
Subject: Rene-Buddy Public Beta Release!
Posted by [halo2pac](#) on Tue, 27 Oct 2009 15:42:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rene-Buddy
(Renegade Buddy)

Development On hold till the WOL Protocol stop changing. (probably after the release of scripts 4.0)

A XWIS instant messenger for C&C Renegade developed by halo2pac.

Allows you to talk to Renegade players and maintain a list of buddies without the need for the game its self.

A few features added with this program include and are not limited to:

- Smooth streamline user interaction.
- Enhanced buddy tracking.
- Buddy list size enlargement.
- Enhanced stats for the server your buddy is playing in. (Coming soon)
- Buddy status alerts. (logoff, logon, join)
- Nickname registering/deleting. (coming soon)
- Easier user blocking.
- Server Listings.
- Password Resetting
- Join buddy in game from Rene-Buddy. (coming soon)

Screen Shots:
Toggle Spoiler

.
.
.

I have worked long and hard on this project in my spare time. Please give credit where credit is due.

Main support and website for Rene-Buddy: <http://www.halo2pac.co.nr/renebuddy/>

If you download the beta on my website or receive it in any other way...

You agree to the:

Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 United States License for it.

Thanks to all the internal beta testers!

Dog02

Yuri32

Omar007

Snazy2000

DeathC200

You were a great help!

Download:

<http://www.halo2pac.co.nr/renebuddy/download/>

Clarification:

Any user logged in with Rene-Buddy will appear as an idle Renegade Player in the Xwis-Renegade lobby.

Also Rene-Buddy has been approved by Dave Anderson from DCOM Productions
Dave Anderson wrote on Wed, 28 October 2009 10:42 This program is safe. I have personally went through each source file and checked the source for malicious code. There is none. If you don't feel you trust this program, there's no hard feelings; just don't use it. However, if you like the features it has to provide, then that's great too.

Thanks Dave <3

And

Dante

Dante wrote on Sat, 03 April 2010 17:05 Just went through the code myself, looks safe.

(Thanks for the sticky Gozy <3)

File Attachments

1) [ReneBuddy_Red-165_190.png](#), downloaded 1473 times



2) [main.gif](#), downloaded 1330 times



3) [chat.gif](#), downloaded 1309 times



4) [gamelistings.gif](#), downloaded 1312 times

Host Name	Server Name	Players	Map Name	GamePlay Pending
#A00	Jelly-Server.com [AOW]	10/40	O&C_Field.mix	False
#A000	Jelly-Server.com [Marathon]	31/50	O&C_Hourglass.mi	False
#A0000	Jelly-Server.com [Mini-AOW]	0/20	O&C_Complex.mix	False
#A00000	n0obless.com all out war	5/28	O&C_Hourglass.mi	False
#a000000	BlackIntel custom AOW	0/24	O&C_Complex.mix	True
#a0000000	n0obstories.com AOW/CCM	28/54	O&C_Islands.mix	False
#a00000002	! Exodus AOW Server	0/40	O&C_Mesa.mix	False
#a00000004	TsuGaming.com :: Nazi Zombies	1/51	M02.mix	False

5) [buddysignin.gif](#), downloaded 1307 times

