That function at 0061BD90 happens to be a function even TT hasn't been able to figure out.

As for TT vs non-TT, anything preventing communications between TT and non-TT systems is a bug, we (StealthEye specifically) put a lot of work into making sure it was possible to communicate between TT and non-TT.

What do you mean by "packet type" and do you have a list of the packet types you have identified so far?