

Без исходного кода

UT99 - мультиплеер в браузере

Герои 3 в браузере (vsti)

Portal of Glory

27	10	27	10	10	7	8750
----	----	----	----	----	---	------

Month: 1, Week: 1, Day: 1

You have the flag, return to base!

Tied for 6th place with 0

SCORE

PING

TIME

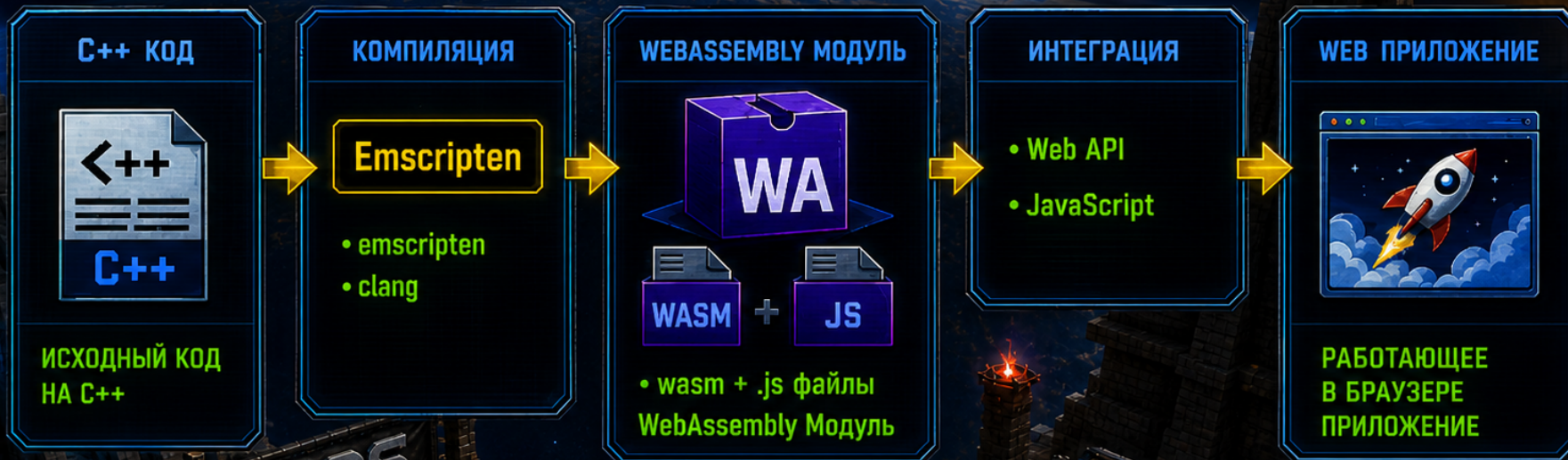
NAME

ioquake3 - ОТКРЫТЫЙ ДВИЖОК
quake3

Технология WebRTC



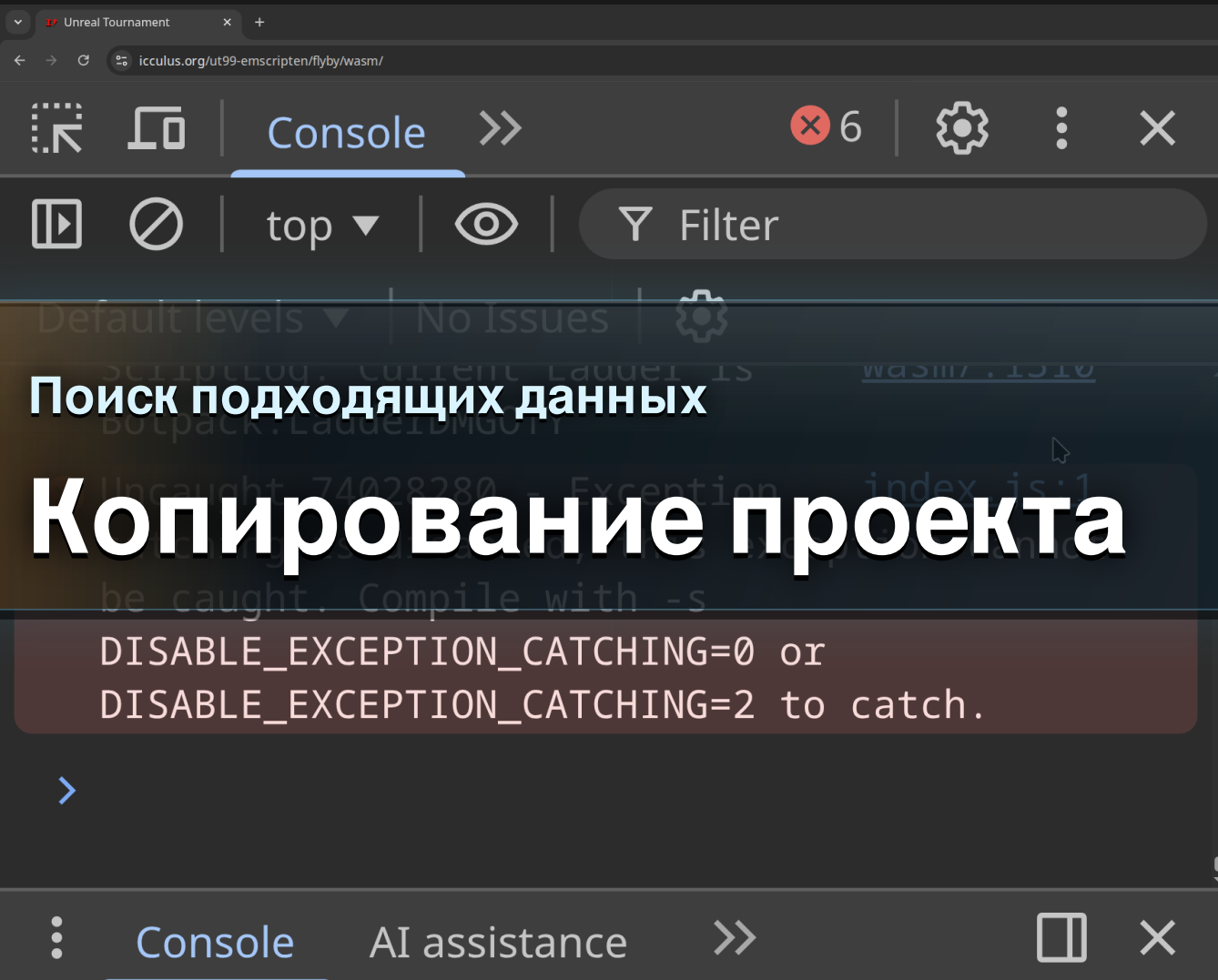
ПОРТИРОВАНИЕ C++ → WEBASSEMBLY

FPS: 99
PING: 35

ПОРТАТИВНОЕ ВЕБ-ПРИЛОЖЕНИЕ

ЗАПУСК НА РАЗНЫХ ПЛАТФОРМАХ

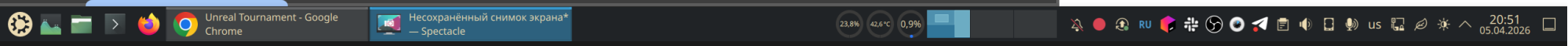
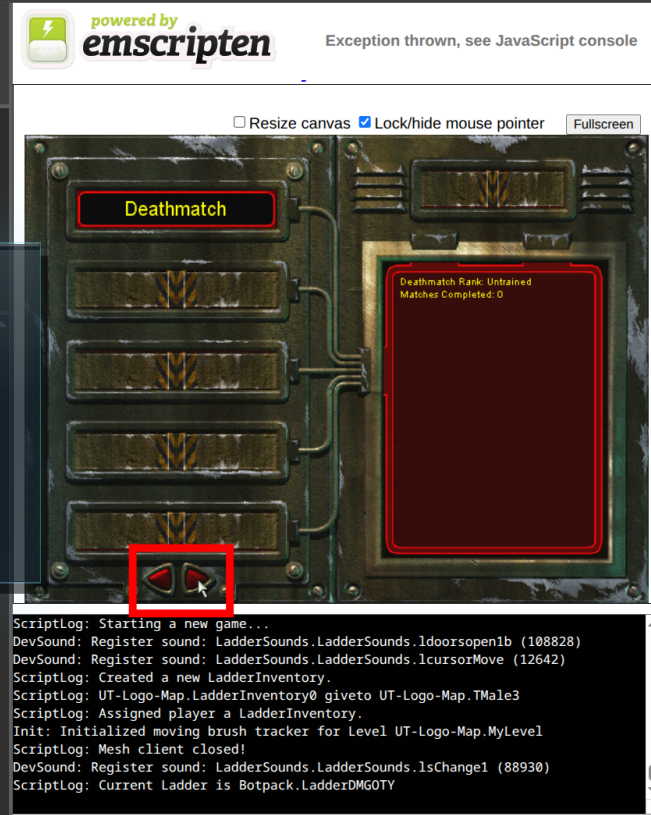




Поиск подходящих данных

Копирование проекта

DISABLE_EXCEPTION_CATCHING=0 or
DISABLE_EXCEPTION_CATCHING=2 to catch.



Elements Console Sources Network >> 6 ⚙ ⋮ ✕

top 👁 🔍 Filter Default levels ▾ No Issues | 4 hidden

Browse: [Index.unr?entry?Name=Carter54?](#) [\(.index\):1312](#)
[s=Botpack.TMale2?team=255?skin=SoldierSkins.blkt?](#)
[=SoldierSkins.0thello](#)

Failed; ret
Shut down
Intro.MyLeve

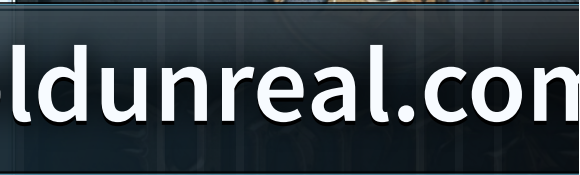
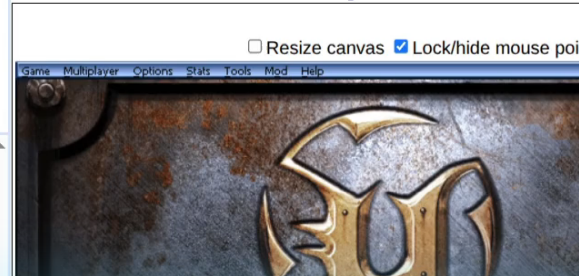
Данные нашлись на oldunreal.com

Spawning ne
otLog: Team
otLog: Login

Образ GOTY

Possessed PlayerPawn: TMale2 Entry.TMale1 [\(.index\):1312](#)
otLog: Creating root window: UMenu.UMenuRootWindow [\(.index\):1312](#)
ound: Register sound: UMenu.WindowOpen (13296) [\(.index\):1312](#)
ound: Register sound: UMenu.LittleSelect (3620) [\(.index\):1312](#)
ound: Register sound: UMenu.BigSelect (49342) [\(.index\):1312](#)

powered by **emscripten**



Log: Failed; returning to Entry
Init: Shut down moving brush tracker for Level CityIntro.MyLeve
Log: Spawning new actor for Viewport SDLViewport0
ScriptLog: Team 255
ScriptLog: Login: Carter54
Log: Possessed PlayerPawn: TMale2 Entry.TMale1
ScriptLog: Creating root window: UMenu.UMenuRootWindow
DevSound: Register sound: UMenu.WindowOpen (13296)
DevSound: Register sound: UMenu.LittleSelect (3620)
DevSound: Register sound: UMenu.BigSelect (49342)

Uncaught 74712856 - Exception catching is disabled, this exception cannot be caught. Compile with -s DISABLE_EXCEPTION_CATCHING=0 or DISABLE_EXCEPTION_CATCHING=2 to catch

DISABLE_EXCEPTION_CATCHING=1

```
runI  
Brow  
requestAnimationFrame @ index.js:3681  
requestAnimationFrame @ index.js:3681  
Browser_mainLoop_scheduler_rAF @ index.js:3235  
Browser_mainLoop_runner @ index.js:3327  
requestAnimationFrame @ index.js:3681  
requestAnimationFrame @ index.js:3681  
Browser_mainLoop_scheduler_rAF @ index.js:3235  
Browser_mainLoop_runner @ index.js:3327
```

Game Multiplayer Options Stats Tools Mod Help Version 488

Start Practice Session

Match Rules Settings Bots

Category: Unreal Tournament
Game Type: Tournament DeathMatch
Map Name: DM-Barricade

Map Lot
Mutators

Press ESC to return to the game

DevSound: Register sound: Female1Voice.(All).F1enemyhere (18554)
DevSound: Register sound: Female1Voice.(All).F1backup (15290)
DevSound: Register sound: Female1Voice.(All).F1incoming (8058)
DevSound: Register sound: Female1Voice.(All).F1objectivedest (17882)
Init: Initialized moving brush tracker for Level DM-Agony.MyLevel
DevSound: Register sound: Botpack.CTF.CaptureSound2 (122022)
DevSound: Register sound: Botpack.CTF.CaptureSound3 (94454)
DevSound: Register sound: Botpack.CTF.ReturnSound (37604)
DevSound: Register sound: Botpack.CTF.flagtaken (58028)
Log: Case-insensitive search: chizraefx -> ../Textures/ChizraEFX.utx

src > UnrealEngineSRC-main > Unreal Tournament [v1.400] [1999-11-30] (Retail) > Core > Src > UnObj.cpp

```
2251 {
2252     BeginLoad(),
2253     try
2254     {
2255         // Create a new linker object which goes off and tries load the file.
2256         ULinkerLoad* Linker = GetPackageLinker( InOuter, Filename ? Filename : InOuter->GetOuter() );
2257         if( !(LoadFlags & LOAD_Verify) )
2258             Linker->LoadAllObjects();
2259         Result = Linker->LinkerRoot;
2260     }
2261     catch( const TCHAR* Error )
2262     {
2263         EndLoad();
2264         SafeLoadError( LoadFlags, Error, LocalizeError("FailedLoadPackage"), Error );
2265         Result = NULL;
2266     }
2267 }
2268 return Result;
2269 unguard;
2270 }
2271
2272
2273
2274
2275
```

ИСХОДНЫЙ КОД (блок catch)

```
EndLoad();
SafeLoadError( LoadFlags, Error, LocalizeError("FailedLoadPackage"), Error );
Result = NULL;
```

2017

`-sDISABLE_EXCEPTION_CATCHING=1`

- Boost Performance!



```
call  
i32.add + speedup  
i32.load  
global.get
```

2023

WASM with Try/Catch Support



- i23
- try
- catch

~~`-sDISABLE_EXCEPTION_CATCHING=1`~~

```
3378 }},
3379 runIter: (function(func) { func = f ()
3380   if (ABORT) return;
3381   if (Module["preMainLoop"]) {
3382     var preRet = Module["preMainLoop"](); preRet = undefined
3383     if (preRet === false) {
3384       return
3385     }
3386   }
3387   try {
3388     f
3389   } catch (e) {
3390     if (e) {
3391       return
3392     } else {
3393       if (e && typeof e === "object" && e.stack) Module.printE:
3394         throw e
3395     }
3396   }
3397   if (Module["postMainLoop"]) Module["postMainLoop"]()
3398 })
3399
3400 fullscreen: false,
```

Paused on breakpoint

- ▶ Watch
- ▶ Breakpoints
- ▼ Scope
- ▼ Catch block
 - e: "76417720 - Exception catching is dis

Отладка в браузере

runIter	index.js:3394
Browser_mainLoop_runner	index.js:3324
requestAnimationFrame	
requestAnimationFrame	index.js:3681
Browser_mainLoop_scheduler_rAF	index.js:3235
Browser_mainLoop_runner	index.js:3327
requestAnimationFrame	

```
3378 }},
3379 runIter: (function(func) { func = f ()
3380     if (ABORT) return;
3381     if (Module["preMainLoop"]) {
3382         var preRet = Module["preMainLoop"](); preRet = undefined
3383         if (preRet === false) {
3384             return
3385         }
3386     }
3387     try {
3388         func() func = f ()
3389     } catch (e) { e = "76417720 - Exception catching is disabled, t
3390         if (e instanceof ExitStatus) {
3391             return
3392         } else {
3393             if (e && typeof e === "object" && e.stack) Module.printE:
3394             throw e
3395         }
3396     }
3397     if (Module["postMainLoop"]) Module["postMainLoop"]()
3398 })
3399
3400 fullscreen: false,
```

Paused on breakpoint

- ▶ Watch
- ▶ Breakpoints
- ▼ Scope
 - ▼ Catch block
 - e: "76417720 - Exception catching is dis
 - ▶ Local
 - ▶ Global Window
- ▼ Call Stack
 - runIter index.js:3394
 - Browser_mainLoop_runner index.js:3324
 - requestAnimationFrame**
 - requestAnimationFrame index.js:3681
 - Browser_mainLoop_scheduler_rAF index.js:3235
 - Browser_mainLoop_runner index.js:3327
 - requestAnimationFrame**

```
12154
12155 function __cxa_throw(ptr, type, destructor) { ptr = 76760032, type
12156     EXCEPTIONS.infos[ptr] = {
12157         ptr: ptr,
12158         adjusted: ptr,
12159         type: type, type = 6760
12160         destructor: destructor, destructor = 0
12161         refcount: 0,
12162         caught: false,
12163         rethrown: false
12164     };
12165     EXCEPTIONS.last = ptr; ptr = 76760032
12166     if (!("uncaught_exception" in __ZSt18uncaught_exceptionv)) {
12167         __ZSt18uncaught_exceptionv.uncaught_exception = 1
12168     } else {
12169         __ZSt18uncaught_exceptionv.uncaught_exception++
12170     }
12171     throw ptr + " - [Exception catching is disabled], this exception c
12172 }
12173
```

Paused on breakpoint

- ▶ Watch
- ▶ Breakpoints
- ▼ Scope
- ▼ Local
 - ▶ this: Window
 - destructor**: 0
 - ptr**: 76760032
 - type**: 6760
 - ▶ Global Window
- ▼ Call Stack
 - ▶ **__cxa_throw** index.js:12171
 - \$func708 0138b972:0x168c0
 - \$func904 0138b972:0x373e6
 - \$func1483 0138b972:0x66575
 - \$func1494 0138b972:0x6c83b
 - \$func1262 0138b972:0x53c6f
 - \$func1274 0138b972:0x545e1

Exception catching is disabled 2 matches

Line 12167, Column 58 Coverage: n/a

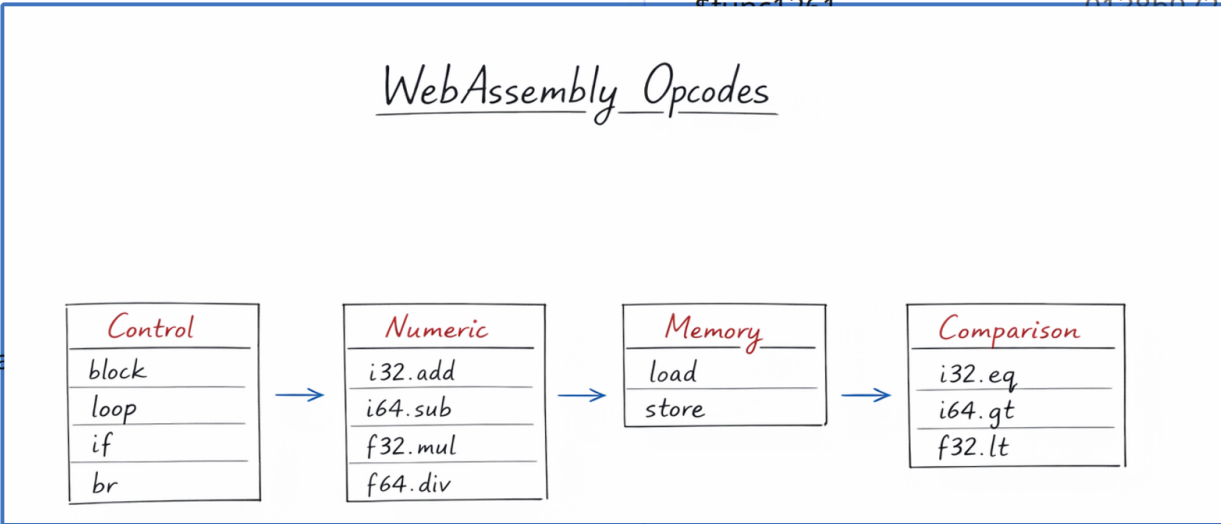
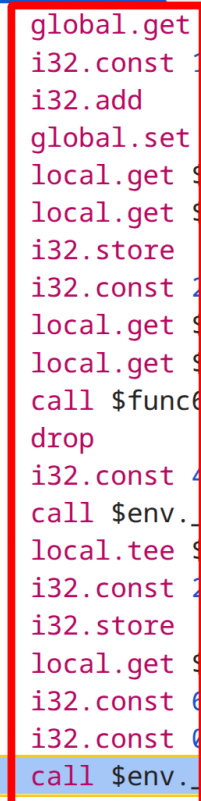
index.js 0138b972 x

```
0x001688f global.get $global9
0x0016891 i32.const 16
0x0016893 i32.add
0x0016894 global.set $global9
0x0016896 local.get $var2
0x0016898 local.get $var1
0x001689a i32.store
0x001689d i32.const 2099861
0x00168a2 local.get $var0
0x00168a4 local.get $var2
0x00168a6 call $func6580
0x00168a9 drop
0x00168aa i32.const 4
0x00168ac call $env.___cxa_allocate_exception
0x00168af local.tee $var0
0x00168b1 i32.const 2099861
0x00168b6 i32.store
0x00168b9 local.get $var0
0x00168bb i32.const 6760
0x00168be i32.const 0
0x00168c0 call $env.___cxa_throw
0x00168c2 end
```

\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1261	0138b972:0x53c12
\$func1260	0138b972:0x53ae4
\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1261	0138b972:0x53c12
\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1262	0138b972:0x53c6f
\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1261	0138b972:0x53c12
\$func1260	0138b972:0x53ae4
\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1262	0138b972:0x53c6f

Bytecode position 0x0168c0 Coverage: n/a

```
0x001688f global.get $global9  
0x0016891 i32.const 16  
0x0016893 i32.add  
0x0016894 global.set $global9  
0x0016896 local.get $var2  
0x0016898 local.get $var1  
0x001689a i32.store  
0x001689d i32.const 2099861  
0x00168a2 local.get $var0  
0x00168a4 local.get $var2  
0x00168a6 call $func1495  
0x00168a9 drop  
0x00168aa i32.const 4  
0x00168ac call $env.__cxa_a  
0x00168af local.tee $var0  
0x00168b1 i32.const 2099861  
0x00168b6 i32.store  
0x00168b9 local.get $var0  
0x00168bb i32.const 6760  
0x00168be i32.const 0  
0x00168c0 call $env.__cxa_throw  
0x00168c2 end
```



\$func1257	0138b972:0x5300a
\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1261	0138b972:0x53c12
	0x53ae4
	0x6ccec
	0x6c9cc
	0x53c12
	0x6ccec
	0x6c9cc
	0x53c6f
	0x6ccec
	0x6c9cc
\$func1261	0138b972:0x53c12
\$func1260	0138b972:0x53ae4
\$func1495	0138b972:0x6ccec
\$func1494	0138b972:0x6c9cc
\$func1262	0138b972:0x53c6f

Запуск матча без UI

Режим сервера

Режим клиента

Прототип 1 vs 1

Полировка игры

```
...ning to Entry  
...ving brush tracker for Level CityIntro.MyLevel  
...actor for Viewport SDLViewport0  
5  
Carter54  
...erPawn: TMale2 Entry.TMale1  
...g root window: UMenu.UMenuRootWindow  
...ound: UMenu.WindowOpen (13296)  
...ound: UMenu.LittleSelect (3620)  
...ound: UMenu.BigSelect (49342)
```

```

2 <html lang="en-us">
204 <body>
1331 <script type='text/javascript'>
1337   var Module = {
1340     preRun: function() {
1395       Module.setStatus("Preparing game data: " + percent + "%");
1396       //console.log("'" + path + "' has made it to MEMFS! (" + syncdata.num_requests + " to go)");
1397       syncdata.num_requests--;
1398       if (syncdata.num_requests <= 0) {
1399         if (!syncdata.failed) {
1400           console.log("MEMFS is sync'd. Calling main()...");
1401           Module.setStatus("Running...");
1402           setTimeout(function() { Module.setStatus(""); }, 5000);
1403+           Module["callMain"]();
1404+           const server = new URLSearchParams(location.search).get("client") !== "1";
1405+           const windowWidth = Math.round(canvas.getBoundingClientRect().width);
1406+           const windowHeight = Math.round(canvas.getBoundingClientRect().height);
1407+           const autoexec = (
1408+ set input Tab ShowScores
1409+ SetRes ${windowWidth}x${windowHeight}
1410+ name ${server ? "Server" : "Client"}
1411+ `) + (server ? "start DM-Agony?listen" : "");
1412+           FS.createDataFile("/System", "autoexec.ut", new TextEncoder().encode(autoexec), true, true, true);
1413+
1414+           console.log(autoexec);
1415+           Module["callMain"](["exec=autoexec.ut"]);
1416         }
1417       }
1418     }
1419   };
1420 }

```

```

2 <html lang="en-us">
204 <body>
1331 <script type='text/javascript'>
1337   var Module = {
1340     preRun: function() {
1395       Module.setStatus("Preparing game data: " + percent + "%");
1396       //console.log("'" + path + "' has made it to MEMFS! (" + syncdata.num_requests + " to go)");
1397       syncdata.num_requests--;
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1400           console.log("MEMFS is sync'd. Calling main()...");
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1403           Module["callMain"]();
1404           const server = new URLSearchParams(location.search).get("client") !== "1";
1405           const windowWidth = Math.round(canvas.getBoundingClientRect().width);
1406           const windowHeight = Math.round(canvas.getBoundingClientRect().height);
1407           const autoexec = (
1408 set input Tab ShowScores
1409 SetRes ${windowWidth}x${windowHeight}
1410 name ${server ? "Server" : "Client"}
1411 `) + (server ? "start DM-Agony?listen" : "");
1412 FS.createDataFile("/system", "autoexec.ut", new TextEncoder().encode(autoexec), true, true, true);
1413
1414           console.log(autoexec);
1415           Module["callMain"](["exec=autoexec.ut"]);
1416         }
1417       }
1418     };
1419   };
1420 }

```

```

2 <html lang="en-us">
204 <body>
1331 <script type='text/javascript'>
1337   var Module = {
1340     preRun: function() {
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1404
1405           const server = new URLSearchParams(location.search).get("client") !== "1";
1406           const windowWidth = Math.round(canvas.getBoundingClientRect().width);
1407           const windowHeight = Math.round(canvas.getBoundingClientRect().height);
1408           const autoexec = (
1409             set input Tab ShowScores
1410             SetRes ${windowWidth}x${windowHeight}
1411             name ${server ? "Server" : "Client"}
1412             `) + (server ? "start DM-Agony?listen" : "");
1413             FS.createDataFile("/System", "autoexec.ut", new TextEncoder().encode(autoexec), true, true, true);
1414             console.log(autoexec);
1415             Module["callMain"](["exec=autoexec.ut"]);
1416           }
1417         }
1418       };
1419     };
1420   }

```

```
Log: 762.0ms Unloading: Package SoldierSkins (.index):1434  
Log: Garbage: objects: 19466->18369; refs: 254885 (.index):1434  
Log: Game class is 'DeathMatchPlus' (.index):1434  
Log: Failed to listen: Sockets: setsockopt SO_BROADCAST failed (.index):1434  
(202990)
```

Та же ошибка что и раньше

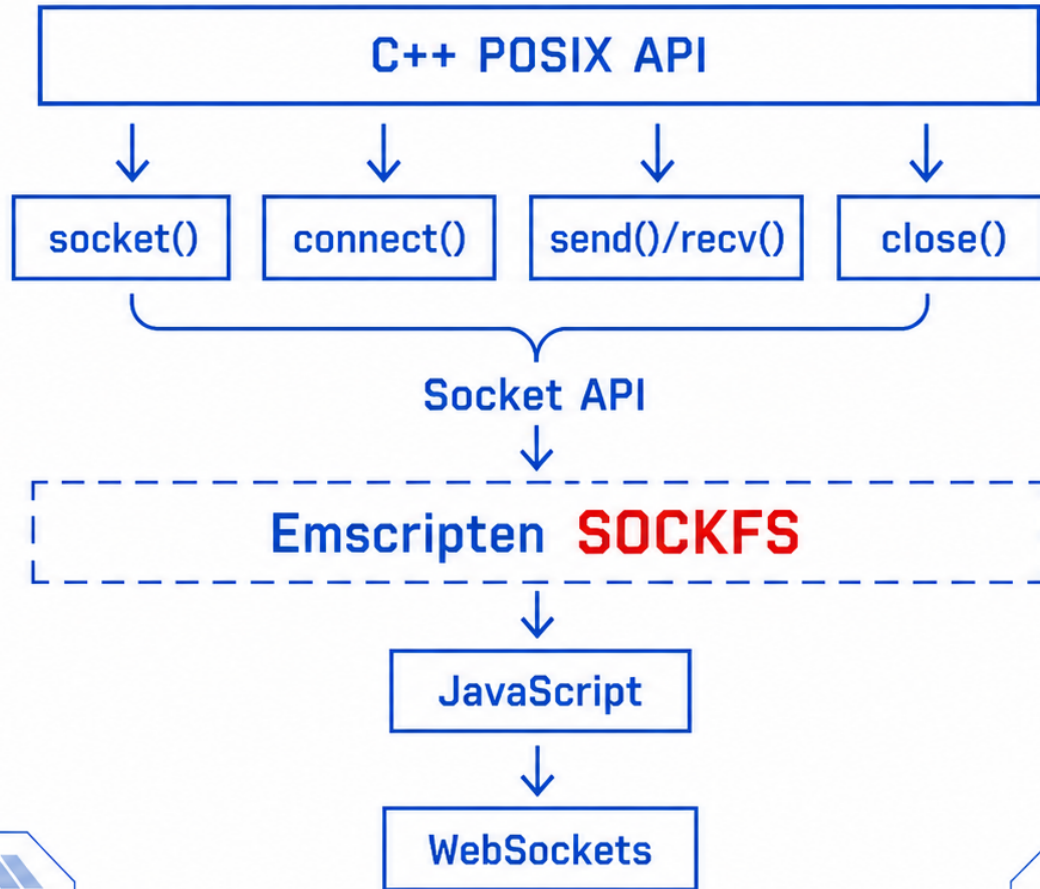
```
Exit: WinSock shut down  
Critical: appError called:  
Critical: Dedicated server can't listen: Sockets:  
SO_BROADCAST failed (202990)  
Exit: Executing UObject::StaticShutdownAfterError (.index):1434  
Exit: Executing USDLCClient::ShutdownAfterError (.index):1434  
Exit: UALAudioSubsystem::ShutdownAfterError (.index):1434  
Exit: UOpenGLRenderDevice::ShutdownAfterError (.index):1434
```

✕ ▶ Uncaught 79682840 - Exception catching is disabled, this exception [index.js:3394](#) cannot be caught. Compile with `-s DISABLE_EXCEPTION_CATCHING=0` or `DISABLE_EXCEPTION_CATCHING=2` to catch.

```
Log: Game class is 'DeathMatchPlus'  
Log: Failed to listen: Sockets: setsockopt  
SO_BROADCAST failed (202990)  
Exit: WinSock shut down  
Critical: appError called:  
Critical: Dedicated server can't listen: Sockets:  
setsockopt SO_BROADCAST failed (202990)  
Exit: Executing UObject::StaticShutdownAfterError  
Exit: Executing USDLCClient::ShutdownAfterError  
Exit: UALAudioSubsystem::ShutdownAfterError  
Exit: UOpenGLRenderDevice::ShutdownAfterError
```



SOCKFS IN EMSCRIPTEN



- > SOCKET LAYER
- > FILESYSTEM ABSTRACTION
- > BROWSER TRANSPORT

NETWORK STATUS
 PROTOCOL: WEBSOCKETS
 LATENCY: 32 MS

+ 100



30



```
1 (module
2 (type $0 (func (param i32 i32 i32)))
3 (type $1 (func (param i32)))
4 (type $2 (func (param i32 i32)))
5 (type $3 (func (param i32) (result i32)))
6 (type $4 (func (param i32 i32 i32) (result i32)))
7 (type $5 (func (param i32 i32) (result i32)))
8 (type $6 (func (param i32 i32 i32 i32)))
9 (type $7 (func (param i32 i32 i32 i32) (result i32)))
10 (type $8 (func (param i32 i32 i32 i32 i32)))
11 (type $9 (func))
12 (type $10 (func (result i32)))
13 (type $11 (func (param i32 i32 i32 i32 i32) (result i32)))
14 (type $12 (func (param i32 i32 i32 i32 i32 i32)))
15 (type $13 (func (param i32 f32)))
16 (type $14 (func (param i32 i32 i32 i32 i32 i32 i32 i32 i32)))
17 (type $15 (func (param i32 i32 i32 i32 i32 i32 i32 i32) (result i32)))
18 (type $16 (func (param i32 i32 i32 i32 i32 i32 i32)))
19 (type $17 (func (param i32 i32 i32 i32 i32 i32) (result i32)))
20 (type $18 (func (param i32 i32 i32 i32 i32 i32 i32 i32 i32) (result i32)))
21 (type $19 (func (param i32 i32 i32 i32 i32 i32 i32 i32)))
22 (type $20 (func (param i32 i32 f32)))
23 (type $21 (func (param i32 i32 i32 i32 i32 i32 i32) (result i32)))
24 (type $22 (func (param i32 i32 i32 i32 i32 i32 i32 i32 i32 i32)))
25 (type $23 (func (param f32 f32 f32 f32)))
26 (type $24 (func (param f32 f32)))
27 (type $25 (func (param f32)))
28 (type $26 (func (param i32 i32 i32 f32)))
```

```
1051 (data $345 (i32.const 118766) "\17\01\1d\006\001\000\00\00\00\00\bc\004\00\00\00\00\00\00\87\00\8f\00\00")
1052 (data $346 (i32.const 120000) "\03\00\03")
1053 (data $347 (i32.const 120016) ",\00'\00(\00)\00+\00&\00+\00&\00&\00&\00&\00\19\00\18\00&\00&\00&\00%\00%\00.")
1054 (data $348 (i32.const 120132) "\03\00\04\00\05\00\06\00\05\00\07")
1055 (data $349 (i32.const 120152) "\14\00\15\00\01\00\1a\00%")
1056 (data $350 (i32.const 120182) "\1a\00%")
1057 (data $351 (i32.const 120198) "\r")
1058 (data $352 (i32.const 120212) "%\00\00\00\00\00\0f")
1059 (data $353 (i32.const 120238) "%\00\00\00\0e\00\10\00\12\00\00\00\0b\00\00\00\n\00\00\00\16\00\00\00$\00")
1060 (data $354 (i32.const 124236) "Running.ini\00./System\00UnrealTournament\00LAZY\00..\Help\00Splash%i.bmp")
1061 (data $355 (i32.const 128223) "No")
1062 (data $356 (i32.const 128287) "True")
1063 (data $357 (i32.const 128351) "False")
1064 (data $358 (i32.const 128415) "None")
1065 (data $359 (i32.const 128479) "Core\0017FArchiveDummySave\0013FNullOutError\009FThrowOut\0012FLogOutError")
1066 (data $360 (i32.const 136371) "ParseString\00\r\00\t\00GetParam\00FString::Parse\00ParseUObject\00NONE\00")
1067 (data $361 (i32.const 139248) "UObject::LanguageChange\00UObject::LoadLocalized\00%s[%i]\00UObject::Regi")
1068 (data $362 (i32.const 147836) "Unknown CPU")
1069 (data $363 (i32.const 147900) "MEMSTAT\00MEMSTAT command not available.\00appForceExit\00appRequestExit('")
1070 (data $364 (i32.const 1105549) "\0b\0c\05\t\n\00\00\04\01\02\03no\005ir_if\0014ir_instruction\009exec_no")
1071 (data $365 (i32.const 1112679) "=\00\00?B\00\15F\18\1a\11\00A\00\05\10\00\1b\t\0b\008\"#$%&'(+)*-.0/32")
1072 (data $366 (i32.const 1121371) "\11\00\0f\n\11\11\11\03\n\07\00\01\13\t\0b\0b\00\00\t\06\0b\00\00\0b\00\0")
1073 (data $367 (i32.const 1121420) "\0b")
1074 (data $368 (i32.const 1121429) "\11\00\n\n\11\11\11\00\n\00\00\02\00\t\0b\00\00\00\t\00\0b\00\00\0b")
1075 (data $369 (i32.const 1121478) "\0c")
1076 (data $370 (i32.const 1121490) "\0c\00\00\00\00\0c\00\00\00\00\t\0c\00\00\00\00\00\0c\00\00\0c")
1077 (data $371 (i32.const 1121536) "\0e")
1078 (data $372 (i32.const 1121548) "\r)\00\00\00\04)r)\00\00\00\00)+\0c)\00\00\00\00\00\0c)\00\00\0c")
```

home > caiiycuk > hdd0 > caiiycuk > ut > ut99-rewasm > ☰ index.wasm.sexpr

```
377 (import "env" "_emscripten_set_mouseup_callback" (func $fimport$170 (param i32 i32 i32 i32) (result i32)))
378 (import "env" "_eglQueryAPI" (func $fimport$171 (result i32)))
379 (import "env" "_emscripten_glFinish" (func $fimport$172))
380 (import "env" "_emscripten_glClearDepth" (func $fimport$173 (param f64)))
381 (import "env" "_emscripten_glUniform1fv" (func $fimport$174 (param i32 i32 i32)))
382 (import "env" "_glBindFramebuffer" (func $fimport$175 (param i32 i32)))
383 (import "env" "_glValidateProgram" (func $fimport$176 (param i32)))
384 (import "env" "_glGenFramebuffers" (func $fimport$177 (param i32 i32)))
385 (import "env" "_eglCreatePixmapSurface" (func $fimport$178 (param i32 i32 i32 i32) (result i32)))
386 (import "env" "_emscripten_set_resize_callback" (func $fimport$179 (param i32 i32 i32 i32) (result i32)))
387 (import "env" "_emscripten_glUniform4i" (func $fimport$180 (param i32 i32 i32 i32 i32)))
388 (import "env" "_glUniform1fv" (func $fimport$181 (param i32 i32 i32)))
389 (import "env" "_glDeleteFramebuffers" (func $fimport$182 (param i32 i32)))
390 (import "env" "_emscripten_glUniform4f" (func $fimport$183 (param i32 f64 f64 f64 f64)))
391 (import "env" "_glCheckFramebufferStatus" (func $fimport$184 (param i32) (result i32)))
392 (import "env" "_emscripten_glBlendFunc" (func $fimport$185 (param i32 i32)))
393 (import "env" "_glBlendFuncSeparate" (func $fimport$186 (param i32 i32 i32 i32)))
394 (import "env" "_glBindTexture" (func $fimport$187 (param i32 i32)))
395 (import "env" "_glGetFloatv" (func $fimport$188 (param i32 i32)))
396 (import "env" "_alcDestroyContext" (func $fimport$189 (param i32) (result i32)))
397 (import "env" "_emscripten_glGetVertexAttrib" (func $fimport$190 (param i32 i32 i32)))
398 (import "env" "_glReadPixels" (func $fimport$191 (param i32 i32 i32 i32 i32 i32 i32)))
399 (import "env" "_glGetActiveAttrib" (func $fimport$192 (param i32 i32 i32 i32 i32 i32 i32)))
400 (import "env" "_emscripten_glUniformMatrix3fv" (func $fimport$193 (param i32 i32 i32 i32)))
401 (import "env" "_glUniform2iv" (func $fimport$194 (param i32 i32 i32)))
402 (import "env" "__syscall33" (func $fimport$195 (param i32 i32) (result i32)))
403 (import "env" "_glGetActiveUniform" (func $fimport$196 (param i32 i32 i32 i32 i32 i32 i32)))
404 (import "env" "_pthread_setspecific" (func $fimport$197 (param i32 i32) (result i32)))
```

ut99-rewasm > ≡ index.wasm.orig.sexpr

```
1106 (export "__errno_location" (func $6066))
1107 (export "_ntohs" (func $6213))
1108 (export "__GLOBAL__sub_I_SDLLaunch_cpp" (func $125))
1109 (export "__GLOBAL__sub_I_Core_cpp" (func $126))
1110 (export "__GLOBAL__sub_I_UnName_cpp" (func $250))
1111 (export "__GLOBAL__sub_I_UnObj_cpp" (func $329))
1112 (export "__GLOBAL__sub_I_UnCorSc_cpp" (func $998))
1113 (export "__GLOBAL__sub_I_UnCanvas_cpp" (func $1525))
1114 (export "__GLOBAL__sub_I_UnCon_cpp" (func $1601))
1115 (export "__GLOBAL__sub_I_UnEngine_cpp" (func $1785))
1116 (export "__GLOBAL__sub_I_UnPawn_cpp" (func $2071))
1117 (export "__GLOBAL__sub_I_UnScrTex_cpp" (func $2251))
1118 (export "__GLOBAL__sub_I_UnScript_cpp" (func $2259))
1119 (export "__GLOBAL__sub_I_UnURL_cpp" (func $2405))
1120 (export "__GLOBAL__sub_I_IpDrv_cpp" (func $2487))
1121 (export "__GLOBAL__sub_I_UnLight_cpp" (func $2775))
1122 (export "__GLOBAL__sub_I_WebServer_cpp" (func $2815))
1123 (export "__GLOBAL__sub_I_RegalLog_cpp" (func $4005))
1124 (export "__GLOBAL__sub_I_RegalInit_cpp" (func $4030))
1125 (export "__GLOBAL__sub_I_RegalConfig_cpp" (func $4058))
1126 (export "__GLOBAL__sub_I_RegalDispatcherGlobal_cpp" (func $4096))
1127 (export "__GLOBAL__sub_I_RegalDispatchGlobal_cpp" (func $5501))
1128 (export "__GLOBAL__sub_I_RegalPixelConversions_cpp" (func $5506))
1129 (export "__GLOBAL__sub_I_gls1_types_cpp" (func $5692))
1130 (export "__GLOBAL__sub_I_UnMD5_cpp" (func $6054))
1131 (export "runPostSets" (func $645))
1132 (export "stackAlloc" (func $0))
1133 (export "stackSave" (func $1))
```

```
1225 (export "dynCall iiiiif" (func $6598))
1226 (func $0 (param $0 i32) (result i32)
1227   (local $1 i32)
1228   (block $label$1 (result i32)
1229     (local.set $1
1230       (global.get $global$1)
1231     )
1232     (global.set $global$1
1233       (i32.add
1234         (global.get $global$1)
1235         (local.get $0)
1236       )
1237     )
1238     (global.set $global$1
1239       (i32.and
1240         (i32.add
1241           (global.get $global$1)
1242           (i32.const 15)
1243         )
1244         (i32.const -16)
1245       )
1246     )
1247     (local.get $1)
1248   )
1249 )
1250 (func $1 (result i32)
1251   (global.get $global$1)
1252 )
```

home > caiiycu rig.sexpr

```
1225
1226
1227
1228
1229
1230
1231
1232
1233
1234
1235
1236
1237
1238
1239
1240
1241
1242
1243
1244
1245
1246
1247
1248
1249
1250
1251
1252
```

\$0_stackAlloc

\$0 — не настоящее имя функции

**В стеке отладки будет другое
ИМЯ**

\$func490

**490 - порядковый номер
функции**

```
1222 (export "dynCall_viiiiiii" (func $fn_7000_6596_export_dynCall_viiiiiii))
1223 (export "dynCall_iiiiiiiiiii" (func $fn_6956_6466_export_dynCall_iiiiiiiiiii))
1224 (export "dynCall_viiiifffff" (func $fn_7087_6597_export_dynCall_viiiifffff))
1225 (export "dynCall_iiiiif" (func $fn_7088_6598_export_dynCall_iiiiif))
1226 (func $fn_490_0_export_stackAlloc (param $0 i32) (result i32)
1227   (local $1 i32)
1228   (local.set $1
1229     (global.get $global$1)
1230   )
1231   (global.set $global$1
1232     (i32.add
1233       (global.get $global$1)
1234       (local.get $0)
1235     )
1236   )
1237   (global.set $global$1
1238     (i32.and
1239       (i32.add
1240         (global.get $global$1)
1241         (i32.const 15)
1242       )
1243       (i32.const -16)
1244     )
1245   )
1246   (local.get $1)
1247 )
1248 (func $fn_491_1_export_stackSave (result i32)
1249   (global.get $global$1)
```

Dis Name

Fn Index

```
namespace wasm {  
    namespace GpxUtils {  
        void renameFunctions(Module *wasm, std::map<Name, Name> map) {  
            }  
        }  
    }  
}
```

```
namespace wasm {
    namespace GpxUtils {

        void renameFunctions(Module *wasm, std::map<Name, Name> map) {
            for (auto& [oldName, newName] : map) {
                if (auto* func = wasm->getFunctionOrNull(oldName)) {
                    }
            }
        }
    }
}
}
```

```
namespace wasm {
    namespace GpxUtils {

        void renameFunctions(Module *wasm, std::map<Name, Name> map) {
            for (auto& [oldName, newName] : map) {
                if (auto* func = wasm->getFunctionOrNull(oldName)) {
                    assert(!wasm->getFunctionOrNull(newName) || func->name == newName);
                    func->name = newName;
                }
            }

            // ...
        }
    }
}
```

```
}
```



SOCKFS IN EMSCRIPTEN



C++ POSIX API

fn\$347

fn\$582

fn\$913

fn\$726

Подменяем SOCKFS

receive()

close()

Socket API

Emscripten **SOCKFS**

JavaScript

WebSockets

NETWORK STATUS
PROTOCOL: WEBSOCKETS
LATENCY: 32 MS



- > SOCKET LAYER
- > FILESYSTEM ABSTRACTION
- > BROWSER TRANSPORT

+ 100



30



```

13377 13374 function _emscripten_glUniform1fv(location, count, value) {
13378 13378     for (var i = 0, i < count, ++i) {
13379 13379         view[i] = HEAPF32[value + 4 * i >> 2]
13380 13380     }
13381 13381 } else {
13382 13382     view = HEAPF32.subarray(value >> 2, value + count * 4 >>
13383 13383 )
13384 13384 GLctx.uniform1fv(GL.uniforms[location], view)
13385 13385 }
13386 - var SOCKFS = {
13386+ var SOCKFS = window.NET ? window.NET : {
13387 13387     mount: (function(mount) {
13388 13388         Module["websocket"] = Module["websocket"] && "object" ==
13389 13389         Module["websocket"]._callbacks = {};
13390 13390         Module["websocket"]["on"] = (function(event, callback) {
13391 13391             if ("function" === typeof callback) {
13392 13392                 this._callbacks[event] = callback
13393 13393             }
13394 13394             return this
13395 13395         });
13396 13396         Module["websocket"].emit = (function(event, param) {

```

family = 2 -> AF_INET (IPv4)

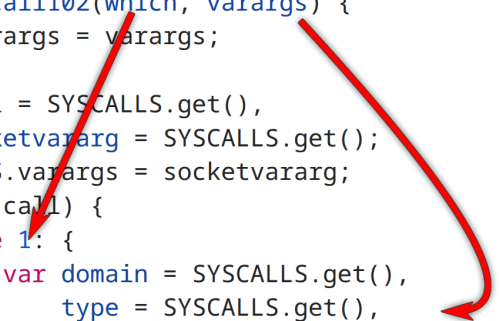
type = 2 -> SOCK_DGRAM (UDP)

protocol = 17 -> IPPROTO_UDP

socket(AF_INET, SOCK_DGRAM,
IPPROTO_UDP)

```
14064 function __syscall102(which, varargs) {
14065     SYSCALLS.varargs = varargs;
14066     try {
14067         var call = SYSCALLS.get(),
14068             socketvararg = SYSCALLS.get();
14069         SYSCALLS.varargs = socketvararg;
14070         switch (call) {
14071             case 1: {
14072                 var domain = SYSCALLS.get(),
14073                     type = SYSCALLS.get(),
14074                     protocol = SYSCALLS.get();
14075                 var sock = SOCKFS.createSocket(domain, type, protocol);
14076                 assert(sock.stream.fd < 64);
14077                 return sock.stream.fd
14078             };

```



```
14130 length = SYSCALLS.get(), length = undefined
14131 flags = SYSCALLS.get(), flags = undefined
14132 dest = SYSCALLS.getSocketAddress(true); dest = undefined
14133 if (!dest) {
14134   return FS.write(sock.stream, HEAP8, message, length) sock = undefin
14135 }
14136 message, length, dest.addr
14137
14138
14139
14140 Val sock = SYSCALLS.getSocketAddress(true);
14141
14142
14143
14144
14145
14146
14147
14148
14149
14150
14151
14152
14153
14154
14155 case 14: { /* getsockopt */
14156   return 0;
```

total: undefined
type: undefined
varargs: 2138896
view: undefined
which: 102

- ▶ Script
- ▶ Global Window
- ▼ Call Stack
- ▶ **__syscall102_socket** index.js:14140
- \$func6707 0138b972:0x3ca2ce
- \$func3019 0138b972:0x13a8a6
- \$func2398 0138b972:0xd4f8a
- \$func2391 0138b972:0x...
- \$func614 0138b972:0x...
- \$dynCall_v 0138b972:0x...
- (anonymous) index.js:101
- browserIterationFunc index.js:81
- runIter index.js:388
- Browser_mainLoop_runner index.js:3324

6707 -> recvmsg

много других syscall

можно разметить posix функции

JS net.js > createSocket > sock_ops > recvmsg

```
31     },
32     getSocket: function (fd) {
33         console.log("[NET] getSocket", fd);
34         return socket;
35     },
36     getStreamFromFD: function (fd) {
37         console.log("[NET] getStreamFromFD", fd);
38         return socket;
39     },
40     bind: function (sock, addr, port) {
41         console.log("[NET] bind", sock, addr, port);
42         return 0;
43     },
44     sendmsg: function (sock, buffer, offset, length, addr, port) {
45         console.log("[NET] sendmsg", sock, buffer, offset, length, addr, port);
46         return 0;
47     },
48     recvmsg: function (sock, len) {
49         console.log("[NET] recvmsg", sock, len);
50         throw new FS.ErrnoError(/* ERRNO_CODES.EAGAIN */ 11);
51     },
52     close: function (fd) {
53         console.log("[NET] close", fd);
```

LOADING

```
Init: Subclient initialized.  
Init: Lighting subsystem initialized  
Init: Rendering initialized  
Log: LoadMap: Entry  
Log: Case-insensitive search: Botpack -> ../System/BotPack.u  
Log: Game class is 'UTIntro'  
Log: Level is Level Entry.MyLevel  
Log: Bringing Level Entry.MyLevel up for play (0)...  
ScriptLog: InitGame:  
ScriptLog: Base Mutator is Entry.Mutator0  
Log: Browse: exec=autoexec.ut/Index.unr?Name=Carter54?Class=Botpack.TMale2?team=255?skin=soldierSkins_b1kt?Face=soldierSkins.Othello
```

Exception thrown, see JavaScript console

SKIN=SKIN;FACE=FACE;...

[NET] createSocket 2 2 17 net.js:9

WARNING: using emscripten GL immediate mode emulation. This is very limited in what it supports (index):1446

[NET] createSocket 2 2 17 net.js:9

Uncaught 80278416 - Exception catching is disabled, this exception cannot be caught. Compile with index.js:3394 -s DISABLE_EXCEPTION_CATCHING=0 or DISABLE_EXCEPTION_CATCHING=2 to catch.

- runIter @ index.js:3394
- Browser_mainLoop_runner @ index.js:3324
- requestAnimationFrame**
- requestAnimationFrame @ index.js:3681
- Browser_mainLoop_scheduler_rAF @ index.js:3235
- _emscripten_set_main_loop @ index.js:3332
- _emscripten_set_main_loop_arg @ index.js:16467
- \$_main @ 0138b972:0xb674
- (anonymous) @ index.js:18409
- callMain @ index.js:18903
- req.onsuccess @ (index):1415

```
Unregister sound: Sound AmbAncient.Looping.Stower51 (index):1434  
DevSound: Unregister sound: Sound AmbAncient.Looping.Stower51 (index):1434  
884.0ms Unloading: Package SoldierSkins (index):1434  
Log: 884.0ms Unloading: Package SoldierSkins (index):1434  
Garbage: objects: 19478->18377; refs: 254950 (index):1434  
Log: Garbage: objects: 19478->18377; refs: 254950 (index):1434  
Game class is 'DeathMatchPlus' (index):1434
```

```
Log: Game class is 'DeathMatchPlus' (index):1434  
[NET] createSocket 2 2 17 net.js:9  
Failed to listen: Sockets: setsockopt SO_BROADCAST failed (202990) (index):1434  
Log: Failed to listen: Sockets: setsockopt SO_BROADCAST failed (202990) (index):1434  
▶ Uncaught 80279336 Exception catching is disabled, this exception cannot be caught. Compile with -s DISABLE_EXCEPTION_CATCHING=0 or DISABLE_EXCEPTION_CATCHING=2 to catch. index.js:3394
```

```

14154 14064 function __syscall102_socket(which, varargs) {
14155     - case 14: {
14156     -     return -ERRNO_CODES.ENOPROTOOPT
14155+ case 14: { /* getsockopt */
14156+     return 0;
14157+     // return -ERRNO_CODES.ENOPROTOOPT
14157 14158 };
14158     - case 15: {
14159+ case 15: { /* setsockopt */
14159 14160     var sock = SYSCALLS.getSocketFromFD(),
14160 14161     level = SYSCALLS.get(),
14161 14162     optname = SYSCALLS.get(),
14162 14163     optval = SYSCALLS.get(),
14163 14164     optlen = SYSCALLS.get();
14164 14165     if (level === 1) {
14165 14166         if (optname === 4) {
14166 14167             HEAP32[optval >> 2] = sock.error;
14167 14168             HEAP32[optlen >> 2] = 4;
14168 14169             sock.error = null;
14169 14170             return 0
14170 14171         }
14171 14172     }
14172 14173     return -ERRNO_CODES.ENOPROTOOPT
14173 14174 };

```

```
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, ...]
43929664 43 255.255.255.255 9777
```

```
[NET] getSocket 1 net.js:33
```

```
[NET] recvmsg ▶ {socket: true, flags: 0, family: 2, type: 2, protocol: 17, ...} 576 net.js:49
```

```
[NET] getSocket 1 net.js:33
```

```
[NET] recvmsg ▶ {socket: true, flags: 0, family: 2, type: 2, protocol: 17, ...} 4095 net.js:49
```

```
[NET] getSocket 1 net.js:33
```

Сервер работает

Запускаем клиент

```
[NET] recvmsg ▶ {socket: true, flags: 0, family: 2, type: 2, protocol: 17, ...} 4095 net.js:49
```

```
[NET] getSocket 1 net.js:33
```

```
[NET] recvmsg ▶ {socket: true, flags: 0, family: 2, type: 2, protocol: 17, ...} 576 net.js:49
```

```
[NET] getSocket 1 net.js:33
```

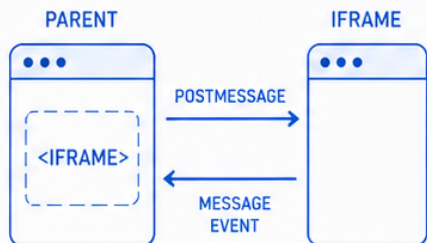
```
[NET] recvmsg ▶ {socket: true, flags: 0, family: 2, type: 2, protocol: 17, ...} 4095 net.js:49
```

```
[NET] getSocket 1 net.js:33
```

```
[NET] recvmsg ▶ {socket: true, flags: 0, family: 2, type: 2, protocol: 17, ...} 4095 net.js:49
```

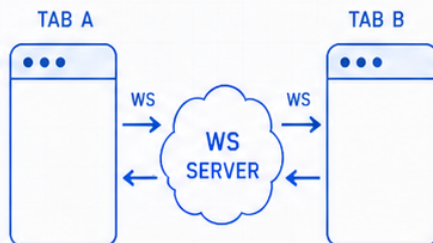

КАК СОЕДИНИТЬ ДВЕ ВКЛАДКИ В БРАУЗЕРЕ

1. IFRAME + POSTMESSAGE



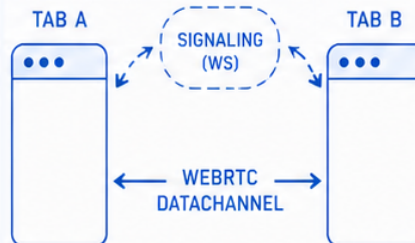
- ВСТРОЕННЫЙ ФРЕЙМ + ОБМЕН ЧЕРЕЗ POSTMESSAGE

2. WEBSOCKET



- СОЕДИНЕНИЕ ЧЕРЕЗ WEBSOCKET СЕРВЕР

3. WEBRTC (DATACHANNEL)



- ПРЯМОЕ P2P СОЕДИНЕНИЕ ЧЕРЕЗ DATACHANNEL

+ 100

UNREAL
TOURNAMENT



60 | III

JS net.js > ...

```
1  const channel = new BroadcastChannel("ut99");  
2  const sockets = {};  
3
```

JS net.js > ...

```
1  const channel = new BroadcastChannel("ut99");
2  const sockets = {};
3
4  const queue7777 = []; // server
5  const queue9999 = []; // client
6
7  channel.onmessage = (event) => {
8      const { type, buffer, addr, port } = event.data;
9      if (type === "send") {
10         if (port === 7777) {
11             queue7777.push(buffer);
12         } else if (port === 9999) {
13             queue9999.push(buffer);
14         }
15     }
16 };
17
```

```
71     sendmsg: function (sock, buffer, offset, length, addr, port) {
72         return length;
73     },
74     recvmsg: function (sock, len) {
75         if (sock.sport === 7777 && queue7777.length > 0) {
76             const buffer = queue7777.shift();
77             return {
78                 buffer,
79                 addr: sock.saddr,
80                 port: 9999,
81             };
82         } else if (sock.sport === 9999 && queue9999.length > 0) {
83             const buffer = queue9999.shift();
84             return {
85                 buffer,
86                 addr: sock.saddr,
87                 port: 7777,
88             };
89         }
90         throw new FS.ErrnoError(/* ERRNO_CODES.EAGAIN */ 11);
91     },
92     close: function (fd) {
93         console.log(["NET"], "close", fd);
```

A close-up photograph of two men in business suits. The man on the left is looking towards the man on the right, who is partially visible in profile. The lighting is dramatic, with strong highlights and deep shadows, creating a serious and focused atmosphere. A semi-transparent dark blue box is overlaid on the image, containing the text.

We need to go deeper

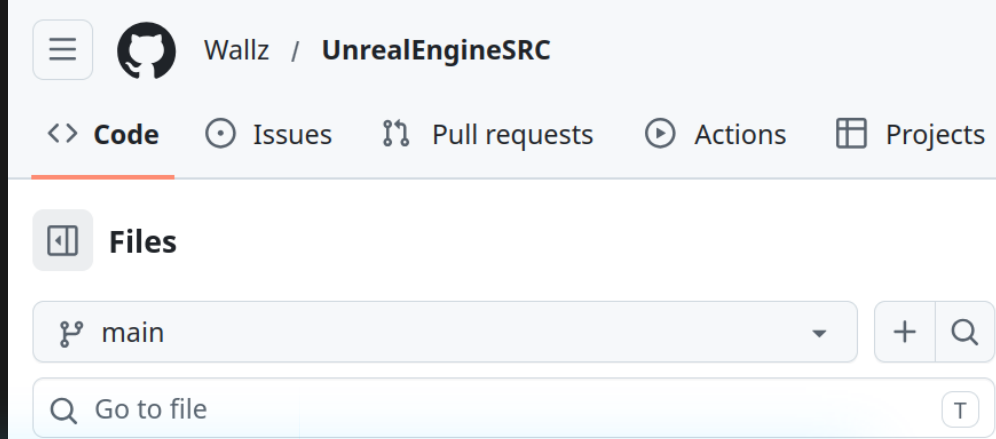
```
12154
12155 function __cxa_throw(ptr, type, destructor) { ptr = 76760032, type
12156     EXCEPTIONS.infos[ptr] = {
12157         ptr: ptr,
12158         adjusted: ptr,
12159         type: type, type = 6760
12160         destructor: destructor, destructor = 0
12161         refcount: 0,
12162         caught: false,
12163         rethrown: false
12164     };
12165     EXCEPTIONS.last = ptr; ptr = 76760032
12166     if (!("uncaught_exception" in __ZSt18uncaught_exceptionv)) {
12167         __ZSt18uncaught_exceptionv.uncaught_exception = 1
12168     } else {
12169         __ZSt18uncaught_exceptionv.uncaught_exception++
12170     }
12171     throw ptr + " [Exception catching is disabled], this exception c
12172 }
12173
```

Paused on breakpoint

- ▶ Watch
- ▶ Breakpoints
- ▼ Scope
- ▼ Local
 - ▶ this: Window
 - destructor**: 0
 - ptr**: 76760032
 - type**: 6760
 - ▶ Global Window
- ▼ Call Stack
 - ▶ **__cxa_throw** index.js:12171
 - \$func708 0138b972:0x168c0
 - \$func904 0138b972:0x373e6
 - \$func1483 0138b972:0x66575
 - \$func1494 0138b972:0x6c83b
 - \$func1262 0138b972:0x53c6f
 - \$func1274 0138b972:0x545e1

Exception catching is disabled 2 matches

Line 12167, Column 58 Coverage: n/a



Исходный код UT99

Строка 1623 не содержит assert

Исходный код не нужен

- Unreal [v1.224] [1999-05-01] [INCOMPLETE].7z
- unreal-src-part1_archive.torrent
- > Unreal Tournament 2003 [v2107] [2002-10-01] (Retail)
- > Unreal Tournament 2004 [v3369] [03-16-2004] (Retail)
- > Unreal Tournament [v1.400] [1999-11-30] (Retail)
- README.md

```
2172 //
2173 UObject* UObject::StaticLoadObject( UClass* ObjectClass, UObject* InOuter, const TCHAR* InName, const TCHAR*
2174 {
2175     guard(UObject::StaticLoadObject);
2176     check(ObjectClass);
2177     check(InName);
2178
2179     // Try to load.
2180     UObject* Result=NULL;
2181     BeginLoad(); ← i++
2182     try
2183     {
2184         // ...
2185         EndLoad();
2186     }
2187     catch( const TCHAR* Error )
2188     {
2189         EndLoad();
2190         // ...
2191     }
2192
2193     return Result;
2194     unguardf(( TEXT("(%s %s.%s %s)"), ObjectClass->GetPathName(), InOuter ? InOuter->GetPathName() : TEXT("N
2195 }
2196
2197 //
```

```
2172 //
2173 UObject* UObject::StaticLoadObject( UClass* ObjectClass, UObject* InOuter, const TCHAR* InName, const TCHAR*
2174 {
2175     guard(UObject::StaticLoadObject);
2176     check(ObjectClass);
2177     check(InName);
2178
2179     // Try to load.
2180     UObject* Result=NULL;
2181     BeginLoad(); ← i++
2182     try
2183     {
2184         // ...
2185         EndLoad(); ← i--
2186     }
2187     catch( const TCHAR* Error )
2188     {
2189         EndLoad();
2190         // ...
2191     }
2192
2193     return Result;
2194     unguardf(( TEXT("(%s %s.%s %s)"), ObjectClass->GetPathName(), InOuter ? InOuter->GetPathName() : TEXT("N
2195 }
2196
2197 //
```

~~i != 0~~

```
2170 //
2171 // Load an object.
2172 //
2173 UObject* UObject::StaticLoadObject( UClass* ObjectClass, UObject* InOuter, const TCHAR* InName, const TCHAR* Filename, DWORD LoadFlags )
2174 {
2175     guard(UObject::StaticLoadObject);
2176     check(ObjectClass);
2177     check(InName);
2178
2179     // Try to load.
2180     UObject* Result=NULL;
2181     BeginLoad();
2182     try
2183     {
2184         //
2185         if( !Result )
2186             appThrowf( LocalizeError("ObjectNotFound"), ObjectClass->GetName(),
2187                 InOuter ? InOuter->GetPathName() : TEXT("None"), InName );
2188         EndLoad();
2189     }
2190     catch( const TCHAR* Error )
2191     {
2192         EndLoad();
2193         // ...
2194     }
2195
2196     return Result;
2197     unguardf(( TEXT("%s %s.%s %s")", ObjectClass->GetPathName(), InOuter ? InOuter->GetPathName() : TEXT("None"), InName, Filename
2198 }
2199
2200 //
```

ex.js x 0138b972



```
function __cxa_throw(ptr, type, destructor) {  
  EXCEPTIONS_info[ptr] = {  
    ptr: ptr,  
    adjusted: ptr,  
    type: type,  
    destructor: destructor,  
    refcount: 0,  
    caught: false,  
    rethrown: false  
  };  
  EXCEPTIONS.last = ptr;  
  if (!("uncaught_exception" in __ZSt18uncaught_exceptionv)) {  
    __ZSt18uncaught_exceptionv.uncaught_exception = 1  
  } else {  
    ;  
  }  
}
```



- ▶ Threads
- ▶ Watch
- ▶ Breakpoints
- ▶ Scope
- ▼ Call Stack
- Not paused*
- ▶ XHR/fetch Breakpoints
- ▶ DOM Breakpoints
- ▶ Global Listeners
- ▶ Event Listener Breakpoints
- ▶ CSP Violation Breakpoints

12169, Column 23

Coverage: n/a

top Filter

Default levels No Issues 3 hidden

https://test.js-dos.com/favicon.ico 404 (Not Found)

favicon.ico:1

SimLatency=0

RelevantTimeout=5.0

SpawnPrioritySeconds=1.0

ServerTravelPause=4.0

NetServerMaxTickRate=20

LanServerMaxTickRate=35

- DownloadManagers=IpDrv.HTTPDownload

- DownloadManagers=Engine.ChannelDownload

+ ;DownloadManagers=IpDrv.HTTPDownload

+ ;DownloadManagers=Engine.ChannelDownload

[IpDrv.HTTPDownload]

RedirectToURL=

ProxyServerHost=

ProxyServerPort=3128

UseCompression=True

You are the server, do not switch tabs, (...)
Anyss was smacked down by Tamara's Rocket Launcher.
calliycuk was ripped to shreds by Loque's Flak Cannon.
Loque was ripped to shreds by Sarena's Flak Cannon.

Tournament DeathMatch Frag Limit: 25

BOTS

STATS

Боты и статистика

Полировка игры

Player	Frag
calliycuk	17
Sarena	14
Tamara	12
Zenith	12
Loque	12
Anyss	10
Rhea	9
Kara	9
Kragoth	9
Necroth	8
Barak	8
Kira	7
	3

Deaths

9	Time: 3	Ping: 0
13	FPH: 340	Ping: 0
9	Time: 3	Ping: 0
12	FPH: 260	Ping: 0
12	Time: 3	Ping: 0
13	FPH: 240	Ping: 0
12	Time: 3	Ping: 0
12	FPH: 240	Ping: 0
10	Time: 3	Ping: 0
10	FPH: 200	Ping: 0
12	Time: 3	Ping: 0
10	FPH: 200	Ping: 0
10	Time: 3	Ping: 0
12	FPH: 180	Ping: 0
13	Time: 3	Ping: 0
8	FPH: 180	Ping: 0
10	Time: 3	Ping: 0
11	FPH: 160	Ping: 0
11	Time: 3	Ping: 0
12	FPH: 160	Ping: 0
	Time: 3	Ping: 0
	FPH: 140	Ping: 0
	Time: 3	Ping: 0
	FPH: 60	Ping: 0

You are dead. Hit [Fire] to respawn!

Tournament DeathMatch in Fetid Sewers
Elapsed Time: 00:03:36