Subject: @gamemodding
Posted by mac on Thu, 31 May 2007 07:21:28 GMT
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Stop connecting your unauthorized server side clients immediately. You are mass connecting to our servers with hunderts of game clients, and your protocol is all fucked up. All you produce is extra maintenance on our part, and instability and performance loss on the RenGuard network. You may be very well responsible for the past "mass disconnect" issues.

You're not authroized to connect to the RenGuard servers, I haven't seen anyone from BHS authorizing to do so.

I am not amused at all.

-mac

Subject: Re: @gamemodding
Posted by danpaul88 on Thu, 31 May 2007 11:09:30 GMT
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I for one would be interested to know where you got the RenGuard protocol from in the first place. If you reverse engineered it from BRenBot you should know that is technically illegal, as BRenBot is not an open source project.

If your hundreds of connections from your test servers turn out to be the cause of the mass disconnects over the last few weeks you will find a lot of people will be very annoyed with you... next time you decide to hack a protocol at least implement the WHOLE protocol and not just the bits of it that you like.

Subject: Re: @gamemodding
Posted by Goztow on Thu, 31 May 2007 11:13:18 GMT
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I hate amateurism and incompetence...

Subject: Re: @gamemodding
Posted by jnz on Thu, 31 May 2007 11:31:38 GMT
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whow, whow. wtf are you talking about. game clients?

Subject: Re: @gamemodding

Posted by jnz on Thu, 31 May 2007 11:38:12 GMT
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Oh, and: http://www.renegadeforums.com/index.php?t=msg&goto=250327&rid=21311& srch=xphaze#msg_250327

Subject: Re: @gamemodding
Posted by mac on Thu, 31 May 2007 11:49:10 GMT
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Your sbot is connecting to RenGuard. It's totally fucked up. It is producing extra load we do not want to have.

Stop it. Now.

Subject: Re: @gamemodding
Posted by jnz on Thu, 31 May 2007 14:12:01 GMT
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I've already been asked by Ghostshaw, and i have.

Subject: Re: @gamemodding
Posted by EvilWhiteDragon on Wed, 06 Jun 2007 16:08:53 GMT
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gamemodding wrote on Thu, 31 May 2007 16:12I've already been asked by Ghostshaw, and i have.
Yes, but that doesn't mean that others shouldn't know about this...

Subject: Re: @gamemodding
Posted by light on Mon, 25 Jun 2007 11:34:17 GMT
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danpaul88 wrote on Thu, 31 May 2007 23:09I for one would be interested to know where you got the RenGuard protocol from in the first place. If you reverse engineered it from BRenBot you should know that is technically illegal, as BRenBot is not an open source project.
There's documentation for the syntax of the statements lying around, if I know where to get it I'm sure others do too.

It's been there for a while though, may be out of date.

Subject: Re: @gamemodding
Posted by C C_guy on Sun, 19 Jul 2009 05:01:07 GMT

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light wrote on Mon, 25 June 2007 06:34danpaul88 wrote on Thu, 31 May 2007 23:09I for one would be interested to know where you got the RenGuard protocol from in the first place. If you reverse engineered it from BRenBot you should know that is technically illegal, as BRenBot is not an open source project.
There's documentation for the syntax of the statements lying around, if I know where to get it I'm sure others do too.

It's been there for a while though, may be out of date.

Yup

Subject: Re: @gamemodding
Posted by Ethenal on Sun, 19 Jul 2009 05:51:30 GMT

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C C_guy wrote on Sun, 19 July 2009 00:01light wrote on Mon, 25 June 2007 06:34danpaul88 wrote on Thu, 31 May 2007 23:09I for one would be interested to know where you got the RenGuard protocol from in the first place. If you reverse engineered it from BRenBot you should know that is technically illegal, as BRenBot is not an open source project.
There's documentation for the syntax of the statements lying around, if I know where to get it I'm sure others do too.

It's been there for a while though, may be out of date.

Yup
No, this isn't two years old. I promise.