

---

Subject: RenHawk Download?

Posted by [Buggy](#) on Mon, 29 Jan 2007 08:11:03 GMT

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Hello, where can i download the RenHawk progamm?

I dont find any link to download it

---

---

Subject: Re: RenHawk Download?

Posted by [danpaul88](#) on Mon, 29 Jan 2007 09:04:58 GMT

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It was never completed, and therefore there is nowhere to download it.

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Subject: Re: RenHawk Download?

Posted by [Buggy](#) on Mon, 29 Jan 2007 09:36:51 GMT

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maybe i can complet it.

have anybody a code?

---

---

Subject: Re: RenHawk Download?

Posted by [Goztow](#) on Mon, 29 Jan 2007 09:45:52 GMT

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Gamemodding is busy making his own version of renhawk. Maybe u can contact him and propose your help.

---

---

Subject: Re: RenHawk Download?

Posted by [jnz](#) on Mon, 29 Jan 2007 16:35:14 GMT

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Seye is on hold untill SSAOW 1.6 comes out.

---

---

Subject: Re: RenHawk Download?

Posted by [luv2pb](#) on Mon, 29 Jan 2007 21:05:44 GMT

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---

the person who was making it up and disappeared. If you can get in touch with him then you will be better than everyone else who has tried.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Mon, 26 Feb 2007 04:21:27 GMT  
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---

I kinda got my hangs on a RenHawk...

\*runs\*

---

Subject: Re: RenHawk Download?  
Posted by [Fifaheld](#) on Mon, 26 Feb 2007 05:24:41 GMT  
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---

the new renhawk comes from gamemodding (and only for win32???)

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Mon, 26 Feb 2007 07:53:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yup

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Mon, 26 Feb 2007 13:30:48 GMT  
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yes but I have the original renhawk

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Mon, 26 Feb 2007 22:47:29 GMT  
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it was released publicly

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Tue, 27 Feb 2007 02:01:19 GMT  
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uhh yeah not exactly..

---

Subject: Re: RenHawk Download?

---

Posted by [Fifaheld](#) on Tue, 27 Feb 2007 05:06:00 GMT

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---

and can you give the renhawk out?? to test him

---

Subject: Re: RenHawk Download?

Posted by [PsuFan](#) on Tue, 27 Feb 2007 15:33:05 GMT

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---

Fifaheld wrote on Mon, 26 February 2007 23:06and can you give the renhawk out?? to test him

??? to test me?

---

Subject: Re: RenHawk Download?

Posted by [Fifaheld](#) on Tue, 27 Feb 2007 16:27:42 GMT

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---

to test you and renhawk

---

Subject: Re: RenHawk Download?

Posted by [jnz](#) on Tue, 27 Feb 2007 16:37:16 GMT

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before you question the fact i could be lieing, you need to make ure you know that facts. there is a topic called "Renhawk a second public beta".

of course, you can't do anything with it. because, to can't create the log files; but still, it was downloadable.

#### File Attachments

1) [renhawk.swf](#), downloaded 339 times

---

Subject: Re: RenHawk Download?

Posted by [Fifaheld](#) on Tue, 27 Feb 2007 16:56:59 GMT

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---

make you please sbot and the new renhawk...the waiting time is not good

---

Subject: Re: RenHawk Download?

Posted by [PsuFan](#) on Tue, 27 Feb 2007 21:42:49 GMT

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---

doesnt work emm?

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Tue, 27 Feb 2007 23:10:47 GMT

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---

that was the BETA version of renhawk. it works perfectly. just it needs logs. the Seye is on hold (as said in my sig). i can't do anything else for about 2 weeks, i need to get my coursework done for school.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Wed, 28 Feb 2007 00:38:42 GMT

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---

that looks like a corrupt renhawk to me. Wouldnt be trying to hid the old version now would we?

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Wed, 28 Feb 2007 08:20:58 GMT

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---

not at all. thats the one i downloaded, its still up for download. just locate the thread and follow the link.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Wed, 28 Feb 2007 15:00:25 GMT

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---

well then...

You must have clicked on the wrong link

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Wed, 28 Feb 2007 17:18:53 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=17050&start=0&rid=2> 1311 <-- thats the

---

thread

[http://www.blackhand-studios.net/renhawk/renhawk\\_beta2/renhawk.html](http://www.blackhand-studios.net/renhawk/renhawk_beta2/renhawk.html) <-- thats where i downloaded it

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Wed, 28 Feb 2007 21:00:17 GMT  
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---

I didnt think you knew the old version worked. Whats wrong with using that version

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Wed, 28 Feb 2007 21:12:41 GMT  
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---

i did, but it doesn't work real time. and no one can create the logs it uses.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Wed, 28 Feb 2007 21:48:07 GMT  
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---

why not it uses 2.02 I thought they used that. & you create real time viewer & people are going to get pissed off. Renhawk was made so it wasnt live. If you make a live version I will do everything in my power to stop you. K thx.

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Wed, 28 Feb 2007 23:26:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i don't think you have any power to stop me; but then, why would you want to?

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Thu, 01 Mar 2007 00:48:40 GMT  
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---

It will be abused! minax knew this & was designing it so it couldnt be used live...

---

---

Subject: Re: RenHawk Download?

---

Posted by [Whitedragon](#) on Thu, 01 Mar 2007 02:11:28 GMT

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---

He's right, any kind of live game viewer will be abused. It needs to have a lengthy delay in it.

---

Subject: Re: RenHawk Download?

Posted by [SeargentSarg](#) on Thu, 01 Mar 2007 02:21:29 GMT

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---

Of course it \*might\* be abused. But tell me where would they find out the custom port of the viewer, how would they get the password for it (if it applies) and where would they get the download for it?

Nonetheless, how would they know the server is even running it?

---

Subject: Re: RenHawk Download?

Posted by [Tunaman](#) on Thu, 01 Mar 2007 05:28:27 GMT

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---

You can program it to use a special port and a password, smartass. I don't think help-linux is making his app in flash.

---

Subject: Re: RenHawk Download?

Posted by [jnz](#) on Thu, 01 Mar 2007 08:20:55 GMT

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---

although, flash was a much better way to go. i just wish i knew actionscript. yeah, mine is in c++.

also, before jumping to conclusions about it being abused, i suggest you wait till you see a feature list. i already know people will try to abuse it.

if your really concerned. the reason i put the server into Sbot (if you have been watching the thread you should knew that). is because i can check for ip addresses, to make sure people arnt in game as well as watching Seye. the connection will be secure, so packet catchers wont work. and there will be a delay, as stated in the thread.

---

Subject: Re: RenHawk Download?

Posted by [jnz](#) on Thu, 01 Mar 2007 16:36:59 GMT

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---

The only thing with it being better in flash is that people don't have to download and run it manually. IE they just visit a webpage to see the game. psu, i suggest you look up the meaning of

---

"Ignorent" . Also, if you want to make a client yourself, more power to you; go ahead and do it. im sure people that use it will make their own mind up as to which will be better. Just to clear something up for you psu, you still have to download a flash app to see it. otherwise, how would your computer know what to run? don't question someones knowlage if you hardly know them. Just you have a skill in a certain area doesn't mean you are suddenly bigger than them.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Thu, 01 Mar 2007 19:06:02 GMT  
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---

Hey man, I didnt say anything about any one knowing anything, People started attacking me, So im going bitch them out. I wasnt talking about them or to them, & dont expect them to fuck with me, but since they choose to anyway.. I will attack them back. Yes you are correct. Flash cannot run its applications on the internet. It downloads everything to run. But do the users know that? 90 % of them dont. Do the users care? And most of all do the users want the computer to download the program descreetly or do the users want to download it themselves & have to enter passwords, IPs, & port numbers. Im not saying theres anything wrong with the way your doing it.

---

---

Subject: Re: RenHawk Download?  
Posted by [Renx](#) on Thu, 01 Mar 2007 19:18:31 GMT  
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---

If you want to insult each other do it via PM. I don't care who's an idiot and who's not, keep your arguments and complaints legitimate.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Thu, 01 Mar 2007 20:38:19 GMT  
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---

Hey, Like I said before, I didnt start anything. I was just talking about renhawk when the n00bs attacked me with flames.

---

---

Subject: Re: RenHawk Download?  
Posted by [SargentSarg](#) on Thu, 01 Mar 2007 21:53:54 GMT  
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---

You started to say shit about Seye. That = you started am I correct?

Next up, where does it say n00bs attacking you with flames, I believe that attack is legitimate, and has nothing to do with RenHawk and/or Seye.

I have been attack by a flamer by noobs plenty of times. And since Seye never came out as a public release, and RenHawk isn't live, how would they have the advantage?

You make no sense.

---

---

Subject: Re: RenHawk Download?

Posted by [PsuFan](#) on Thu, 01 Mar 2007 23:30:16 GMT

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---

Quote:You started to say shit about Seye. That = you started am I correct?

um no. I said if you make a live viewer, I will do anything in my power to stop you.

Quote:Next up, where does it say n00bs attacking you with flames, I believe that attack is legitimate, and has nothing to do with RenHawk and/or Seye.

well thanks for deleting the post about me going back to my ctf server or w-e you said.

Quote:I have been attack by a flamer by noobs plenty of times. And since Seye never came out as a public release, and RenHawk isn't live, how would they have the advantage?

Well that doesnt mean you can take it out on me just because you got flamed. -- If it was live, You could know where every one was, what they had, & get an advantage. If you didnt figure this out by know, just wait till its out & you start getting complaints.

Quote:You make no sense.

Sry, Didnt think I had to talk with small words for you to understand. Please show me something you dont understand & I will explain.

---

---

Subject: Re: RenHawk Download?

Posted by [Carrierll](#) on Fri, 02 Mar 2007 17:38:07 GMT

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---

In order for the client to display anything the server has to connect to it, so a custom port and a password will prevent anyone who doesn't know them from getting at "live" view, I'm sure there'll be a serverside option to prevent "live" viewing, as well as being able to list the clients, thus allowing moderators to see who is connected. Etc etc.

---

---

Subject: Re: RenHawk Download?

Posted by [Ghostshaw](#) on Fri, 02 Mar 2007 18:17:03 GMT

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---

Simply delaying the view for a public viewer would solve the abusiveness and is a tested tactic for other games (for example GW does this). The problem is storing the imagery.

-Ghost-

---

---

Subject: Re: RenHawk Download?

Posted by [PsuFan](#) on Fri, 02 Mar 2007 18:36:30 GMT

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---

Yes but people will start using live viewer as an excuse. They will say you must be using the live viewer. You cant prove that your not using it anymore, For me the host. How do you tell a person / n00b that your not using the live viewer?

I feel its better just to not have a live viewer.... I think it will cause very many problems, more or less just an excuse for people to use to fight the mods/host.

---

---

Subject: Re: RenHawk Download?

Posted by [jnz](#) on Fri, 02 Mar 2007 22:02:50 GMT

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---

psufan wrote on Fri, 02 March 2007 18:36 Yes but people will start using live viewer as an excuse. They will say you must be using the live viewer. You cant prove that your not using it anymore, For me the host. How do you tell a person / n00b that your not using the live viewer?

I feel its better just to not have a live viewer.... I think it will cause very many problems, more or less just an excuse for people to use to fight the mods/host.

its very very easy. if you were watching the Sbot thread you will see that you can see the IPs of all the people connected with Seye. you then check your server to see if anyone is in game. although Sbot will automaticly kick people from Seye if they are in game. a delay is whats needed. and if you don't want people to see the game going on in your server, don't install a game viewer host

---

---

Subject: Re: RenHawk Download?

Posted by [PsuFan](#) on Fri, 02 Mar 2007 23:42:52 GMT

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---

Sry that doesnt answer my question.

psufan wrote on Fri, 02 March 2007 12:36 They will say you must be using the live viewer. You cant prove that your not using it anymore, For me the host. How do you tell a person / n00b that your not using the live viewer?

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Sat, 03 Mar 2007 09:23:13 GMT  
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---

are you talking about Seye or any viewer in general?

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Sat, 03 Mar 2007 12:55:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

any live viewer

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Sat, 03 Mar 2007 13:47:26 GMT  
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---

well it depends.  
the server must have some sort of mod so that the live veiwer can connect to it and start reciving data. unless the live viewer is on the same computer / server the FDS is on. but even then, SSAOW is a mod. this mod would have to be a server for the veiwers to connect to, programaticly you can get the ip of the people connected. this can be bypassed though, with a proxy or a diffrent internet connection. like i said before, if you don't want people connecting to your server and viewing the game; then don't install the viewer server.

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Sun, 04 Mar 2007 03:34:49 GMT  
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---

wow ok, you dont understand or am not reading what I am writing.

I AM SAYING, HOW DO YOU PROVE TO PEOPLE YOUR NOT GETTING AN ADVANTAGE BY USING THE LIVE VIEWER, HOW DO YOU SAY (AS THE HOST) THAT YOUR NOT USING THE VIEWER TO SPY ON THEM!

---

Subject: Re: RenHawk Download?  
Posted by [Tunaman](#) on Sun, 04 Mar 2007 05:11:09 GMT  
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---

Just have a feature where people ingame can use a command to see who all is connected to the

---

Seye. :\

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Sun, 04 Mar 2007 10:02:03 GMT  
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---

psufan wrote on Sun, 04 March 2007 03:34wow ok, you dont understand or am not reading what I am writing.

I AM SAYING, HOW DO YOU PROVE TO PEOPLE YOUR NOT GETTING AN ADVANTAGE BY USING THE LIVE VIEWER, HOW DO YOU SAY (AS THE HOST) THAT YOUR NOT USING THE VIEWER TO SPY ON THEM!

i couldn't care less what the host is doing to their own server. people would know, the would see that everytime an SBH is in your base or on the field you would catch them.

like i said before the Seye would kick you anyway. weather your the host or not.

if you mean that you want to tell them your not using the veiwer. when your not ingame, you can't.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Sun, 04 Mar 2007 12:48:42 GMT  
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---

but you can show them ingame that your not using the viewer?

---

---

Subject: Re: RenHawk Download?  
Posted by [jnz](#) on Sun, 04 Mar 2007 12:51:52 GMT  
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---

unless your on about the Seye then yes. otherwise it depends if the person that programmed it put a command to say if you are.

---

---

Subject: Re: RenHawk Download?  
Posted by [PsuFan](#) on Sun, 04 Mar 2007 12:58:01 GMT  
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---

well do something, people are going to think the host & mods are using it all the time just because the people are losing.

---