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Subject: Re: wwnet

Posted by [\[EE\]pickle-jucer](#) on Sat, 20 Dec 2014 17:40:43 GMT

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danpaul88 wrote on Sat, 20 December 2014 10:15The FDS doesn't simply relay network packets you know, it has a complete implementation of the game engine and runs all the scripts etc that are present in a map.

I am well aware how the FDS works, I am currently just trying to understand the protocol but will end up working on this as well.

danpaul88 wrote on Sat, 20 December 2014 10:15You'd have to reimplement basically the entire engine or embed in somehow (defeating the point of open source).

Embedding is not the idea, I will end up rewriting all (or at least significant) portions of the FDS.

danpaul88 wrote on Sat, 20 December 2014 10:15

What is your goal with this exactly? There might be better approaches to take.

Reimplementing the FDS in a modern way.

edit: just realized this may come off as rude, that was not my intention

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