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Subject: Re: wwnet

Posted by [jonwil](#) on Sat, 02 Jul 2016 02:16:00 GMT

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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?

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