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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Crimson](#) on Wed, 21 Apr 2004 07:25:24 GMT  
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<http://www.n00bstories.com/image.view.php?id=1080852157>

This is a feature you may have seen, but not when you play online on someone else's server. Well, we got it working. Silent\_Kane and jonwil get the credit here.

Release for this fix will coincide with RenGuard 1.02 which should be out today.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [ericlaw02](#) on Wed, 21 Apr 2004 07:47:48 GMT  
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Yay, finally!

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Casato](#) on Wed, 21 Apr 2004 08:29:46 GMT  
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leet... very nice

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Renx](#) on Wed, 21 Apr 2004 10:44:19 GMT  
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hehe, lucky I grabbed this as soon as SK posted, no waiting for me

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Crimson](#) on Wed, 21 Apr 2004 10:44:53 GMT  
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Yes, but our release will be compatible with RenGuard... the release you have probably won't be.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Renx](#) on Wed, 21 Apr 2004 10:48:17 GMT  
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psshht

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emoticons > RenGuard

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Majiin Vegeta](#) on Wed, 21 Apr 2004 10:55:51 GMT  
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nice

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [K9Trooper](#) on Wed, 21 Apr 2004 15:46:38 GMT  
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Dumb question here...  
What exactly is/are emoticons?

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Drkpwn3r](#) on Wed, 21 Apr 2004 15:55:24 GMT  
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Simply put, smilies, like this >>>  
emoticons is the same thing as saying emotion icons

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Blazer](#) on Wed, 21 Apr 2004 16:00:17 GMT  
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Emoticons are icons displayed over your head when you use radio commands. For example if you use "I need repairs!" it has a big health symbol (red cross), or "Building needs repairs" it has a symbol of a building. The emoticons give you visual identification of who is using a radio command.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [U927](#) on Wed, 21 Apr 2004 16:15:57 GMT  
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This just keep getting better.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [maj.boredom](#) on Wed, 21 Apr 2004 16:26:51 GMT  
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So is this a server side mod or is it integrated in RenGuard?

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Majiin Vegeta](#) on Wed, 21 Apr 2004 17:35:44 GMT  
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maj.boredom So is this a server side mod or is it integrated in RenGuard?

i think it comes with brenbot / renguard updates.. ?

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [xptek\\_disabled](#) on Wed, 21 Apr 2004 17:47:21 GMT  
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It's client side.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [npsmith82](#) on Wed, 21 Apr 2004 17:51:25 GMT  
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Majiin Vegeta maj.boredom So is this a server side mod or is it integrated in RenGuard?

i think it comes with brenbot / renguard updates.. ?  
AFAIK it modifies your game.exe

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Crimson](#) on Wed, 21 Apr 2004 18:10:12 GMT  
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I apologize... I mis-spoke. The release of the emoticons will be sometime AFTER 1.02, but not long after. RenGuard 1.02 will give us the ability to deploy these fixes to you and update your Renegade, but we are going to make sure the 1.02 update goes without a hitch and get that all settled before we send out the first patch which we've already prepared.

(And don't worry, you can opt out!)

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Drkpwn3r](#) on Wed, 21 Apr 2004 18:11:13 GMT

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BlazerEmoticons are icons displayed over your head when you use radio commands.  
meh...I never really thought bout that... :rolleyes:

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Subject: BlackHand Studios impending release -- emoticons

Posted by [England](#) on Wed, 21 Apr 2004 18:15:48 GMT

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Icons are a bit big arent they?

Can they be resized or can we replace them with our own?

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Drkpwn3r](#) on Wed, 21 Apr 2004 18:16:54 GMT

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Meh...they're ok to me

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Crimson](#) on Wed, 21 Apr 2004 18:32:06 GMT

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The scale on my image is a bit off because I run in 1280x1024. The images aren't actually so large when you play.

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Yano](#) on Wed, 21 Apr 2004 18:33:49 GMT

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YAY

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Subject: BlackHand Studios impending release -- emoticons

Posted by [cowmisfit](#) on Wed, 21 Apr 2004 19:09:28 GMT

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Cool good job guys.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [YSLMuffins](#) on Wed, 21 Apr 2004 21:37:30 GMT  
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npsmith82Majjin Vegetamaj.boredomSo is this a server side mod or is it integrated in RenGuard?

i think it comes with brenbot / renguard updates.. ?  
AFAIK it modifies your game.exe

I thought it was just scripts...

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [IRON FART](#) on Wed, 21 Apr 2004 23:20:02 GMT  
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Were'nt those visible in an earlier version of Renegade? (before 1.037)

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [snipesimo](#) on Wed, 21 Apr 2004 23:21:10 GMT  
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Will we be notified of any changes made if we enabled RG auto update?

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [flyingfox](#) on Thu, 22 Apr 2004 00:15:22 GMT  
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Quote:The emoticons give you visual identification of who is using a radio command.

(dumb question) So you'll be able to see a symbol over someone elses head if they radio?  
Awesome.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Blazer](#) on Thu, 22 Apr 2004 01:57:50 GMT  
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Yep...(only teammates).

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Xtrm2Matt](#) on Thu, 22 Apr 2004 16:17:06 GMT

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Great job

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Subject: BlackHand Studios impending release -- emoticons

Posted by [nastym4n](#) on Fri, 23 Apr 2004 04:37:09 GMT

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good work again!

:bigups: :bigups: :bigups:

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Jaspah](#) on Fri, 23 Apr 2004 19:38:47 GMT

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These were enabled before this even came out... atleast on my computer.

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Crimson](#) on Fri, 23 Apr 2004 22:30:25 GMT

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They work in single player, and I think they work when you are host, but they don't work when you log into an FDS.

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Homey](#) on Fri, 23 Apr 2004 23:41:42 GMT

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They're releasing "host" stuff that you only see when you host :/

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Subject: BlackHand Studios impending release -- emoticons

Posted by [Blazer](#) on Sat, 24 Apr 2004 00:02:00 GMT

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No, we aren't releasing "host stuff". By default the emoticons have ALWAYS worked if you were the host, or in SP mode. What we are releasing is a bugfix which enables the emoticons in MP for everyone. You won't have to be the host to see them.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Homey](#) on Sat, 24 Apr 2004 00:23:31 GMT  
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isnt that what I said? You can see all the things you can as a host...

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Crimson](#) on Sat, 24 Apr 2004 00:27:18 GMT  
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That's right... the fact that you don't see them when you're not the host is a bug, not an intended "feature". It just sounded like you thought we were releasing stuff you weren't supposed to see or have.

The releases we have in store for you currently are bug fixes, not additions to the game.

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [Pavla](#) on Fri, 04 Jun 2004 07:02:24 GMT  
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pfff i can't wait anymore... please release something!!

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [icedog90](#) on Fri, 04 Jun 2004 16:25:16 GMT  
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Great. What about the dying sounds that only the host can hear? Those are, of course, planned to be fixed in the near future?

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [WNxTilly](#) on Fri, 04 Jun 2004 16:25:29 GMT  
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This was a bit of an old topic to bring back mate.  
I'm sure this got released or will be after the reanguard stuff gets sorted

Tilly

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Subject: BlackHand Studios impending release -- emoticons  
Posted by [egg098](#) on Fri, 04 Jun 2004 18:11:09 GMT

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As far as I know, both of the above will be in a BlackHand Studios core update, which is being worked on now. Might want to check that, though

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