be posted here.

---

---

Subject: fdstalk.dll information

Posted by [w1ley](#) on Fri, 19 Mar 2004 11:44:45 GMT

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---

CrimsonWell, all I can contribute to this is that when we approached Steve Tall formerly of Westwood, for the specs, he turned us down. This protocol makes it mind-numbingly easy for someone to cause damage to a server, even if it's not their's. Literally everyone who's played with this code has crashed their own server with it.

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I don't care about credit. I don't care about money, but I really believe that Westwood programmer sought to keep these specs secret for a reason, and as the Official forums for the game, I do not feel that these specs should be posted here.

ahhh,

THAT makes sense. Sorry for stirring the pot. I did not realize the potential for script kiddies to act like jackass's and crash servers.

My apologies.

---

Subject: fdstalk.dll information

Posted by [gibberish](#) on Fri, 19 Mar 2004 17:04:32 GMT

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---

CrimsonI don't care about credit. I don't care about money, but I really believe that Westwood programmer sought to keep these specs secret for a reason, and as the Official forums for the game, I do not feel that these specs should be posted here.

I have to admit that there is one good reason to keep these specs private but no one on your team has given me that reason.

A hacker who knows what they are doing can use these specs in order to get the RenRem admin password.

CrimsonLiterally everyone who's played with this code has crashed their own server with it.

I am sorry but I haven't been able to duplicate this.

CrimsonUnfortunately, to my knowledge, someone was given this code in confidence and instead they gave it out to anyone who wanted it, foolishly not understanding the ramifications.

If you are talking about me you cannot possibly "know" this since I never received your code.

I also consider it extremely arrogant of your team to assume that only your team could possibly

crack the encryption.

I cracked it by simply looking at the output of RenRem, your team disassembled RenRem anyone with enough time on their hands could take either method and have the specs too.

However these forums belong to you and I will respect your wishes and will not be giving out my code on this forum any longer.

---

---

Subject: fdstalk.dll information

Posted by [Sir Kane](#) on Fri, 19 Mar 2004 18:44:42 GMT

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---

The work Scorpio9a and I did for cracking the encryption have nothing to do, so we are not on Crimsons team related to that.

And there are several reasons for thinking that your code is based on our code, but Scorpio9a can explain these better so I'm not going into this.

---