
Subject: RenRem32.Net Released With Sourcecode

Posted by [Dante](#) on Fri, 19 Mar 2004 17:26:38 GMT

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Hey guys, cleaning out my computer, figured instead of deleting this, i would release it open source so people could figure out how to use FDSTalk.dll finally.

Here is teh readme.

This is a fully functional release of RenRem32 .Net. This is not to be confused with DJLapTop's release of RenRem32, this is a completely original port of that application to .Net.

Many thanks to Steve Tall, without him, remote admin would have been a bitch. Scorpio9a, jonwil, SilenKane, djlaptop, n00bs and the pitts.

Full source code included in VB.Net, compiled version is ready to run (./bin/RenRem32 .Net.exe).

Any problems, see the forum.

Distrobution information:

Please include in your readme my website (<http://www.renevo.com>) and my email (dante@renevo.com) if you release this in any edited form.

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Subject: RenRem32.Net Released With Sourcecode

Posted by [snipesimo](#) on Fri, 19 Mar 2004 20:25:00 GMT

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Great work Dante, another great contribution to the Renegade Community!

Subject: RenRem32.Net Released With Sourcecode

Posted by [Majiin Vegeta](#) on Fri, 19 Mar 2004 23:41:58 GMT

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Thnx

just wish i knew what to do with it

Subject: RenRem32.Net Released With Sourcecode
Posted by [\[A-I\]NastyDead](#) on Sat, 20 Mar 2004 02:16:08 GMT
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cool.....what is it? a thing that allows u to talk in-game?

Subject: RenRem32.Net Released With Sourcecode
Posted by [Majiin Vegeta](#) on Sat, 20 Mar 2004 18:53:41 GMT
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[A-INastyDead]cool.....what is it? a thing that allows u to talk in-game?

He is funneh!

its a remote admin tool.. when you complie it or something..
it alows you to control the server basically from another computer connected to the internet if you
have the right pass ip and port number
only has limited functions you cant change what maps are playing etc.

Subject: RenRem32.Net Released With Sourcecode
Posted by [SS217](#) on Thu, 25 Mar 2004 20:47:00 GMT
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