Subject: Re: game.exe input parameters
Posted by reborn on Fri, 22 Dec 2006 15:13:33 GMT

@darksnipa

No it doesn't need to be "rebuilt", and with a client scripts.dll modification it could work. But Game.exe does accept some input parameters like "+connect" or "+netplayername", this is how renegadeIP was made. I would much prefer this method for the purposes of what I am doing.

@Jerad2142

Thanks for that, however I am talking about connecting directly to the server. I wish to tell the game.exe when it is launched to set the bandwidth then.