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Subject: Re: RxD 4.0

Posted by [ViPeaX](#) on Sun, 20 Jan 2013 19:31:35 GMT

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Wasn't questioning that, but with DJ's PM it makes sense, it was pretty much based on that event

I can answer the question for you though, or based on assumptions at least as I haven't spoken with Blacky for a year or so. The demo pretty much came with an executable that should be considered beta (it was lacking functions still that the full version did have included, quite important ones even). The same was the case for the server, which didn't even have any (logging) output. The RxD 'installation' came with what was in theory a no-CD crack. I'm pretty sure that if anybody cared they would have gotten EA games far enough to send a C&D letter regarding the shutdown of the project. This never actually occurred too. The RxD launcher would decide upon joining if the server was an RxD server (run the full-v exe) or a normal demo server (run the default demo exe) and then start it with the right parameters (+connect XXX.XXX.XXX +netplayername XXXX IIRC).

Going by the fact that Blacky is using Scripts 4.0 (and that the auto-updater doesn't download exe's), I'd assume you can just join the server now and get all the required files to play by default.

So yes, BRenBot is an option as you now run it as full version server. Even back in the days it was a modification of BRenBot which abused the gamespy protocol to make the server show in the demo lobby. In reality it was also actually somewhere in the full version list, with the side-effect that it would return a version error if you tried to hop in from there.

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Reminds me of spamming up the server list with hundreds of fake servers.

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