
Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by [StealthEye](#) on Thu, 24 Mar 2011 00:08:55 GMT
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I have no idea why you would want to install and use both RR and TT, but it would be strange to support this because it involves changing a few dlls and other files depending on which one you want to run. There just seems no reason to implement switching between those.

Just to clarify: the reason why TT and RR are so incompatible is because they use the same method of hooking many functions. This approach allows for much larger changes in the Renegade code and is way more flexible than what, for example, BIATCH and scripts 3.4.4 do. The disadvantage is compatibility: for example, RR might have cloned some functions related to netcode, and TT has cloned almost every netcode function. Now, if TT's netcode is partially combined with RR netcode, clearly there will be problems.

Bottom line is, there is no real way to use RR and TT at the same time. Installing them alongside is possible, but it would require some weird automatic dll renames and such things before running the game. If you really want it, you'd have to write a script for that, or install Renegade twice (possibly using mklinc to use a single, shared data directory); at this point, we do not think it is worth the significant amount of work to implement an easier method.
