Subject: Re: Status: .mix -> .lvl converter
Posted by Ryu on Sun, 09 Sep 2007 20:13:35 GMT
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Oblivion165 wrote on Sun, 09 September 2007 04:15IMO this is one of the two last things we need for renegade. The other is auto map download but this is for sure needed.

@Protecting the files: Would be too easy with hex editors to change any kind of protection.

For instance convert M01.mix then save it with the encryption method, use a binary compare tool and you will know exactly what you need to remove the blocker.

@SK: Worried about your vast amount of maps? This tool needs to be made. Just converting the skirmish map back to source would give us tons of info on bots that we haven't discovered in the years we've been here.

Well it's funny, Because if it DID have protection, You just told people how to bypass it. *sigh*

See how that works?

EDIT: DeathLink6.0 wrote on Sun, 09 September 2007 11:33Map-Stealing loooooooool sry but lol, lol and lol again.

As Yrr said "it will always be YOUR map". We are a small community and we notice quickly when somebody "steals" a map. The only condition for that process is that you show RenCom your map (here in this forums, on CCR-Fanpages and so on). MOST people will know that you are the true mapper and that is enought I think.

You can also add a plane with your name in gmax/max to the terrain. With that you can show people very quickly that you are the one.

OH MY GOD, Thank you, Thank you so much, SMALL COMMUNITY!! Small community = catching map-stealing tards is super easy.