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Subject: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Tue, 27 Oct 2009 15:42:35 GMT  
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Rene-Buddy  
(Renegade Buddy)

Development On hold till the WOL Protocol stop changing. (probably after the release of scripts 4.0)

A XWIS instant messenger for C&C Renegade developed by halo2pac.

Allows you to talk to Renegade players and maintain a list of buddies without the need for the game its self.

A few features added with this program include and are not limited to:

- Smooth streamline user interaction.
- Enhanced buddy tracking.
- Buddy list size enlargement.
- Enhanced stats for the server your buddy is playing in. (Coming soon)
- Buddy status alerts. (logoff, logon, join)
- Nickname registering/deleting. (coming soon)
- Easier user blocking.
- Server Listings.
- Password Resetting
- Join buddy in game from Rene-Buddy. (coming soon)

Screen Shots:  
Toggle Spoiler

.  
  
.  
  
.

I have worked long and hard on this project in my spare time. Please give credit where credit is due.

Main support and website for Rene-Buddy: <http://www.halo2pac.co.nr/renebuddy/>

If you download the beta on my website or receive it in any other way...

You agree to the:

Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 United States License for it.

Thanks to all the internal beta testers!

Dog02

Yuri32

Omar007

Snazy2000

DeathC200

You were a great help!

Download:

<http://www.halo2pac.co.nr/renebuddy/download/>

Clarification:

Any user logged in with Rene-Buddy will appear as an idle Renegade Player in the Xwis-Renegade lobby.

Also Rene-Buddy has been approved by Dave Anderson from DCOM Productions  
Dave Anderson wrote on Wed, 28 October 2009 10:42 This program is safe. I have personally went through each source file and checked the source for malicious code. There is none. If you don't feel you trust this program, there's no hard feelings; just don't use it. However, if you like the features it has to provide, then that's great too.

Thanks Dave <3

And

Dante

Dante wrote on Sat, 03 April 2010 17:05 Just went through the code myself, looks safe.

(Thanks for the sticky Gozy <3)

### File Attachments

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1) [ReneBuddy\\_Red-165\\_190.png](#), downloaded 1727 times



2) [main.gif](#), downloaded 1587 times



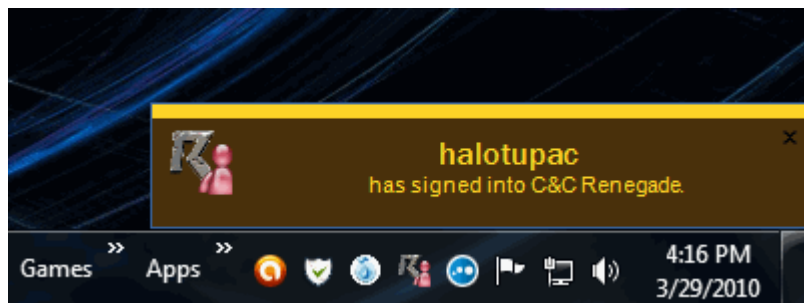
3) [chat.gif](#), downloaded 1553 times



4) [gamelistings.gif](#), downloaded 1562 times

Host Name	Server Name	Players	Map Name	GamePlay Pending
#A00	Jelly-Server.com [AOW]	10/40	C&C_Field.mix	False
#A000	Jelly-Server.com [Marathon]	31/50	C&C_Hourglass.mi	False
#A0000	Jelly-Server.com [Mini-AOW]	0/20	C&C_Complex.mix	False
#A00000	n00bless.com all out war	5/28	C&C_Hourglass.mi	False
#a000000	BlackIntel custom AOW	0/24	C&C_Complex.mix	True
#a0000000	n00bstories.com AOW/CCM	28/54	C&C_Islands.mix	False
#a00000002	! Exodus AOW Server	0/40	C&C_Mesa.mix	False
#a00000004	TsuGaming.com :: Nazi Zombies	1/51	M02.mix	False

5) [buddysignin.gif](#), downloaded 1544 times



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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Goztow](#) on Tue, 27 Oct 2009 15:52:44 GMT  
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While I appreciate your hard work and must admit this looks pretty great, I'd like to know if you include source code and if it has been checked by someone independant, like Stealtheye from BI. The reason I ask this is because I'd like to be sure this is a safe tool wrt my personal serial number and login passwords.

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Tue, 27 Oct 2009 15:56:51 GMT  
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Sorry, I do not want to include the source yet.

That is a good suggestion. I will see if jnz, Dave, or Dante will check it. (Since I don't know stealtheye)

Also there are ways of you checking it without the need for me to have it checked.

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [luv2pb](#) on Tue, 27 Oct 2009 16:33:06 GMT  
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yeah ... I wont be sticking my password and serial in that any time soon.

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Goztow](#) on Tue, 27 Oct 2009 16:35:53 GMT  
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halo2pac wrote on Tue, 27 October 2009 16:56Sorry, I do not want to include the source yet.

That is a good suggestion. I will see if jnz, Dave, or Dante will check it. (Since I don't know stealtheye)

Also there are ways of you checking it without the need for me to have it checked.  
To do this, I'd at least need to input a serial and login/pass for testing purposes and then sniff out traffic.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [reborn](#) on Tue, 27 Oct 2009 17:23:27 GMT  
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It looks pretty cool, I like it. I think bots used to be banned from XWIS, and Olaf didn't want anything but actual renegade clients connecting. However, if all this is used for is chatting, then there's nothing malicious about it...  
Nice one, and well done!

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [EvilWhiteDragon](#) on Tue, 27 Oct 2009 19:58:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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reborn wrote on Tue, 27 October 2009 18:23It looks pretty cool, I like it. I think bots used to be banned from XWIS, and Olaf didn't want anything but actual renegade clients connecting. However, if all this is used for is chatting, then there's nothing malicious about it...  
Nice one, and well done!  
Well, I doubt that. Seye and me have seen plenty of bots roaming about XWIS...

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [dr3w2](#) on Tue, 27 Oct 2009 21:40:23 GMT  
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there's a few i've seen on there

Also luv2pb you fucking pussy. Gimme yo serial.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Omar007](#) on Tue, 27 Oct 2009 22:55:34 GMT  
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Well all i can say its a very handy program

Testing it was fun too

EDIT: Oh and about savety if i recall correctly (put this specific connection on 'Always Trust'); my firewall didnt showed any other traffic then XWIS

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [YazooGang](#) on Tue, 27 Oct 2009 23:23:18 GMT  
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very nice. Since i have 3 renegade serial keys, i wouldnt care typing one of them in. It also has a ren feel to it, nice job with the skin man.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [luv2pb](#) on Wed, 28 Oct 2009 02:14:59 GMT  
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EvilWhiteDragon wrote on Tue, 27 October 2009 14:58reborn wrote on Tue, 27 October 2009 18:23It looks pretty cool, I like it. I think bots used to be banned from XWIS, and Olaf didn't want anything but actual renegade clients connecting. However, if all this is used for is chatting, then there's nothing malicious about it...

Nice one, and well done!

Well, I doubt that. Seye and me have seen plenty of bots roaming about XWIS...

That is still the case. The rule was intended to keep malicious and harvesting bots off I would think. But, sadly, strike-team is completly incompatent so the rules are not enforced.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [DeadX07](#) on Wed, 28 Oct 2009 05:18:39 GMT  
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There is nothing malicious about this program.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [raven](#) on Wed, 28 Oct 2009 05:57:02 GMT  
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DeadX07 wrote on Wed, 28 October 2009 00:18There is nothing malicious about this program. Thanks, fairly unknown person from god knows where! Your input makes us all feel at ease

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [DeadX07](#) on Wed, 28 Oct 2009 06:50:18 GMT  
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I'm not unknown, you just don't know who I am. My old account is locked because FUD forum software is horrible, and the admins couldn't seem to get my account set straight.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Carrierll](#) on Wed, 28 Oct 2009 08:10:03 GMT  
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I wonder if it would be possible to change your old account's name, and then allow you to have "Dave Anderson" again... Goz?

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [YazooGang](#) on Wed, 28 Oct 2009 10:30:55 GMT  
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Dave anderson rules.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Di3HardNL](#) on Wed, 28 Oct 2009 12:19:56 GMT  
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Jezus, stop crying about safety.

halo2pac is a trusted person, and has developed this tool which can be very handy.

Good work

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [luv2pb](#) on Wed, 28 Oct 2009 16:27:34 GMT  
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---

raven wrote on Wed, 28 October 2009 00:57DeadX07 wrote on Wed, 28 October 2009 00:18There is nothing malicious about this program.  
Thanks, fairly unknown person from god knows where! Your input makes us all feel at ease  
Not to mention that isn't even what I said.

Di3HardNL wrote on Wed, 28 October 2009 07:19Jezus, stop crying about safety.  
halo2pac is a trusted person, and has developed this tool which can be very handy.  
Good work  
I don't trust him. That isn't a slight against him either. I make is a general policy to NOT trust random people on the internet who want me to stick things like passwords and serials into other things. On a side note I have a similar policy with women

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Crimson](#) on Wed, 28 Oct 2009 16:37:39 GMT  
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BHS enforces XWIS no-bots policy. Funny thing is, people who have posted in this thread should have known that considering they have had me enforce this rule in the past.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Dave Anderson](#) on Wed, 28 Oct 2009 16:42:01 GMT  
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Quote:I wonder if it would be possible to change your old account's name, and then allow you to have "Dave Anderson" again... Goz?

Gozy r0x.

Anyways, back to business. This program is safe. I have personally went through each source file and checked the source for malicious code. There is none. If you don't feel you trust this program, there's no hard feelings; just don't use it. However, if you like the features it has to provide, then that's great too. I definately have some suggestions for halo2pac to increase security and privacy in this application, so that is something I will try to work with him on when I get the chance.

Quote:BHS enforces XWIS no-bots policy. Funny thing is, people who have posted in this thread should have known that considering they have had me enforce this rule in the past.

I'm not involved with Renegade in -any shape or form-, so wasn't aware of such policies or how Xwis and BHS handle such things.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Wed, 28 Oct 2009 19:31:33 GMT  
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Crimson wrote on Wed, 28 October 2009 10:37BHS enforces XWIS no-bots policy. Funny thing is, people who have posted in this thread should have known that considering they have had me enforce this rule in the past.

I wish to clarify a little more what Rene-buddy is not:  
A bot.  
A spam tool.

What it basically is:  
an idling renegade player in the lobby who is chatting with his friends.

And I have coded it so if an xwis admin happened to see a Rene-Buddy user on xwis, the admin can't tell if it actually is a Rene-Buddy user or an idle/pm'ing player.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Goztow](#) on Thu, 29 Oct 2009 07:39:11 GMT  
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I agree with halo on the bot topic. It's basically a player that logs in to xwis, no?

I must say that I do put trust in Dave Anderson. Having him confirm this means something to me .  
Now if only Seye would have a look too, then I'd use it (yes, I'm quite paranoiac on the net...).

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [EvilWhiteDragon](#) on Thu, 29 Oct 2009 08:02:15 GMT  
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Goztow wrote on Thu, 29 October 2009 08:39I agree with halo on the bot topic. It's basically a player that logs in to xwis, no?

I must say that I do put trust in Dave Anderson. Having him confirm this means something to me .  
Now if only Seye would have a look too, then I'd use it (yes, I'm quite paranoiac on the net...).  
I think that this case justifies that. Because he \*could\* just be harvesting serials, if he wanted.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Dave Anderson](#) on Thu, 29 Oct 2009 08:22:02 GMT  
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The problem with these types of programs is that each release needs to be checked to ensure that no malicious code comes into play in the future, and it's almost nearly impossible to keep track of different builds and revisions. I do honestly think that halo2pac is more interested in just making a program to benefit Renegade players, but it comes down to your own judgment and trust in him and his work.

In situations like this, you could potentially create a third party of designated trusted member(s) who people would submit such programs to for checking of malicious code, and if it passes then have it published to an official site. As like Renguard, any downloads from places other than the official site would be marked "untrusted".

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Tue, 30 Mar 2010 02:50:07 GMT  
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I have completed a new public beta!  
<http://renebuddy.halo2pac.com/>  
0.24b.

It addresses many issues and bugs.

---

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [zeratul](#) on Tue, 30 Mar 2010 03:19:54 GMT  
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I like idea but i refuse to download

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Tue, 30 Mar 2010 15:19:19 GMT  
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---

Why do you refuse to download, may I ask?

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [zeratul](#) on Tue, 30 Mar 2010 21:49:28 GMT  
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---

when i posted i didnt see it was approved

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Dante](#) on Sat, 03 Apr 2010 23:05:20 GMT  
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---

Just went through the code myself, looks safe.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Wed, 07 Apr 2010 00:05:41 GMT  
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Thanks Tom

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Sean](#) on Wed, 07 Apr 2010 13:27:49 GMT  
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halo

If you let someone from bi check it over and they clear it, then gozy will proolly sticky it and people will trust it.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Goztow](#) on Wed, 07 Apr 2010 13:29:01 GMT  
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Dante will do as well . Stickied .

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Thu, 08 Apr 2010 16:03:55 GMT  
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---

wow! Thanks guys I guess it is starting to catch on, I will have to update it constantly now

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Starbuzz](#) on Tue, 13 Apr 2010 18:10:35 GMT  
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---

Got a question about this tool...will this allow me to add buddies no matter what their nick is? For example:

[clantag]player

with the brackets? If yes I can use this tool. Thanks for help.

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [zeratul](#) on Wed, 14 Apr 2010 03:48:28 GMT  
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---

This uses original(such as my z3ratul99 name in ren) name and pass? if it does it claims my password is invalid...

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Wed, 14 Apr 2010 12:50:23 GMT  
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---

Starbuzz wrote on Tue, 13 April 2010 13:10Got a question about this tool...will this allow me to add buddies no matter what their nick is? For example:

[clantag]player

with the brackets? If yes I can use this tool. Thanks for help.

Can you do that with Renegade? (I thought it only allowed 9 characters for a name excluding

---

symbols?)

Zeratul wrote on Tue, 13 April 2010 22:48 This uses original (such as my z3ratul99 name in ren) name and pass? if it does it claims my password is invalid...

It uses any Nickname and pass. also any VALID serial.

if u cant figure your pass out .. Im adding a password reset feature soon. bout 1-2 weeks, after I get these game listings able to join.

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Starbuzzz](#) on Wed, 14 Apr 2010 14:35:51 GMT  
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halo2pac wrote on Wed, 14 April 2010 07:50 Starbuzzz wrote on Tue, 13 April 2010 13:10 Got a question about this tool...will this allow me to add buddies no matter what their nick is? For example:

[clantag]player

with the brackets? If yes I can use this tool. Thanks for help.

Can you do that with Renegade? (I thought it only allowed 9 characters for a name excluding symbols?)

Aww...yes you are are right, it only allows 9 chars. I was thinking Rene-Buddy will somehow overcome that.

---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Sat, 17 Apr 2010 14:44:49 GMT  
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I will have to experiment with GSA names.  
But right now I am adding the ability for you to join your buddy's game from rene-buddy. Very close to being done.

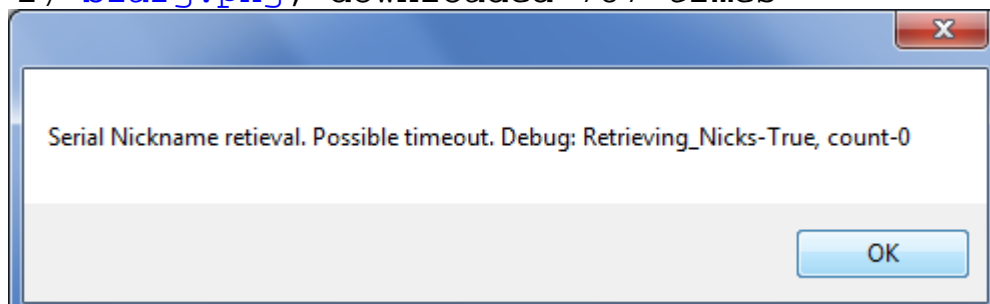
---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Jerad2142](#) on Thu, 22 Apr 2010 21:06:47 GMT  
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It doesn't like my serial even though I can log this computer on through WOL.

## File Attachments

1) [blarg.png](#), downloaded 787 times



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Subject: Re: Rene-Buddy Public Beta Release!

Posted by [Goztow](#) on Sun, 25 Apr 2010 10:02:57 GMT

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There's a problem with the serial retrieval. I think it's because for some people, like me, the serial is stored in a hash. When I entered the serial manually (the same one but non hashed), it worked fine.

There's also problems with deleting some people from the buddy list. It says "remove\_buddy error - buddy not found in tmp array. I'll remove them manually from Ren and check if that does the trick.

Edit: that worked.

Also, when you add a nick, make sure that field is limited to 9 characters and only a-z and 0-9 .

---

Subject: Re: Rene-Buddy Public Beta Release!

Posted by [halo2pac](#) on Sun, 25 Apr 2010 14:29:53 GMT

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@Jerad:

That message box means that when RB sent the command to get your nicks from xwis.. nothing came back fast enough... possibly your internet lagged for less than 5 seconds.

@Goztow:

stored in a hash? I've never come across this. Mine is stored in the registry plain as can be, same with a few others. I have TFD, and the only retrieve serial error I have seen so far is with different x64 os's. and I swear I fixed that-but it seems not.

For the 9 characters and only a-z and 0-9 RB should be making sure that foreign characters are not in there since the first beta.

as for the remove\_buddy error... very odd. I'll look at this first.

Do you have any buddies in the buddies.ini file?

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Update...The remove buddy error was because the buddy was an xwis buddy. I'll make a specific alert box until I add deleting xwis buddies.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Omar007](#) on Sun, 25 Apr 2010 22:15:59 GMT  
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The hash gets decrypted by the woldata.key file in your renegade folder.  
In the more 'recent' TFD its indeed put into the registry as a plain key, though older ones use this file to decrypt the serial in the register

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Mon, 26 Apr 2010 02:13:37 GMT  
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wait the data from the wolkey file helps decrypt the serial in the registry o.0? is it like salt for the hash? and I bet v00d00 is not going to tell me how it works.

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---

Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Goztow](#) on Mon, 26 Apr 2010 08:52:04 GMT  
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I get the error "buddysettings.ini not found" when it boots at Windows start (Win7, 64-bit).

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Jerad2142](#) on Mon, 26 Apr 2010 15:21:22 GMT  
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---

Goztow wrote on Sun, 25 April 2010 04:02Theer's a problem with the serial retrieval. I think it's because for some people, like me, the serial is stored in a hash. When I entered the serial manually (the same one but non hashed), it worked fine.  
So you just need to manually reenter the serial and then it worked for you?

I continue to get an "Invalid serial" message even if I manually enter my serial, my computer can long on to xwis, so I guess I have no clue why its having issues with my serial.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Goztow](#) on Mon, 26 Apr 2010 17:53:57 GMT  
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Manual worked, indeed.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Tue, 27 Apr 2010 03:47:08 GMT  
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Goztow wrote on Mon, 26 April 2010 04:52I get the error "buddysettings.ini not found" when it boots at Windows start (Win7, 64-bit).

Did you move the folder at all in between changing that start with windows setting?

\*\*A few bugs were found in the settings page, they are fixed in 0.244 internal beta, and are ready for 0.25b

\*\*Still researching Goztow's bug.

Jerad Gray wrote on Mon, 26 April 2010 10:21

So you just need to manually reenter the serial and then it worked for you?

I continue to get an "Invalid serial" message even if I manually enter my serial, my computer can long on to xwis, so I guess I have no clue why its having issues with my serial.

are you using the digits off of your CD case?  
are you sure they are correctly entered>

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Jerad2142](#) on Mon, 03 May 2010 20:46:23 GMT  
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halo2pac wrote on Mon, 26 April 2010 21:47

Jerad Gray wrote on Mon, 26 April 2010 10:21

So you just need to manually reenter the serial and then it worked for you?

I continue to get an "Invalid serial" message even if I manually enter my serial, my computer can long on to xwis, so I guess I have no clue why its having issues with my serial.

are you using the digits off of your CD case?  
are you sure they are correctly entered>

Wait we are suppose to use the CD Key?

---



Oh wait never mind they are the same.

But then it works when I manually entered it reading it off the back of the case... weird, because I manually entered what was in my reg and that didn't work.

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Subject: Re: Rene-Buddy Public Beta Release!

Posted by [halo2pac](#) on Tue, 04 May 2010 15:02:46 GMT

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The First Decade Serials in the registry can be manual entered (or pasted).

The serials in the registry from the old school disks are encrypted. Only v00d00 knows how to decrypt them.

My guess is that the woldata.key is salt for the hash. I will research this more, and see if I can crack it.

---

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Subject: Re: Rene-Buddy Public Beta Release!

Posted by [Jerad2142](#) on Wed, 05 May 2010 16:05:29 GMT

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halo2pac wrote on Tue, 04 May 2010 09:02The First Decade Serials in the registry can be manual entered (or pasted).

The serials in the registry from the old school disks are encrypted. Only v00d00 knows how to decrypt them.

My guess is that the woldata.key is salt for the hash. I will research this more, and see if I can crack it.

I have the old school disk and it wasn't encrypted, although after closer inspection the serial didn't match right anyways.

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Subject: Re: Rene-Buddy Public Beta Release!

Posted by [halo2pac](#) on Sat, 08 May 2010 18:30:28 GMT

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---

Goztow wrote on Mon, 26 April 2010 03:52I get the error "buddysettings.ini not found" when it boots at Windows start (Win7, 64-bit).

Ah, I just found that error and fixed it. I will be addressing it in 0.25's release.

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Subject: Re: Rene-Buddy Public Beta Release!

Posted by [halo2pac](#) on Sat, 22 May 2010 18:02:23 GMT

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I have just released v0.25b.

<http://halo2pac.co.nr/renebuddy/>

New Screenshots.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [Jerad2142](#) on Tue, 25 May 2010 13:02:51 GMT  
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I had an error where it said that the buddy start index could not be less than zone, I just copied the buddy settings over from 2.4 and it works fine now.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Tue, 08 Jun 2010 07:36:25 GMT  
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in 0.26 I am totally re-doing the settings structure. And I tested 0.25 in many 'clean' environments and first run scenarios idk what to tell you. But thank you for the heads up.

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Subject: Re: Rene-Buddy Public Beta Release!  
Posted by [halo2pac](#) on Mon, 14 Jun 2010 03:46:15 GMT  
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Apparently there were changes made to the xwis protocol since I was on vacation. Renebuddy will not work properly till I update it to function under these changes.

EDIT:

There has been a critical Rene-Buddy Update!  
All previous versions will not work.  
<http://halo2pac.co.nr/renebuddy/download/>

Edit x2:

More changes to the WOL Protocol were implemented, the resetting of nicknames will not work anymore.

Also, I am redoing renebuddy with a few more and less features. I do not know when this will be completed.

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Subject: Re: Rene-Buddy Public Beta Release!

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Posted by [rrutk](#) on Sat, 24 Sep 2011 18:22:07 GMT

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Some bugs:

- 1) Why are there "predefined buddys" ?
  - 2) You should be able to delete more then one nick at a time (use the windows keys selecting more then one file, mouse + shift)
  - 3) You should be able to clear a list by context menu
  - 4) the array index of the lists should be able to manage 0 buddies - if you delete all nicks of a list you get an error...
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Subject: Re: Rene-Buddy Public Beta Release!

Posted by [halo2pac](#) on Sun, 25 Sep 2011 02:20:12 GMT

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Because you cant show off / test with an empty buddy list. if you dont like them you can delete them. (or edit the config file).

This will go away in alpha.. I will make my self your only starter buddy

The 0 index bug is fixed with Rene-buddy 2. I will release beta VERY soon.

add me via MSN for a pre-beta beta.

Also most chat clients you cannot delete more than 1 buddy at a time.

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