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Subject: Re: looking for info on renegade netcode

Posted by [Yrr](#) on Wed, 18 Apr 2007 19:03:51 GMT

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Cat998 wrote on Tue, 17 April 2007 16:20I would recommend you to talk with Neku (alias TimeFX) about the renegade netcode. He has already reverse engineered many things in Renegade, and he has a pretty good knowledge in those things.

In the past his mod was using a second socket for the additional data he needs for his mod to let the server communicate with the client, but I think in his latest build he has changed that to use the renegade netcode for exchanging things with the clients.

Using the default net code for my mod was the first try, but standard Renegade crashes very easily with netcode it doesn't know, so I used an own socket. This wasn't that good too and I made my mod using the standard Renegade socket in another way: Users with my mod will catch own netcode, users without the mod will ignore the packets. The default net code is way too bad and insecure to use it...

Silent Kane wrote on Tue, 17 April 2007 20:28You breaking enough stuff with your current shit, no need to touch netcode.

Yes, we let hundreds of bugs, cheats and exploits open because we could cause some new...

Proud of your Renegade bot? I have one too, the netcode is not that difficult.

@bluethen:

NO-ONE should release ANYTHING about the netcode. It's so damn bugged and insecure that you'll no longer have fun playing Renegade when cheaters/exploiters know the code.

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