
Subject: Re: Renegade Resurrection 1.1 is out!
Posted by Yrr on Fri, 13 Jun 2008 13:43:30 GMT

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nopol10 wrote on Fri, 13 June 2008 02:14 Very nice! It would be better if it could show WOL though...

One more thing: My server shows as "unscanned" on the list. Is there a way to solve this? Tell me address and gamespy query port of your server and I will look for what the error in your server's query reply is.

{SB}Lone0001 wrote on Fri, 13 June 2008 02:51 Question why doesn't it show KBPS ingame? This was replaced by a detailed kB/s display in the bottom left corner, which I forgot to enable for release versions (was only visible during testing phase). The next small patch will fix that.

Gen_Blacky wrote on Fri, 13 June 2008 06:43 nice don't have to go on wol or gsa, it says i have 0 fps

That is a but with outdated Custom Scripts and I currently cannot do anything against that.

IronWarrior wrote on Fri, 13 June 2008 07:34 Can this also show Reborn and the APB server as well, if not, can you add support so it shows in the server listings?

The browser lists all servers it receives from the GameSpy master server. So if these servers are listed in GameSpy, they will be listed in RR's server browser too.

IronWarrior wrote on Fri, 13 June 2008 08:54 I've added this at last to Game-Maps.NET

Client:

<http://www.game-maps.net/index.php?action=file&id=1192>

Server:

<http://www.game-maps.net/index.php?action=file&id=1193>

Thanks!

Nero wrote on Fri, 13 June 2008 11:37 My fps view is not aligned correctly, half of the stuff is outside of the screen.

Also is there a way to disable the chat sounds?

#1: Do you use a wide-screen display?

#2: Yes, edit 'resurrection/client.cfg' to disable chat sounds.

There is not yet a way to edit the configuration file with a GUI - only to edit it with a text editor.
