
Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Sun, 28 Nov 2010 18:37:45 GMT

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Reaver11 wrote on Sun, 28 November 2010 19:31 EvilWhiteDragon wrote on Sun, 07 November 2010 10:01 the one where you can crash a server with a particular UDP packet.

I believe there was a quite easy way to fix it. All it involved was a hexedit on your serverfds...

Found and written by BlackIntel. Hmm, wait, where am I one of the founders off? Oh yeah, BlackIntel....

That one was fixed ages ago, true. However our "dear" 0x90 found another more advanced exploit.

Also, I know that choosing the right things to fix was not the problem. One of the problems is simply time and skilled coders. Not everyone can do everything and not everyone has shit loads of time.

Besides this, some new functions or reversed engineered bug fixes/changes sometimes contain errors, which then appear on the most random places. This simply because the Renegade code is shitty. I'm sure StealthEye can give an example of the weird functions in Renegade.
