Subject: How Renrem Communicates with the FDS Server
Posted by Chrono945 on Tue, 09 Mar 2004 19:30:50 GMT
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could anybody at all like blazer or dante or anybody who knows how, tell me how the renrem
communicates with the fds??? like player_info,
i know how to do it i just dont know how it works!
ive been trying for AGES and AGES to find out (i know alot of vb and my m8 is good at c++, we
want to make summat that communicates with it)
any help at all plz send an email to pcjohn@talk21.com
although im not really expecting any help, some would be nice
thnx
 :twisted: :twisted: :twisted: :twisted: :twisted: :twisted:

Subject: How Renrem Communicates with the FDS Server
Posted by snipesimo on Tue, 09 Mar 2004 20:11:25 GMT
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Subject: How Renrem Communicates with the FDS Server
Posted by Chrono945 on Tue, 09 Mar 2004 21:08:01 GMT
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omfg lol my m8 aint as good as he says he is, tell what typa code it is plz and ill get right on it,
looks lkike a decrypter to me, even though i dont do wotever coe it is

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Subject: How Renrem Communicates with the FDS Server
Posted by Jason8765 on Tue, 09 Mar 2004 21:26:53 GMT
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its C#....and messy lol

Subject: How Renrem Communicates with the FDS Server
Posted by gibberish on Tue, 09 Mar 2004 22:08:55 GMT
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Jason8765its C#....and messy lol

Its Java, and if you are able to crack an encryption similar to RenRem's without any spec's, and
without decompiling the original program, you might be in a position to criticize the quality of the
code.

Even then I think it is more than a little rude to criticize someone when they give you something for free.

Subject: How Renrem Communicates with the FDS Server
Posted by Jason8765 on Tue, 09 Mar 2004 23:03:53 GMT
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gibberishJason8765its C#....and messy lol

Its Java, and if you are able to crack an encryption similar to RenRem's without any spec's, and without decompiling the original program, you might be in a position to criticize the quality of the code.

Even then I think it is more than a little rude to criticize someone when they give you something for free.

it wasnt given to me and i wasnt criticizing, note the wink ()
i beleive its called joking or been sarcastic
and lol it looked a bit like c#, anyways lol u were right silly me lol

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Subject: How Renrem Communicates with the FDS Server
Posted by Chrono945 on Wed, 10 Mar 2004 07:43:08 GMT
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THNX thnx thnx thnx lol this is helping us a TONNE. Nice encryption LOL.
i wouldve never thought that it was java! :twisted:
LOL very very rude jason, even i knew not to be rude !!!!

Subject: How Renrem Communicates with the FDS Server
Posted by Chrono945 on Wed, 10 Mar 2004 19:21:06 GMT
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hmmmmm we have managed to do stuff with renrem, but for some reason it doesnt work for the FDS??
o well we will probably be able to find out

Subject: Porting the Java
Posted by SwissNic on Fri, 19 Mar 2004 08:19:46 GMT
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Hi,

I have been trying to port the Java Encrypt/Decrypt code to VB.Net, but as I dont know Java from Prolog - its a bit fun!

Most of it is readable, but I am lost on a couple of lines of syntax:

result[4] = (byte) (reply ? 1 : 0)

What does the Reply boolean do in the En/Decrypt functions? I know I'm probably really stupid, but HELP!!!!

))))

Cheers,

SwissNic.

Subject: Re: Porting the Java
Posted by gibberish on Fri, 19 Mar 2004 17:45:54 GMT
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Dante, has just release his VB.net source code to access FDSTalk.dll
It will probably save you some time if you use that.