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Subject: Re: Renegade FDS Running on Linux - on XWIS/WOL!!!

Posted by =HT=T-Bird on Wed, 08 Mar 2006 12:58:56 GMT

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jonwil wrote on Tue, 07 March 2006 22:06I believe that the RenGuard SSC is not open source because we dont want to give out secrets of RenGuard protocol (crimson/blazer, correct me if I am wrong here).

Also, in the future, I have plans to make this even better.

There is actually a fair chunk of the game-side parts of WOL left in the LFDS (it looks like codewench just disabled the bare mininum required in order to get the LFDS to work and not try to talk to WOL or whatever) which means I can (through the existing game-patching methods I have) put back the game-side bits and then have a linux clone of wolapi.dll that provides all the bits that the FDS needs to work and have the LFDS talk to that.

The advantage with this is that it will be much closer to the way the WFDS works (including setting the game type to "WOL" and having it work)

Although right now, the goal is to get it working.

Actually, there are a few "pinholes" in the SSC protocol that should be cleaned up as part of the RG2 backend work afaik.

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