First try of reinforce engineering the NC1 chat-protokoll
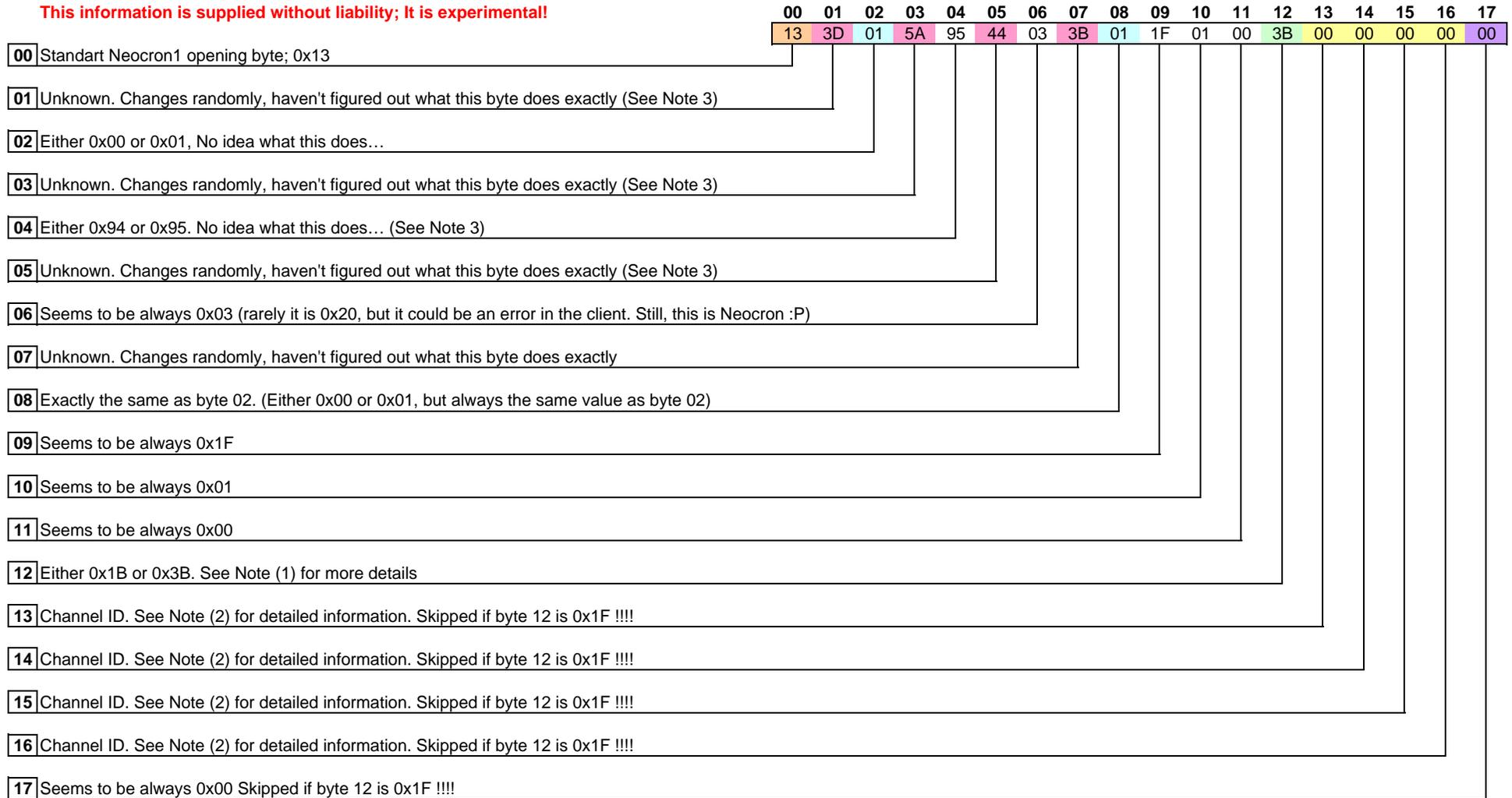
This information is supplied without liability; It is experimental!

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17
	13	3D	01	5A	95	44	03	3B	01	1F	01	00	3B	00	00	00	00	00

00 Standart Neocron1 opening byte; 0x13

01 Unknown. Changes randomly, haven't figured out what this byte does exactly (See Note 3)

02 Either 0x00 or 0x01, No idea what this does…

03 Unknown. Changes randomly, haven't figured out what this byte does exactly (See Note 3)

04 Either 0x94 or 0x95. No idea what this does… (See Note 3)

05 Unknown. Changes randomly, haven't figured out what this byte does exactly (See Note 3)

06 Seems to be always 0x03 (rarely it is 0x20, but it could be an error in the client. Still, this is Neocron :P)

07 Unknown. Changes randomly, haven't figured out what this byte does exactly

08 Exactly the same as byte 02. (Either 0x00 or 0x01, but always the same value as byte 02)

09 Seems to be always 0x1F

10 Seems to be always 0x01

11 Seems to be always 0x00

12 Either 0x1B or 0x3B. See Note (1) for more details

13 Channel ID. See Note (2) for detailed information. Skipped if byte 12 is 0x1F !!!!

14 Channel ID. See Note (2) for detailed information. Skipped if byte 12 is 0x1F !!!!

15 Channel ID. See Note (2) for detailed information. Skipped if byte 12 is 0x1F !!!!

16 Channel ID. See Note (2) for detailed information. Skipped if byte 12 is 0x1F !!!!

17 Seems to be always 0x00 Skipped if byte 12 is 0x1F !!!!

Note 1:   This byte indicates the channel you're talking to;
        0x1F: Talking in "local"
        0x3F: Talking in one of the channels listed in (2)

Note 2:   These 4 bytes indicating one of the following channels: (IF byte 12 is 0x3F!)

Hex	Channel
0x00000000	Buddy
0x02000000	Clan
0x03000000	Team
?????????	Direct
0x05010000	Custom -> Zone
0x05020000	Custom -> Fraktion
0x05200000	Custom -> Trade Canyon
0x05080000	Custom -> Trade MB
0x05040000	Custom -> Trade NC
0x05100000	Custom -> Trade TH
0x05400000	Custom -> Trade Wastelands
0x05000004	Custom -> OOC
0x05000002	Custom -> Player 2 Player help
0x05000001	Custom -> Searching Clan
0x05000400	Custom -> Runner Services Canyon
0x05000100	Custom -> Runner Services MB
0x05800000	Custom -> Runner Services NC
0x05000200	Custom -> Runner Services TH
0x05000800	Custom -> Runner Services Wastelands
0x05001000	Custom -> Searching Team ~10
0x05002000	Custom -> Searching Team ~30
0x05004000	Custom -> Searching Team ~50
0x05008000	Custom -> Searching Team ~70

    Important: Make sure you reverse these Hex values before you use them! (Big Endian <-> Little Endian) So 0x05020000 becomes 0x00000205

Note 3:   At one of my tests (Logged into GS and wrote random stuff to LOCAL)
        i noticed that these numbers are increasing. It could be a counter for something or even a message ID.
        However, i have no idea why the client should add Ids/counters to a chat message… o_O
        I have to verify that later. (Or maybe someone else)