
Subject: Releaseing Old, Unfinished Projects
Posted by [Nightma12](#) on Sun, 05 Feb 2006 16:53:50 GMT
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Basically my social life is starting to get more n more demanding (g/fs, etc) n im getting less + less time to play Renegade + work on projects for Ren

dont get me wrong here, im not leaving! im just releaseing some of my old projects that i started a long long time ago and i never finished + released

these projects are NOT intended to be downloaded + run straight away and they ALL need alot of work to be done on them before they are finished, these need to be downloaded + finished THEN released by someone else

you can do whatever you want with this code as LONG as credit is given to the original creator (me) in the readme/on the program

i will STILL be continueing to work on NightRegulator (which is why i havnt released the source code) but will not be touching these projects

RenGuard SSC -- 5% Complete -- wasnt given permission to release, guess itll have to collect dust on my hard drive, lol

RPB -- RenegadeIP Blocker -- 90% Complete -- Need To Add the 5 minute IPsec bans for IP address's that join under hostnames (eg, a000000j) -- Also need to debug the WOL locate + kick if not logged into WOL bit -- Also need to scan ALL users ingame to see if they are logged into WOL when RPB first starts

http://www.aohost.co.uk/old_shit/RPB.zip

FDSTalk.exe -- 100% Complete -- Old Project of mine released a long long time ago

<http://aohost.co.uk/FDSTalk.php>

Source Code: http://aohost.co.uk/old_shit/FDSTalk.zip

C&C_River_Magic.mix -- 45% Complete -- My First Map!

http://aohost.co.uk/old_shit/C&C_River_Magic.zip

C&C_Unnamed.mix -- 70% Complete -- Unfinished, Unnamed

http://aohost.co.uk/old_shit/Unnamed.zip

C&C_Walls_Reloaded.mix -- 100% Complete

<http://www.renmaps.com/index.php?action=file&id=108>

Mod Folder: http://www.aohost.co.uk/old_shit/C&C_Walls_Reloaded.zip

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Aircraftkiller](#) on Sun, 05 Feb 2006 16:57:59 GMT
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Uhh.. What use is this to anyone, considering half of it is crap and the other half is a ripoff of things like FDSTalk from Steve Tall?

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Nightma12](#) on Sun, 05 Feb 2006 17:05:01 GMT
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its not a rip off

FDSTalk.exe USES FDSTalk.dll

in a sence its pretty much like winrem, without the user having to run the config program

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Kanezor](#) on Sun, 05 Feb 2006 17:40:49 GMT
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Aircraftkiller wrote on Sun, 05 February 2006 10:57Uhh.. What use is this to anyone, considering half of it is crap and the other half is a ripoff of things like FDSTalk from Steve Tall?
Six years ago I started writing a chatroom moderation bot for Battle.net. A year ago, I dropped support for it and released its source code. Today, when people ask me to work on it, I tell them to download the source code and work on it themselves. What use is this to anyone? Well, as a matter of fact, none if they don't download it. If they do download it, they might learn a programming language and perhaps write their own stuff. That to me is worth the few minutes I took to upload the source code. That to me is worth the few seconds I take to tell someone to just

download the source code and do it themselves, every time someone asks me to work on it. I myself started out that exact same way. I don't see why Nightma12 can't do the same.

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [PackHunter](#) on Sun, 05 Feb 2006 18:24:11 GMT
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Aircraftkiller wrote on Sun, 05 February 2006 11:57Uhh.. What use is this to anyone, considering half of it is crap and the other half is a ripoff of things like FDSTalk from Steve Tall?

Uhh.. What use is your bitching to anyone, half of it is crap and the other half is too?

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [AmunRa](#) on Sun, 05 Feb 2006 22:02:40 GMT
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aircraftkiller, you are undoubtedly one of the biggest ASSHOLES i have ever met, do us all a favor and go straight to hell

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Crimson](#) on Mon, 06 Feb 2006 01:46:27 GMT
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You do not have permission to release RenGuard SSC source code. (No one does)

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [dead6re](#) on Mon, 06 Feb 2006 13:05:08 GMT
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Crimson wrote on Sun, 05 February 2006 20:46You do not have permission to release RenGuard SSC source code. (No one does)

If I remeber the problems he had with it, he couldn't even get the ip's of the RenGuard servers. I managed to figure that out after long talks to mac.

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Crimson](#) on Mon, 06 Feb 2006 16:37:45 GMT
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Either way, the protocol is available to people who have a need for it, but it is not to be released into the public domain.

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Nightma12](#) on Mon, 06 Feb 2006 18:58:14 GMT
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Crimson wrote on Sun, 05 February 2006 19:46You do not have permission to release RenGuard SSC source code. (No one does)

understood

btw, Dead6, although i couldnt get the IPs from the file, i temporarily hard-coded the IPs into the SSC so i could code the rest of the protocol

didnt get very far tho, just got to where u recieve your session ID b4 i just lost-interest, lol

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Nightma12](#) on Mon, 06 Feb 2006 20:29:46 GMT
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added Walls_Reloaded

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [pyroacidk](#) on Tue, 07 Feb 2006 17:43:43 GMT
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Nightma12 know hows how to get the IP's for the MS.
BUT HE IS NOT RELEASING THIS!

All the renguard ssc that he has, is basically just how to encode and decode base64. Which can be found on the web if you look.

I am glad that I could get someone to figure it out with me, so that renguard can be added to NR.
(SOON I HOPE)

The reason he wouldn't release this code, is with the knowledge a client could be made to override renguard protocal completely.

To BHS: Love ya work, and I always back renguard up

SO many people have said in my server why use renguard it sucks blah blah blah.

And I simply reply with, if you think renguard sucks, create a better anti-cheat program for renegade. And they do try there best, to get it patched for any exploits released by HE WHO SHALL NOT BE NAMED (A*SH013)

Subject: Re: Releaseing Old, Unfinished Projects
Posted by [Crimson](#) on Tue, 07 Feb 2006 18:34:50 GMT
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The SSC protocol knowledge could NOT be used to make a client. Just to start, the client's communications with the master servers are encrypted. There are other reasons we don't want it to get out there.
