Subject: Re: Renegade IRC overlay discussion - cleared
Posted by dr3w2 on Wed, 29 Apr 2009 19:25:02 GMT

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reborn wrote on Wed, 29 April 2009 13:12Dover, Andrew kindly sent me the source code to the map over-view feature.
With extemely little effort you could turn the map over-view thing into sommething horrible, I am one of the least knowledgable coders on this forum, and I could quite easily make r g h look like an amatuers attempt within an evening, less infact.
A radar hack is the least of concerns. Infact that would be so easy with this code that all you would have to do is delete lines of code (lines written deliberatly to stop it functioning as a radar hack), you wouldn't even really need any knowledge for that. Just delete some lines and compile it.
Seriously, a release of this would be a bad idea. I'm not kidding.

^^ This is what i've been saying all along towards the map overlay and currently the irc relay.

I would love to release the map overlay to renforums however because of the agreement I simply won't. So if TT could include this source or their own code it would be a win win all around. I've sent Saberhawk the code previously and I know without a fact he has more then enough skill and knowledge to make his own (and no doubt more improved) I think it would just be whether TT would be willing to include it, and whether the renegade community would accept it.

The IRC Relay/Overlay is still a work in progress, however I don't think it would be useful globally for all renegade players.. just moderators and admins.