Node Hill

Node Hill

Development Lifespan	2020 - 2023
Initial Release	2020
Language	JavaScript (hosted via Node.js)
Latest Version	13.2.0
Developer	Mooshimity Ltd.

🔧 **Fix Me!** **- Needs more information.**

Node Hill is a continuation of Brick Hill Legacy server written from ground up, aimed for headless 24/7 hosting. Based on Node.js.

Features

- Bundles (known as `nh-bundle`), used for creating the binary brick files (known as `.bbrk`[1])
- Administration (blackist, fun tools/commands, etc.), can be found via https://www.npmjs.com/package/nh-admin
- Player2[2], Brickplayer support.
- Other improvements with such support co-added during Brick Hill Legacy updates.

Known vulnerabilities

- Movement hack

Basically speaking, Brick Hill Legacy movement network packets can be abused via client patching. However, Node Hill (alongside with GameMaker host) does not verify the player inputs and writes the position data[3] like nothing weird has happened. As a result, the player is able to go through anything

with the speeds he has set up during such patching.

[1]

https://www.npmjs.com/package/nh-bundle

[2]

Player2 has no `heartbeat` network packet support, expect frequent disconnects.

[3]

x,y,z and z rotation

From:
http://brickrot.app.tc/ - **brickrot**

Permanent link:
http://brickrot.app.tc/doku.php?id=hosting:node-hill&rev=1764682794

Last update: **2025/12/02 14:39**