
Subject: Re: How to get TT working under Wine (Linux)

Posted by [Veyrdite](#) on Sun, 06 Jan 2013 01:42:58 GMT

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I have succeeded in getting Renegade with TT working online inside a VM (thank you Virtualbox 3D forwarding!), ruling out hardware issues of my main box.

EvilWhiteDragon wrote on Sun, 06 January 2013 00:54 Gamelistings are not affected by anti-cheat methods.

Thanks EvilWhiteDragon

StealthEye wrote on Sun, 06 January 2013 02:31 You'd best sniff the XWIS connection (I believe c.xwis.net, the ports used are somewhere between 4000 and 4020, it's a TCP ASCII stream). Perhaps it shows you the issue, otherwise send the log to me (mask out the serial if you want).

I'm doing so now. There seem to be a lot of traffic differences between my VM install and my Wine one, including a massive lack of pings to gamelist servers in the latter. I have not ventured too deep into the traffic just yet because I want to repeat the process a few times and try it with a clean install in both situations.

Regards, William
