

Forum:[Hack Forums](#)

Thread: [OSHD ABSOLUTELY DESTROYED](#)

Kayoz - June 12, 2017, 6:40 am

Quote: Hi all,

The recent release of a third-party client, OSHD, has sparked a lot of discussion within the community. We'd like to address the situation with OSHD, and discuss our stance on the client.

We'd like to thank you for your patience whilst conversations were taking place, both internal and external. Our priority is to ensure that we protect you, our players, as well as our own intellectual property. Such a large decision could not be made overnight.

We will not be approving OSHD. It is in our best interests to be as transparent with you as we possibly can, and so I'll share some of the substantial reasons as to why this is the case.

One thing you're already aware of is the fact that the client simply is not compatible with our bot detection systems, there were a few instances of macro bans over the weekend which are a testament to that. I've seen some claims that these bans were targeted and I'd like to assure you that this is absolutely untrue.

The big question at hand is whether it's possible for the client to avoid triggering our bot detection. This could be done through two methods: either we make changes to our bot detection, or we tell them how to avoid triggering it. The developers of OSHD are yet to respond to our requests for their code, and we can't comment on how safe it is to use their product (in terms of account security in addition to the issues with bot detection). We have no relationship with the developers and so can't simply take the client on trust. We are not willing to divulge the information needed to make changes to avoid our bot detection, as revealing this information carries a great risk which could threaten the health of Old School. Making changes to our own bot detection to aid this client could potentially pave the way for genuine botting clients which might appear to behave in a similar way. We will not jeopardise the integrity of Old School to facilitate a third-party client. We have no official ties with any third-party client, though some clients are able to operate without interfering with our bot detection, but that is not representative of any formal agreement.

Perhaps most importantly is the effect that our ongoing engine work will have on third-party clients. We have some great updates being made to our game engine in the future, and these updates will break the OSHD client for a considerable amount of time. We're not going to sacrifice or postpone our own updates to aid OSHD. The development of our game engine will benefit you far more than any third-party offering.

We're committed to improving our own client, but unlike third-parties we are legally and morally obligated to put the security and stability of Old School, and the safety of our players, above all else. We can't simply reuse and throw together old assets in the hope that they stick. In the immediate short-term our engine team are working on a rasterizer which will increase FPS. This development will also add features such as support for higher resolution displays and scalable interfaces. We are also discussing, on an ongoing basis, the future roadmap for the game. It's clear that there's a demand for extended draw distance and improved lighting effect etc. We would also look to undertake this far differently than we did in 2008 - with a view to high framerate monitors and a more modern approach to 3D rendering code practices. In short it would have to be done differently to the

way it happened in 2008 and so would need to be done from scratch.

Ultimately the decision that has been reached is that OSHD is not approved for use. Should the developers of OSHD fail to meet our reasonable requests, we will be left with no other alternative but to take legal action against them in order to ensure the protection of you, our players, as well as our own intellectual property. Unfortunately we can't discuss any imminent or ongoing legal action.

The depth of discussion since OSHD surfaced has made it clear that there is interest among the playerbase in playing Old School in HD. It's something we're happy to investigate, but in order to manage expectations I'd like to clarify our approach. If you do want a completely reworked graphical update then we would first need to investigate the impact on both the game and the development team before we could commit to such an undertaking. This alone would likely take a number of months to investigate and we could not commit to a delivery date until this takes place.

Mods Archie, Ash, Ed, Ghost, Jed, John C, Kieren, Mat K, Maz, Ronan, Roq, Ry, Stone, Sween, TomH, Weath, West & Wolf
The Old School Team

<http://services.runescape.com/m=news/graphical-client-update?oldschool=1>

The important part: "We will not be approving OSHD"

The hilarious part: "The developers of OSHD are yet to respond to our requests for their code"

This means they never actually sent the code to Jagex for review.

puts tinfoil hat on

Time to change passwords and head over to the [White Hat Malware, Virus, and Rat Removal Help section](#) if you used this ?

Danskeren - June 12, 2017, 6:54 am

gg surrender probably gh0st who did it, yall niggas are fucked.

Wet Rag - June 12, 2017, 6:55 am

Well yeah if they didnt send the code obviously they'll be denied

these developers are sketchy as fuck

W R T - June 12, 2017, 7:57 am

RIP. Good thing I never ran the client.

Still, OSHD looked sexy as fuck.

Lion - June 12, 2017, 8:09 am

Obvious malicious intent if they never sent the code. Why wouldn't they?

Aveling - June 12, 2017, 8:11 am

That's sad to hear, the project seemed very genuine at first glance, great graphics, I hope someone will port this project and do the right thing.

Kayoz - June 12, 2017, 11:59 am

(Jun 12, 2017 06:55 AM)Wet Rag Wrote: [\[CITE\]](#) Well yeah if they didnt send the code obviously they'll be denied

these developers are sketchy as fuck

(Jun 12, 2017 08:09 AM)Astral Wrote: [\[CITE\]](#) Obvious malicious intent if they never sent the code. Why wouldn't they?

I agree. Very sketchy behavior. Perhaps they didn't want to send the code because then Jagex could tell 100% that it's their stolen Intellectual Property which might get them in legal trouble. Not that it really matters, because it won't take much of an investigation to come to the same conclusion if Jagex were to take legal action against this (something that their statement seems to suggest).

Levi - June 12, 2017, 12:12 pm

Good. Hopefully the community will shut up about this client already.

God of Thunder - June 12, 2017, 12:14 pm

I was never really a fan of HD graphics, even when they came in original RS in 2010ish, I kinda hated them. :D

Lion - June 12, 2017, 1:49 pm

(Jun 12, 2017 11:59 AM)Kayoz Wrote: [\[CITE\]](#) I agree. Very sketchy behavior. Perhaps they didn't want to send the code because then Jagex could tell 100% that it's their stolen Intellectual Property which might get them in legal trouble.

That's a good assumption. If I remember correctly, Jagex isn't scared to take things to the courtroom lol.

Dean Winchester? - June 12, 2017, 4:47 pm

I mean it is all OSHD team's fault for not giving them the code. Fucking dumb.

Oh well rip HD

Timo - June 13, 2017, 2:42 am

if they would hand over the code that probably is stolen, it would be the same as handing the murder weapon over to the police.
they would get their ass sued.

Kayoz - June 13, 2017, 3:22 am

(Jun 12, 2017 04:17 PM)Cat Girl Wrote: [\[CITE\]](#) Dovy made a video about this, he said he asked the developers why they didn't submit their code for review. The statement back to dovy was that they had their own reasons, and he was asked not to share said reasons but they seemed pretty reasonable.

I mean I wouldn't call it reasonable since they lied about it. They said that they were gonna send the code and that they were happy to cooperate and then they just went dark. I would almost put money on that theres something shadier going on here than just stolen textures, especially if you look into what kind of people the devs are.

Jire - June 13, 2017, 5:11 am

Well since Jagex wants to do this, they will get what's coming to them.

https://www.reddit.com/r/2007scape/comments/6gyp3k/oshd_involved_with_edén_private_server/

Kayoz - June 13, 2017, 5:52 am

(Jun 13, 2017 05:11 AM)The Jire Wrote: [\[CITE\]](#) Well since Jagex wants to do this, they will get what's coming to them.

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If you don't realize why Jagex did what they did then you're either massively autistic or didn't read the text.

Wouldn't be surprised if Jagex shuts this down too, or sues them.

Jire - June 13, 2017, 6:00 am

(Jun 13, 2017 05:52 AM)Kayoz Wrote: [\[CITE\]](#) If you don't realize why Jagex did what they did then you're either massively autistic or didn't read the text.

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I fully realize why Jagex did what they did, but I also understand why OSHD does not want to send them code.

In case you didn't know, the OSHD developer works for me, sort of making OSHD a "subsidiary" of my server Eden. Get why Jagex has it coming to them now?

Dean Winchester? - June 13, 2017, 6:02 am

(Jun 13, 2017 06:00 AM)The Jire Wrote: [\[CITE\]](#) I fully realize why Jagex did what they did, but I also understand why OSHD does not want to send them code.

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tf you mean coming to them? why tf would jagex care that some private server nobody's ever heard of has nice graphics ? wot it's not like you're fucking competitor lmao

Kayoz - June 13, 2017, 6:23 am

(Jun 13, 2017 06:00 AM)The Jire Wrote: [\[CITE\]](#) I fully realize why Jagex did what they did, but I also understand why OSHD does not want to send them code.

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Uhm no not really? You're implying that they're in the wrong and that this is some kind of punishment that they deserve.

Binary101 - June 13, 2017, 6:49 am

The thing is OSHD B.V. is a company registered specifically for the third-party client located in The Netherlands.

Jire - June 13, 2017, 7:54 am

(Jun 13, 2017 06:49 AM)Binary101 Wrote: [\[CITE\]](#) The thing is OSHD B.V. is a company registered specifically for the third-party client located in The Netherlands.

Yep, direct line with Emps-World. Thomy is Thomas ?

Japanese - June 13, 2017, 8:00 am

(Jun 12, 2017 12:14 PM)Deadpool? Wrote: [\[CITE\]](#) I was never really a fan of HD graphics, even when they came in original RS in 2010ish, I kinda hated them. :D

When did you start playing? It came in the middle of 2008 lmao

Kayoz - June 13, 2017, 3:44 pm

(Jun 13, 2017 01:16 PM)Cat Girl Wrote: [\[CITE\]](#) What? We don't know the actual reasoning. Dovy said he was told the reason(s) as to why they didn't share their code, and stated himself they are reasonable. We can't really make a valid decision on whether or not their actions are justified. For all we know, their reasoning could have been based off of legal implications.

The reason they probably went dark was because of said legal implications. This is all speculation

unfortunately.

Then they shouldn't have lied about them sending the code. I don't care what Dovy said. For all I know they lied to him as well. If you don't think this is shady and malicious then you are naive.

randomized patterns - June 13, 2017, 4:26 pm

(Jun 13, 2017 03:44 PM)Kayoz Wrote: [\[CITE\]](#) Then they shouldn't have lied about them sending the code. I don't care what Dovy said. For all I know they lied to him as well. If you don't think this is shady and malicious then you are naive.

I still don't see why you would think this is malicious? You don't give out your personal real life info, then accept payments that can be easily traced just to load malware on a few hundred computers. You would just go to jail, and for what? A few thousand in runescape gold? That doesn't make any sense.

The only reason this entire situation is shady is because they very clearly stole assets from Jagex. If they sent anything to Jagex, they would have not only been denied but given Jagex exactly what they need to sue them easily. They put themselves in a situation where they're hanging onto a double edge sword. You can easily remove anything malicious, or make something malicious have legitimate uses in java (e.g. updaters/custom class loaders). You can't remove stolen assets though, if they did, OSHD wouldn't be so HD.

Ayahuasca - June 13, 2017, 4:41 pm

If they gave the code and 100% of it was their property, the most Jagex would do would force them to shut down, which is basically what they're doing now. Unless of course they kept running, then they would sue.

Them not giving the code is pretty shady.

Heineken - June 13, 2017, 8:45 pm

The funny thing is, OSHD had a very good marketing scheme (making the people share the word for them) their website was SEO ready and was tracking traffic even without them being known already. It all worked out perfectly but they forgot about Jagex, OSBuddy is nothing compared to OSHD - OSHD is a complete mod to the game which with common sense you can figure out that Jagex won't allow that.

ama - June 13, 2017, 8:49 pm

Pretty glad I didn't test out OSHD at all.

Coton Pker - June 13, 2017, 8:54 pm

(Jun 12, 2017 06:54 AM)Danskeren Wrote: [\[CITE\]](#) gg surrender probably gh0st who did it, yall niggas are fucked.

I really hope you actually know who you've just mentioned..
because FUCKIN LOL.

but no, it's not him.

also the make of OSHD messaged someone on discord and said he aimed to hack accounts with it, plus matt found the lines of code in the decompile that were dropping an unknown encrypted file.

the posts of those two things have since been deleted, but oh well.

THE RULER - June 13, 2017, 8:58 pm

(Jun 13, 2017 08:54 PM)Coton Pker Wrote: [\[CITE\]](#) I really hope you actually know who you've just mentioned..
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gh0st makes too much stank running osbuddy these days

Coton Pker - June 13, 2017, 9:00 pm

(Jun 13, 2017 08:58 PM)?NoTt Wrote: [\[CITE\]](#) gh0st makes too much stank running osbuddy these days

plus he already got the login loggers, pin loggers, and authenticator loggers in OSB... with some 60k+ people trusting him.

why be greedy :p?

VirtualSales - June 13, 2017, 9:07 pm

(Jun 13, 2017 06:00 AM)The Jire Wrote: [\[CITE\]](#) I fully realize why Jagex did what they did, but I also understand why OSHD does not want to send them code.

In case you didn't know, the OSHD developer works for me, sort of making OSHD a "subsidiary" of my server Eden. Get why Jagex has it coming to them now?
the fact oshd has ties with someone here on hf makes me have to say nope. not downloading.

Ive worked with gh0st in the past...we stole many accounts. I know how things will go

Coton Pker - June 13, 2017, 9:10 pm

(Jun 13, 2017 09:07 PM)VirtualSales Wrote: [\[CITE\]](#) the fact oshd has ties with someone here on hf makes me have to say nope. not downloading.

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you know gh0st is matthew right?
the owner of OSBuddy....

he has nothing to do with OSHD.

Dar?k - June 14, 2017, 3:59 am

(Jun 12, 2017 12:14 PM)Deadpool? Wrote: [\[CITE\]](#) I was never really a fan of HD graphics, even when they came in original RS in 2010ish, I kinda hated them. :D
HD graphics came in summer 2008.

Danskeren - June 14, 2017, 4:05 am

Love when people didnt get my joke lul.

Wet Rag - June 14, 2017, 9:52 am

(Jun 13, 2017 09:10 PM)Coton Pker Wrote: [\[CITE\]](#) you know gh0st is matthew right?
the owner of OSBuddy....

he has nothing to do with OSHD.
James owns OsBuddy.

THE RULER - June 14, 2017, 10:16 am

(Jun 14, 2017 09:52 AM)Wet Rag Wrote: [\[CITE\]](#) James owns OsBuddy.
ghost made the orion client, which was the predecessor to OSbuddy, he's still a dev for the client and rakes in a large % of the subscription \$.

i'm sure him and jacmob are partnered on this.

Aeonian - June 14, 2017, 10:35 am

I feel like they may have had backdoors in place and were working on removing them. Whether they actually stole login details, well that's up for debate.

The Plague Doctor - June 14, 2017, 10:58 am

Lol my friend quint from haxunit made this, he wouldn't backdoor it or anything, he makes enough money non-rs related.

W R T - June 14, 2017, 12:13 pm

Quote:We'll be respecting Jagex's wishes and terminating the OSHD project. Thanks to everyone who showed interest in the project - it's been a pleasure to serve you guys. The OSHD team.

Welp, RIP. (That's official OSHD website).

Kayoz - June 14, 2017, 2:06 pm

(Jun 14, 2017 10:58 AM)The Plague Doctor Wrote: [\[CITE\]](#) Lol my friend quint from haxunit made this, he wouldn't backdoor it or anything, he makes enough money non-rs related.
Then do you know why he didn't send the code even though he said he would?

Wet Rag - June 15, 2017, 6:54 am

(Jun 14, 2017 10:58 AM)The Plague Doctor Wrote: [\[CITE\]](#) Lol my friend quint from haxunit made this, he wouldn't backdoor it or anything, he makes enough money non-rs related.
well then why were they to scared to show the code and didnt defend themselves after "2 years of hard full time work"

woobadoobadoo - June 16, 2017, 12:26 pm

(Jun 15, 2017 06:54 AM)Wet Rag Wrote: [\[CITE\]](#) well then why were they to scared to show the code and didnt defend themselves after "2 years of hard full time work"
All the images are copyrighted by Jagex - this is why they don't want to provide it.

Bubblez - June 16, 2017, 12:28 pm

They are going to get sued if they don't send the code Imfao.

Korvo - June 16, 2017, 2:45 pm

Wow man that's something else. I mean honestly I think if the OSHD devs were legit then they would send the code to jagex, as it would get their approval and possibly get more people playing on their client. I saw some game play of OSHD and it did look nice, but I'd much rather stick with the current old school look. I play it soley because it's "Old School".

Anyways thanks for sharing man, I was wondering what all the news was about.

Edit: I actually totally do get the concept that they don't want to show their code because it's technically jagex's intellectual property, but what about clients like "OsBuddy" that have been "approved" by jagex? I'm sure they had to show their code as well?

Kayoz - June 16, 2017, 7:42 pm

(Jun 16, 2017 07:31 PM)Cat Girl Wrote: [\[CITE\]](#) I wouldn't call it intellectual property, more so assets

created by an art team Jagex funded being used for OSHD's profit which is the entire issue.

It's basically me taking a piece of art you made, putting it on a t-shirt, then selling it to fans of your art for my own personal gain.

That's what intellectual property is

https://en.wikipedia.org/wiki/Intellectual_property

Kayoz - June 16, 2017, 8:10 pm

(Jun 16, 2017 08:02 PM)Cat Girl Wrote: [\[CITE\]](#) Wasn't aware art fell under that category. My mistake.
no worries