Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Fri, 23 Apr 2004 19:08:49 GMT
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Thanks to Silent Kane and his coding knowledge, we've extended the viewing distance of the game to 600 meters.

In reality, it can be anything we want it to be. 1,200, 6,000, doesn't really matter - we're keeping it at 600 meters as a compromise between needing to put up fog everywhere and framerate issues. So you'll see less fog and more game, with a 10% FPS hit, at most, on a non-visibility-solved level. I'd say it's worth it.

You'd be seeing half the distance of this screenshot if we kept it at the old distance settings.

Remember that all of these images are still pre-release images and are not showing completely finished products.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Fri, 23 Apr 2004 19:13:49 GMT
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Are you going to keep this secret?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by blackhand456 on Fri, 23 Apr 2004 19:15:29 GMT
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he just posted it, i dont think he is

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Fri, 23 Apr 2004 19:16:21 GMT
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blackhand456he just posted it, i dont think he is

As in how to edit the viewing distance.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Fri, 23 Apr 2004 19:21:19 GMT
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Of course I will. Unless you give me the information you have. :rolleyes:

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Fri, 23 Apr 2004 19:35:24 GMT
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AircraftkillerOf course I will. Unless you give me the information you have. :rolleyes:

What you want to know? I'm willing to cooperate. Are you?

I know how edit the game in hex, but I don't know where to look for the viewing distance setting.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by bigejoe14 on Fri, 23 Apr 2004 19:42:14 GMT
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The Chronosphear just seems to keep on going in reverse dosen't it?

Subject: Re: Renegade Alert 600 Meter View Distance Upgrade
Posted by Slash0x on Fri, 23 Apr 2004 19:46:58 GMT
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[EDIT]
...my bad...read something that answered my question.

[EDIT]
Why don't both of you give information or files to someone like Crimson and have that someone send the files to the other way...that is if you are both scared that one is just going to keep information from the other and the trade doesn't go thru...other than that, just give a full trade of information. I know you both don't like eachother, but the trade is fair making both parties happy...

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by SomeRhino on Fri, 23 Apr 2004 21:09:40 GMT
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I think you guys have just tackled what is perhaps the greatest limitation on the Renegade engine. Congratulations, and keep up the good work.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Madtone on Sat, 24 Apr 2004 05:54:27 GMT
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Not the greatest limitation on the Renegade engine, but one of them.

What would be cool to see is mine limit upgraded, vech limit upgraded an other fix's im sure would be good to have.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Titan1x77 on Sat, 24 Apr 2004 09:01:46 GMT
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is this possible for fanmaps?

or Is it just a fix on the game.exe?..im assuming it's the latter

---

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by jonwil on Sat, 24 Apr 2004 11:33:54 GMT
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its a change to game.exe
I would post where but I would probobly piss someone off if I did that

---

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deafwasp on Sat, 24 Apr 2004 14:06:32 GMT
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Because there is no actual Renegade community. Only a handfull of people who withhold information/images/models/code from everyone so that they can be highest on the mountain.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Renx on Sat, 24 Apr 2004 16:11:00 GMT
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MadtoneNot the greatest limitation on the Renegade engine, but one of them.

What would be cool to see is mine limit upgraded, vech limit upgraded an other fix's im sure would be good to have.

The mine limit in Renegade Alert will be somewhere around 50 mines.

Also, each type of vehicles will have it's own limit. Ex: tank limit - 8, aircraft limit - 8, boat limit - 8.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Oblivion165 on Sat, 24 Apr 2004 18:26:15 GMT
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i can see the good things about this, but also i can see alot of bad.

making it a longer viewing distance, it make you see things sooner, like bots and such, and things on the map you shouldnt see. the best way i can put this is like on dam.

it just kinda ruins things, on SP maps, you will be able to "peck" off things before you run into them.

But there still is alot of good.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Sat, 24 Apr 2004 19:58:39 GMT
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That's why it is for RenAlert only (at least for now).

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by SomeRhino on Sun, 25 Apr 2004 05:18:08 GMT
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Cracked in about 15 minutes.

Honestly, Seaman, if you can't find this, I have no clue how you dug up the other features you have found.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by xptek_disabled on Sun, 25 Apr 2004 05:19:37 GMT
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Wow, great job SR. Will you be implementing this into SS? It'd really help on defenses as some of

the mountains are a little out of draw distance.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by SomeRhino on Sun, 25 Apr 2004 05:20:22 GMT
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Yes, it will be featured in SS.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Oblivion165 on Sun, 25 Apr 2004 07:07:55 GMT
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whats with that guys arm?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by xptek_disabled on Sun, 25 Apr 2004 07:45:57 GMT
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oblivion165whats with that guys arm?

The buggy has an animation where the character changes positions sometimes.. it just needs to be moved over a little I'm guessing.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sun, 25 Apr 2004 08:12:45 GMT
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SomeRhinoHonestly, Seaman, if you can't find this, I have no clue how you dug up the other features you have found.

Well, the code says "300a" but I don't know if it's related to view distance.
Can you give a hint?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Renx on Sun, 25 Apr 2004 15:17:22 GMT
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SomeRhinoCracked in about 15 minutes.

lol, nice work

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by SomeRhino on Sun, 25 Apr 2004 16:47:10 GMT
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Here's your hint.

Data Type: 32 bit IEEE single

Hex Address:
2DBC0E-2DBC11

It's 8 hex digits, 00 00 96 43 = 300.00.

Ren Alert would be using 00 00 16 44 = 600.00 .

This is the info for a game.exe with the No CD patch, I don't have time to check the regular .exe, as I'm going out of town this week in a few minutes.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Mon, 26 Apr 2004 17:44:51 GMT
View Forum Message <> Reply to Message

Just steal our stuff you n00b.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Titan1x77 on Wed, 28 Apr 2004 12:31:57 GMT
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Maybe he just likes to share his knowledge.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by xptek_disabled on Wed, 28 Apr 2004 12:37:42 GMT
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Silent KaneJust steal our stuff you n00b.

How did he "steal" anything? Seems to me he went through the same stuff you did to get it.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Wed, 28 Apr 2004 12:41:37 GMT
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I wonder.. if you wanted the view distance to be 750 meters, what the value would be? 1644 is 600 meters.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by jonwil on Wed, 28 Apr 2004 14:01:42 GMT
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700.000 would be 00 00 2F 44

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by dommafia on Wed, 28 Apr 2004 17:18:23 GMT
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xptekSilent KaneJust steal our stuff you n00b.

How did he "steal" anything? Seems to me he went through the same stuff you did to get it.

Im thinking the same thing. furthermore, why didn't you post it yourself kane? isnt this MOD FORUM/community supposed to be about sharing your knowledge so other people can make cooler/better mods?

Why put a fresh, juicy steak just out of range of a caged lion?

"Look what we have, it's very usefull and great. Too bad you'll never do it cuz i'm only hear to gloat about my finding not share it". All my last comments only apply to your "steal our stuff" comment. You have been an incredibly good asset to the mod community please dont turn into this "other guy" that we all know about. Basicly "SHARE SHARE OMG!!!111ONE!ONE WE R NEEDZ 2 LEARN 2!!111"

Not flaming or w/e, just my op. No matter how u respond i still appreciate all you have done and will do

---

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Battousai on Wed, 28 Apr 2004 17:28:29 GMT
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jonwil700.000 would be 00 00 2F 44

That's strange, isn't 700 in hex 2BC or something?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TheKGBspy on Wed, 28 Apr 2004 18:08:14 GMT

yea normal hex value, but since the hex use the ieee single on 8 digits , it use a different algorithm.

also we usualy read/write it like that: 44 2f 00 00

but since how the memory work, it read the code in the inverted way.. so thats why the value its inverted: 00 00 2f 44

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Renardin6 on Wed, 28 Apr 2004 19:00:34 GMT

I tried 600 meters view in reborn... fucking cool

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Creed3020 on Wed, 28 Apr 2004 20:38:28 GMT

Silent KaneJust steal our stuff you n00b.

What made it yours in the first place. :rolleyes:

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Wed, 28 Apr 2004 21:25:06 GMT

The fact that he was the first one to find this and successfully implement it into Renegade Alert?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by xptek_disabled on Wed, 28 Apr 2004 21:35:16 GMT

AK, you're the one who is always bitching about how nobody does any work because they want everyone to kiss there asses. They figured it out on there own with no help from SK or anyone else, yet SK says it's "his."

Don't start acting like hypocrites.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Wed, 28 Apr 2004 21:54:41 GMT
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WTF? I answered his question, he says "what makes it his?"

The fact that he found the variable first, along with some other stuff, is what makes it his work.

No one would have tried for this had I not pushed SK to find the issue in game.exe and fix it, it wasn't until this thread was made that the "knowledge" was finally discovered.

That still constitutes laziness.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by xptek_disabled on Thu, 29 Apr 2004 00:49:54 GMT
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The other people did the all the work he did to find it. It wasn't handed to them. So, I'm still not seeing how it's his. That's like saying "Renalert is property of Reborn because we started the first total conversion."

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by --oo00o00oo-- on Thu, 29 Apr 2004 00:52:51 GMT
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Common sense would have told you, that once you posted that there is a way to change the Viewing Distance, that others in the community would try to figure out how it was done.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Thu, 29 Apr 2004 00:53:14 GMT
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Reborn didn't start the first TC, it started off as a simple Tiberium Harvester and THEN they decided to try to turn it into a conversion after we announced we'd be releasing as a separate game from Renegade.

The idea was handed to the people who worked on this. Don't get me wrong here, I have the utmost respect for SomeRhino, but I never saw him do anything about the viewing distance until RA did.

Which isn't necessarily bad, he's done a lot of good work. I'm mainly referring to the others here who want to pawn off what we're doing and have done.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by xptek_disabled on Thu, 29 Apr 2004 00:57:03 GMT
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AircraftkillerReborn didn't start the first TC, it started off as a simple Tiberium Harvester and THEN they decided to try to turn it into a conversion after we announced we'd be releasing as a separate game from Renegade.

It was an anology. I'm not sure if it was accurate.

Quote:The idea was handed to the people who worked on this. Don't get me wrong here, I have the utmost respect for SomeRhino, but I never saw him do anything about the viewing distance until RA did.

Most likely because he wanted to figure out how it's done and implement it in SS. Think of it as a complement.

Quote:Which isn't necessarily bad, he's done a lot of good work. I'm mainly referring to the others here who want to pawn off what we're doing and have done.

Even if that want to pawn off of what you've done, they can't. They'll have to figure it out themselves.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Thu, 29 Apr 2004 01:00:55 GMT
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I know it was a comparison.

I don't care if SR wants to use it in his mod. He's more than welcome to.

The rest of them haven't really done anything to earn the right to get a better looking game when they haven't done anything for it.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Renardin6 on Thu, 29 Apr 2004 09:16:23 GMT
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anyway, thx for the idea ACK. It is a really good idea. (fucking excellent new feature !)

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by [REHT]Spirit on Thu, 29 Apr 2004 15:23:18 GMT
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AircraftkillerThe rest of them haven't really done anything to earn the right to get a better looking game when they haven't done anything for it.

Ummmm, you guys didn't say how to do it, and exe files aren't completely plain text. The fact that you guys did is amazing, and yes SK does deserve to be known as the first to do it. That does not mean, however, that others do not deserve to have it for "not doing anything for it" when they had to figure it out on their own.

Game.exe is what, 5MB? That's quite a lot to dig through to find one little value. SK did a great job, but I don't think that means that Reborn and other mods can't do it just because SK did it first, and StoneRook figured it out and posted it.

I guess this does mean, however, that you yourself shouldn't try to figure out SeaMan's blood effect and use it since he made it first, if they can't use the exe edit.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Thu, 29 Apr 2004 17:20:25 GMT
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Ah well, I don't care. I know enough stuff that can be changed than all j00 n00bs. (max vehicle count as example.)

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by [REHT]Spirit on Thu, 29 Apr 2004 18:43:32 GMT
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whispers some stuff about new world order into SK's ear and hands him an envolope

Actually I wouldn't be too surprised if you could. And I must say you did a good job, trying to dig through the exe to find those values has to be a bit of a nightmare.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Thu, 29 Apr 2004 18:50:31 GMT
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It isn't actually. Average 30 minutes to find new stuff. Distance took 5 minutes. Custom console commands a few days.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Thu, 29 Apr 2004 19:06:15 GMT
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TheKGBspyyea normal hex value, but since the hex use the ieee single on 8 digits , it use a different algorithm.

also we usualy read/write it like that: 44 2f 00 00

but since how the memory work, it read the code in the inverted way.. so thats why the value its inverted: 00 00 2f 44

Ah... I get it now

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by [REHT]Spirit on Thu, 29 Apr 2004 19:27:52 GMT
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Silent KaneIt isn't actually. Average 30 minutes to find new stuff. Distance took 5 minutes. Custom console commands a few days.

Ah. Ok, maybe I'm just utterly brainless when it comes to hex stuff then.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Thu, 29 Apr 2004 21:39:56 GMT
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Took you long enough to figure out that most 3d related values are floats, SeaMan.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TnTANDY on Fri, 30 Apr 2004 07:22:54 GMT
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SeaMan

What software is that exactly?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Fri, 30 Apr 2004 10:50:35 GMT
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TnTANDYSeaMan

What software is that exactly?

Hex workshop's Base converter.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Fri, 30 Apr 2004 10:53:53 GMT
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Silent KaneTook you long enough to figure out that most 3d related values are floats, SeaMan.

I was aware that they're floats.
I didn't just know in what order the numbers should be inserted.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Fri, 30 Apr 2004 11:56:18 GMT
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You should learn more about programming and such then.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by SomeRhino on Fri, 30 Apr 2004 23:34:56 GMT
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I didn't post that to start arguments, but I guess I should have known better. I'm sure most of you know I'm not one to keep secrets, if anyone asks, I answer plainly. The progress of the mod community is based on the exchange of information, and restricting knowledge is unhealthy for it.

This was not an attack on the RenAlert team, and I don't think that you can say I stole the information or even the idea, because I had searched for this value well over a year ago, but was unsuccessful. I must have overlooked it the first time, but after this information was released, I went searching for it again. I'm not unwilling to admit that if Aircraftkiller didn't release this information, I probably would not have found the address (at least not yet).

Honestly though, I think that SeaMan should release his secrets publically, because he's only hurting the community by not doing so. I could release the information about getting roll-dives working in-game, but I think it would be better if he did that himself, as well as the other features he's uncovered.

Call me a n00b for giving out information, I don't care. You yourself said it was only 5 minutes worth of work, which is less time than I spent reading through and replying to these posts. Nothing

---

to stress over.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Sat, 01 May 2004 00:07:21 GMT
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SK is just protective of RA, don't mind him too much when he gets pissed off about these kinds of things.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sat, 01 May 2004 09:05:44 GMT
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SomeRhinoHonestly though, I think that SeaMan should release his secrets publically, because he's only hurting the community by not doing so. I could release the information about getting roll-dives working in-game, but I think it would be better if he did that himself, as well as the other features he's uncovered.

I have posted the info how to get dives in the game, though not very clearly.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sat, 01 May 2004 10:48:40 GMT
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Kane, is it possible to edit the HUD?
Editing the settings in LevelEdit doesn't do anything.
I wonder if you would be able to restore the Info Icon feature?
Currently it's broken.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Sat, 01 May 2004 12:07:50 GMT
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What the fuck are you talking about?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sat, 01 May 2004 12:26:59 GMT
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Silent KaneWhat are you talking about?

I'm talking about editing the HUD.
Position of the radar, health bar etc. cannot be changed through Level Editor.

See that red icon in that screenshot? It's target info icon.
Renegade had a feature where it would show an icon on the bottom left corner.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Sat, 01 May 2004 12:39:19 GMT
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There's a chance of 0.00001 % that it still is in Renegade.
Hud can most likely be changed.
Don't quote posts that are directly over your post.
And if you do, don't cut the half.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TnTANDY on Sat, 01 May 2004 13:20:29 GMT
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I have edited the HEX coding in the game.exe on my racing coversion and haven't seen a change.
I also have changed the HEX in leveleditor, but still no change
(I changed to 700 = 00 00 2f 44)
I also tried 9999 = 00 3c 1c 46
But again, not changed.
And yes, I did remember to save
Any help on what I have done wrong?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TnTANDY on Sat, 01 May 2004 13:30:47 GMT
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Okay I got the view distance changed, but theres sort of a very weird error that has cropt up...
In my hex editor I did a find and replace,
and here is the result:

It find 8 results matching the same hex code.
Which out of the 8 should be changed?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sat, 01 May 2004 13:46:28 GMT
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SomeRhinoHex Address:
2DBC0E-2DBC11

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TnTANDY on Sat, 01 May 2004 14:29:26 GMT
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I am using Hex Workshop, and I cannot find that address.
LOL, I know I sound like a pain in the ass, but the racing conversion I am making could do with
this feature, and Level Editor if it is possible

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sat, 01 May 2004 14:39:24 GMT
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Go to> 2DBC0E

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TnTANDY on Sat, 01 May 2004 14:42:59 GMT
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its okay, i found it, its the 4th 00009643

Thanks for your help anyway

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TnTANDY on Sat, 01 May 2004 14:47:38 GMT
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any idea which 00009643 it is in leveleditor now?
or cannot it be done in there?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sat, 01 May 2004 14:49:04 GMT
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TnTANDYany idea which 00009643 it is in leveleditor now?

---

or cannot it be done in there?

It's second one. Starts with 3.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Deactivated on Sun, 02 May 2004 19:33:27 GMT
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Silent KaneHud can most likely be changed.

Thought not if one is not having a clue which section to edit.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Sir Kane on Mon, 03 May 2004 00:07:52 GMT
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I could do it, but I'm too lazy.