Subject: Re: In Game Web Browser

Posted by EvilWhiteDragon on Sun, 28 Nov 2010 21:52:11 GMT

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Reaver11 wrote on Sun, 28 November 2010 20:14EvilWhiteDragon wrote on Sun, 28 November 2010 18:37

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.

There's no need for beeing sarcastic in any way.

http://aluigi.altervista.org/patches.htm#bugfix Look for Renegade fix.

He even shows you what bits to change.

It might be the same fix or maybe a different fix.

I really don't care since this is not the most important deal of this thread.

Also your "dear" friend 0x90 will always find holes thats what he does.

You can't fix everything and also don't use this as a reason TT is late.

Since I doubt this is the reason TT takes so long.

In three years nothing serious released usually means either the project is dead or disorganised or bad PR.

I'm not saying this is the case for TT.

What it does imply is that to the common Renegades TT's status is unknown.

I see you're listing too much to Spoony.

On TT: there have certainly been errors in PR, as well as errors in the project management. Besides this there's also the issue called "time". Reverse engineering a lot of code takes a lot of time. It also takes a lot of skill and allows for a lot of errors to pop up. WW-code contains a lot of weird fixes that you with just RE'ing won't see directly.

Things that also do not help are people that randomly disappear or lose interest in coding. Yes you can blame TT for that, but don't forget that this is all happening for free. Hell, even the community isn't as supportive as you might like.

0x90 once said that he choose to make cheats because he finds that a lot more rewarding. The community doesn't demand releases yesterday, no they're happy that something is released. A lot of the posts in this forum sometimes makes me wonder if he is right.