

Node Hill

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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 (blacklist, fun tools/commands, etc.), can be found via <https://www.npmjs.com/package/nh-admin>
- Player2²⁾, 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 data³⁾ 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=1765357317>

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