Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Blazer on Mon, 28 Jun 2004 10:09:22 GMT
View Forum Message <> Reply to Message

This is a pre-release announcement of the release of Blackhand Studios "Core Patch 1". What is CP1? CP1 will be a release of all of the fixes that we are working on that we have tested and deem worthy of being released to the public.

Below is a list of what is currently planned to be in CP1.

Custom Downloader App
If you have opted to have core patch downloads enabled (in renguard) and the server detects that there is a core patch you dont have, the server will direct renguard to download and run a custom downloader app written by Jonathan Wilson. If you have no core patches, this app will download and apply an "all-in-one" patch to bring you fully up to date. If you have, say, patch 3 and the latest is patch 5, it will download and apply a patch from 3 to 4 then one from 4 to 5. This app is specific to core patch downloading and is not related to downloading maps (other than maps in core patches) or the new downloader in renguard 1.1. The downloader will be used for the game.exe version of Core Patch 1 (the server versions will be distributed differently) and is using PocketSoft RTPatch technology to make the patches as small as possible.

The core patch will also be available stand-alone for those that dont want to download it through RenGuard (e.g. those who have a fast connection on a machine other than the one with RenGuard and Renegade installed)

There will also be a Core Patch 1 for the Windows FDS and one for both versions of the Linux FDS containg the new maps, latest scripts.dll, sound fixes and so on. Basically, everything on this list that applies to the FDS's (including the UDP crash issue fixes)

New FDS Console Commands
[list][*]pamsg - Just like the amsg command, except sent to one specific person. The recipient will receive an in-game fullscreen message window that they must click OK to close. Usage: pamsg <text>. The next version of RenGuard, BRenBot, and djlaptops SSC will utilize pamsg for kick messages instead of relying on public hostmsgs and/or pages.

[*]ppage - Sends a page from the FDS ("Host") to the player. The player will receive a blue page just like the ones from other players, except it will be from the host. THIS ENABLES GSA-MODE SERVERS TO HAVE A PAGE FUNCTION! Usage: ppage <text>

[*]snda - Plays a wav or mp3 sound using Renegades internal sound player. If the sound specified is in always.dat, it will be played from there, otherwise the soundfile will be looked for in the data directory. The sound will be heard by all players who have CP1 installed. Usage: snda <filename>. *Spoiler* I intend to use snda to implement a "2 minute warning" that will play a sound when there is 2 minutes left in the round.

[*]sndp - Just like snda, except only the specified player hears the sound. *Spoiler* I intened to use this to play a jingle when someone gives you a !rec, or when you do something special like kill

a high priced character. Usage: sndp <filename>

[*]team - Force team change of specified player. Usage: team <team id> 0=Nod 1=GDI 2=Neutral

[*]team2 - Same as team command, but also transfers the players current cash and score with them.

[*]id - Prints the playerid of all players, or of a certain player. Usage: id [(partial) name][/list:u]
We also have several other console commands that we have deemed too dangerous to release (such as one that can spawn any preset at the location of any player and one that can give all weapons wioth unlimited ammo to any player) but those wont be in the public release. Some of them may be used for specific things for specific mods and in specific circumstances however (this list superceeds any other lists that may be floating about and contains the final list of what will be public). BHS strongly urges any mod team to contact us regarding special scripts or game enhancements, as we probably allready have something you can use instead of you or someone having to re-code it. If we do not allready have something you can use, we may be able to implement it for you.

Game Engine & FDS Bug Fixes
[list][*] Emoticons - Emoticons will now work for everyone. The emoticons are the small colored icons you see over the heads of players as they use radio commands. For an example of these play Renegade in SP or 1 player LAN mode, put yourself into third-person view, and use the radio commands. The Emoticons are very useful for seeing exactly who is saying "I need repairs!" etc.

[*] Sounds that were previously "host-only" now work in MP. This means you will hear the obelisk chargeup sound, cargo plane propellers, and other sounds normally only heard in SP/host-only mode. Props to SK for this fix, which required creating a new network event to forward the sound events from the FDS to the clients. Script commands which previously did not work in MP that will now function properly are:
Create_Sound
Create_2D_Sound
Create_2D_WAV_Sound
Create_3D_WAV_Sound_At_Bone
Create_3D_Sound_At_Bone
Play_Building_Announcement

This combined with the fixes to the obelisk script in the latest scripts.dll means that the obelisk now works like Westwood intended with working sound and glow animation.

[*] Fixed animations bug. This fixes any script using the Set_Animation_Frame script command for animation to have working animation for all players, not just the host.

[*] strings.tdb fixes - Both Aircraftkillers fixes are in here, as well as fixes that will show whether someone is a "Stealth Blackhand" or a "Blackhand Sniper" instead of the current label of just "Blackhand" (thanks npsmith82).

[*] Fixed GDI Weapons Factory glass (being able to fire through it from one side but not the other). This is a W3D bug, the glass is supposed to be bulletproof on both sides.

[*] New improved version of MSS.DLL. This is an upgrade to the Miles Sound System code that Rengade uses. The benefits of the upgrade include lower CPU usage for mp3 decoding and playback, as well as providing more sound modes like Dolby Surround Sound. Thanks to v00d00 for this fix.

[*] Fixes for two different UDP flood exploits which cause the FDS to crash. (Thanks to Alkaline for providing one of the fixes)[/list:u]

Linux FDS Fixes
[list][*] Independant logging of F2/F3 chat messages via a seperate log file with the name bhs_xxx where xxx is the name of the regular renlog (currently the LFDS randomly does not display them).

[*] Fixed output of IPs in player_info We are working on a fix to make the IP addresses display correctly in the player_info console command in the RH7.3 LFDS but it will probobly not be ready for Core Patch 1 and will have to go into Core Patch 2.

[*] The linux version of Core Patch 1 will include the remote admin wrapper written by mac.[/list:u]

scripts.dll 1.7.1
[list][*] BHS Core Patch 1 will contain the latest version of the custom scripts.dll written by Jonathan Wilson[/list:u]

Fixes to Current Westwood Maps
[list][*] Vis fixes.

[*] Fixed bad spawn points (falling through the map when spawn) on Volcano, Field, and Under.

[*] Fix for base-to-base exploit on C&C_Islands. MRLS will no longer be able to hit the Hand of Nod from behind the GDI Barracks (invisible blocker).

[*] Fix for base-to-base exploit on C&C_Field. MRLS will no longer be able to shoot missles through the mountain to hit Nod base.

[*] Fix to stop "wall jumping/driving" (with a vehicle) on C&C_Mesa, C&C_Walls, and C&C_Walls_Flying. This fix is a bit controversial because some argue that it is a valid tactic, and that they don't mind the jumping and that they prepare for it. BHS view on this is that the map authors *specifically* put vehicle blockers in those exact areas to prevent vehicles from passing those points, and we are simply enforcing that intention, thus fixing a bug/exploit that allows people who know how to get their vehicle past the blockers an unfair advantage.[/list:u]

BHS Map Pack
The BHS Map Pack are maps that BHS has tested and verified to be of high enough quality (little/no vis errors, good gameplay, no exploits) to be released to the public. The included maps are:
C&C_Mutation
C&C_FieldTS
C&C_Siege (new fixed version)

C&C_Snow
C&C_Sand
C&C_Gobi
Note that these are not all the maps we intend to have up for download, there will be more in future releases.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [HLOW]Tomten on Mon, 28 Jun 2004 11:14:32 GMT
View Forum Message <> Reply to Message

woho, cant wait till I get home and try it

Excellent

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by spreegem on Mon, 28 Jun 2004 11:34:36 GMT
View Forum Message <> Reply to Message

 OMG OMG OMG OMG OMG OMG OMG OMG

This patch will be so good, can't wait for the fixed maps and emotions . . .

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Uberfahr on Mon, 28 Jun 2004 11:37:56 GMT
View Forum Message <> Reply to Message

Excellent! If this CP1 is released in a closed or public beta, I would like to participate.

Quote:team - Force team change of specified player. Usage: team <team id> 0=Nod 1=GDI 2=Neutral

Hmmm. In order to move noobs into the other team or stack more and more pros into the other? Looks exploitable too, and we already have so many moderators who abuse their powers.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by mac on Mon, 28 Jun 2004 11:46:13 GMT
View Forum Message <> Reply to Message

UberfahrExcellent! If this CP1 is released in a closed or public beta, I would like to participate.

Quote:team - Force team change of specified player. Usage: team <team id> 0=Nod 1=GDI 2=Neutral

---

Hmmm. In order to move noobs into the other team or stack more and more pros into the other? Looks exploitable too, and we already have so many moderators who abuse their powers.

I will modify brenbot that !teams will use team2 when evening teams.

But brenbot will have this forceteam command too.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Stank900 on Mon, 28 Jun 2004 12:20:42 GMT
View Forum Message <> Reply to Message

wow wow wow
nice cant WAIT TILL IT'S RELEASED PWNING work guys get done quick

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by KIRBY098 on Mon, 28 Jun 2004 12:27:15 GMT
View Forum Message <> Reply to Message

I will be evry thankful for the new maps. Thank you Black hand.

Yes, even you Ack.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Mon, 28 Jun 2004 12:39:50 GMT
View Forum Message <> Reply to Message

Yes yes, fear da 1337 Silent_Kane and his dll allowing all the fixes.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by shifty[]nash on Mon, 28 Jun 2004 12:58:43 GMT
View Forum Message <> Reply to Message

i really like the force team change no winning teamchangers anymore

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by JPNOD on Mon, 28 Jun 2004 13:25:49 GMT
View Forum Message <> Reply to Message

This are some good fixes goodjob

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Fabian on Mon, 28 Jun 2004 13:58:02 GMT
View Forum Message <> Reply to Message

Awesome.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by flyingfox on Mon, 28 Jun 2004 14:01:38 GMT
View Forum Message <> Reply to Message

My only concerns are in the thread in the other section. I still have that emoticons patch SK
released before the link got removed..
is it okay to release that to people who don't want to use renguard?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Mon, 28 Jun 2004 14:05:23 GMT
View Forum Message <> Reply to Message

Nope.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Majiin Vegeta on Mon, 28 Jun 2004 14:32:46 GMT
View Forum Message <> Reply to Message

nice work SK

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by snipesimo on Mon, 28 Jun 2004 15:48:30 GMT
View Forum Message <> Reply to Message

Will we be required to install the 1.7 scripts.dll? I use a custom scripts.dll for hosting clan matches,
and I don't want to lose it.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Mon, 28 Jun 2004 16:17:08 GMT
View Forum Message <> Reply to Message

No, you don't have to use scripts.dll 1.7 for it.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by KIRBY098 on Mon, 28 Jun 2004 16:43:13 GMT
View Forum Message <> Reply to Message

I must say again:

I am so pleased the maps will be an auto-download. I absolutely hate trying to get maps to work, and then worrying about compatability issues with version 14.96 etc.

I hope there will be more of the same coming.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Blazer on Mon, 28 Jun 2004 17:20:03 GMT
View Forum Message <> Reply to Message

flyingfoxMy only concerns are in the thread in the other section. I still have that emoticons patch SK released before the link got removed..
is it okay to release that to people who don't want to use renguard?

You won't have to use Renguard to get the benefits of CP1. There will be an optional download for folks who don't want to run RG.

Subject: Re: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by NeoSaber on Mon, 28 Jun 2004 17:20:12 GMT
View Forum Message <> Reply to Message

BlazerBHS Map Pack
The BHS Map Pack are maps that BHS has tested and verified to be of high enough quality (little/no vis errors, good gameplay, no exploits) to be released to the public. The included maps are:
C&C_Mutation
C&C_FieldTS
C&C_Siege (new fixed version)
C&C_Snow
C&C_Sand
C&C_Gobi

You will be using C&C_MutationRedux instead of C&C_Mutation right?

Subject: Re: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by mac on Mon, 28 Jun 2004 17:25:43 GMT
View Forum Message <> Reply to Message

NeoSaber
You will be using C&C_MutationRedux instead of C&C_Mutation right?

Of course. We are just calling it by the orginal name

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [gse]SeriousSmiley on Mon, 28 Jun 2004 17:59:51 GMT
View Forum Message <> Reply to Message

I somehow have mixed feeling about this.
First of all, all these bug fixes (b2b disabled) and the server stuff sound really nice.
But i still have some constructive criticizm:
-Disabling ramp jumps will piss a lot of people off, and this "patch" won´t be accepted and be
therefore worthless. You can forbid Vehicle Jumps in the Rules and kick ppl, who use it anyway.
But disabling it for clanwars, etc will have more negative then positive aspects.
-Disabling B2B on Mesa and Under would be nice as well.
-Will "base to base camping" just outside of the gdi base (on hand) will be still enabled? Cuz it
really is nothing else than b2b. And will you still be able to hit the buidings with gunner?
-Kick mutation out of the maps...it´s too big to be played.
-there aren´t many ppl, who like field ts as well because of the underground stuff.
-You should pack following maps in it: Land(great map), Mines, Bunkers.
hmm...my 2 cents

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Blazer on Mon, 28 Jun 2004 18:06:25 GMT
View Forum Message <> Reply to Message

Despite people saying they like to walljump with vehicles, there is no disputing the fact that it IS a
map exploit. Everyone can clearly see the vehicle blockers that the map maker intentionally put
there to stop vehicles from going that way. Just because they didn't test the maps enough to
discover that someone would figure out how to hit the ramp at a certain angle with a buggy, or
maneuver a mrls for 15 minutes just to get it on the wall in C&C_Walls so they can hit the Hand
through the mountain....doesn't mean its legiitimate.

We said this would be a controversial fix, so Im not suprised that you and probably several others
will complain about it, but the glaring fact that is is a bug and a map exploit demands that we fix it,
and we have. If you don't like it simply do not apply the fix to your server, or don't play on servers
that have the fix.

"You cannot please all of the people all of the time"...I'm sorry you are one of the dissenters, but
hopefully you can see that we are simply fixing bugs, and the majority of the people agree so that
is the path we have chosen.

We are only blocking the B2B on Islands over the water...no MRLS hitting the hand from behind the barracks. As to whether they can hit it from the "first island" or not is left up to server admins/moderators to decide. We are only fixing obvious bugs and exploits that many people complain about..

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Fabian on Mon, 28 Jun 2004 18:15:58 GMT
View Forum Message <> Reply to Message

Ack has done better work than Sand and FieldTS. As long as you are using the cream of the crop, use something else of his instead.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Blazer on Mon, 28 Jun 2004 18:21:59 GMT
View Forum Message <> Reply to Message

There will be other maps released, we just didnt want to do too many at once and have a download that was too big.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [gse]SeriousSmiley on Mon, 28 Jun 2004 18:22:58 GMT
View Forum Message <> Reply to Message

Ya...like go at clanwars.cc and ask the ppl, there, what they think about it
And because both sides can go into the inf zone on mesa doesn´t make it some kind of unbalanced aspect. It ads more tactical depth to the map and disabling them wouldn´t be a good decision. I´m just trying to help, but it seems, that the the "modders" and they "clanners" will play two different games in the coming time...

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Crimson on Mon, 28 Jun 2004 18:28:00 GMT
View Forum Message <> Reply to Message

It is significantly more difficult for GDI to use the Mesa exploit. I remember when I used to clan seriously we always just mined to prevent the buggy jump from working. This just saves some time stopping an elementary map bug exploit before the real game can begin.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by terminator 101 on Mon, 28 Jun 2004 18:28:10 GMT

How many MB will all the maps have anyway?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [gse]SeriousSmiley on Mon, 28 Jun 2004 18:44:21 GMT

you can jump the ramp with med just at the ref and it isn´t difficult at all. jumping the ramp in the middle with a mammoth or med isn´t difficult as well...just takes time.
in 6on6+ taking the inf zone is a vital aspect...

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by -FM-script on Mon, 28 Jun 2004 18:55:51 GMT

About the radio commands can you also see them on the radar? that would be awsome or is that inposible?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Mon, 28 Jun 2004 18:56:33 GMT

For the love of god, use ' instead of ´.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [gse]SeriousSmiley on Mon, 28 Jun 2004 19:29:57 GMT

i use _|_ instead of yes sir

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Mon, 28 Jun 2004 20:34:01 GMT

Are that the lines of doom?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Dr.Snuggles on Mon, 28 Jun 2004 20:42:39 GMT

Kudos to all involved parties!
Glad to see the community keeping this great game alive long after official support was cancelled

---

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by TwI$Ta on Mon, 28 Jun 2004 21:39:15 GMT

mesa gdi, the ramp by the ref im able to jump a mammie by myself, also most of these new maps are for the ladderwhores, there should be better ones for the clanners

---

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Blazer on Mon, 28 Jun 2004 21:43:26 GMT

For the third time, we will release other maps as well, we just didnt want to push out a 50MB download all at once

---

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by IceSword7 on Mon, 28 Jun 2004 21:54:55 GMT

Release Date???!!! Release Date???!!!

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by xptek_disabled on Mon, 28 Jun 2004 22:50:16 GMT

Isn't this a pleasant surprise for my return. Any ETA?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Mon, 28 Jun 2004 22:52:37 GMT
View Forum Message <> Reply to Message

It will be released when it's done.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by xptek_disabled on Mon, 28 Jun 2004 22:59:55 GMT
View Forum Message <> Reply to Message

Alrighty then.

Subject: fds bugs
Posted by pyroacidk on Tue, 29 Jun 2004 00:19:36 GMT
View Forum Message <> Reply to Message

umm just asking , have u found out / fixed the problems with win32 fds, like the fdstalk not working sometimes, and the renrem bug???

SOUNDS GREAT THO GUYS

TAKES TICKET #1 FOR BETA TESTING

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by MrBob on Tue, 29 Jun 2004 00:48:32 GMT
View Forum Message <> Reply to Message

Silent KaneYes yes, fear da 1337 Silent_Kane and his dll allowing all the fixes.

Don't worry, I will, if you hand over the code.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Tue, 29 Jun 2004 05:06:50 GMT
View Forum Message <> Reply to Message

That would never happen. Unless you pay 1000000000,00 EUR.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sniper_De7 on Tue, 29 Jun 2004 14:42:07 GMT
View Forum Message <> Reply to Message

Hey how about instead we leave the mesa "bug" in and go for real bugs like the "blue screen" bug when buying vehicle or ob walk bug or the so many other bugs out there like with a copter and factory or copter and bridge or like the TK bug.... jeez... ppl @ westwood knew about walljumping when they were making patches i thinkt hey would have done something wouldn't they? plus it is even it's not like it is brain surgery to know how to get a tank over a wall
also i believe that the shooting through glass on WF is quite important cuz for example if you take a look at strip compared to warfactory right now which is easier to kill ppl inside? strip cuz it is so compact just well if you make it harder to kill ppl in WF it'd be even harder to kill and anyways as long as you're not standing still on the otherside of the glass like some moron who is only wanting to die then you should be alright - and it's not like you could go on the other side of the wall for more protections anyway right? ..
Look I'm sorry just saying that it's sort of better to do this patch so that everyone can agree to it? instead of half agree to things that you customize cuz it is your opinion cuz i mean it's kinda pointless i believe to put a patch to which everyone doesn't agree to fixing those things...
besides i think ren was at least good enough before but if you wanted to do something about bugs just stop ones like ob walking and b2b(which you did put) blue screen bug and all of the ones i posted i mean that's just natural but i mean adding maps and doing that other stuff just seems to me just what you guys personally want instead of what the majority of people want

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by KIRBY098 on Tue, 29 Jun 2004 14:45:26 GMT
View Forum Message <> Reply to Message

I now officially have a headache from reading (or attempting to) what you just posted.

So, anyways, BHS keep doing what you're doing

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by MrBob on Tue, 29 Jun 2004 15:15:18 GMT
View Forum Message <> Reply to Message

Silent KaneThat would never happen. Unless you pay 1000000000,00 EUR.

Oh well, at least I have IrcColor.pas.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Tue, 29 Jun 2004 15:34:33 GMT
View Forum Message <> Reply to Message

I just finished fixing mesa. (Including the cave stuff.)
Field, walls, islands, canyon and the WF interior left.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by PointlessAmbler on Tue, 29 Jun 2004 15:50:23 GMT
View Forum Message <> Reply to Message

Sniper_De7Hey how about instead we leave the mesa "bug" in and go for real bugs like the "blue screen" bug when buying vehicle or ob walk bug or the so many other bugs out there like with a copter and factory or copter and bridge or like the TK bug.... jeez... ppl @ westwood knew about walljumping when they were making patches i thinkt hey would have done something wouldn't they? plus it is even it's not like it is brain surgery to know how to get a tank over a wall
also i believe that the shooting through glass on WF is quite important cuz for example if you take a look at strip compared to warfactory right now which is easier to kill ppl inside? strip cuz it is so compact just well if you make it harder to kill ppl in WF it'd be even harder to kill and anyways as long as you're not standing still on the otherside of the glass like some moron who is only wanting to die then you should be alright - and it's not like you could go on the other side of the wall for more protections anyway right? ..
Look I'm sorry just saying that it's sort of better to do this patch so that everyone can agree to it? instead of half agree to things that you customize cuz it is your opinion cuz i mean it's kinda pointless i believe to put a patch to which everyone doesn't agree to fixing those things...
besides i think ren was at least good enough before but if you wanted to do something about bugs just stop ones like ob walking and b2b(which you did put) blue screen bug and all of the ones i posted i mean that's just natural but i mean adding maps and doing that other stuff just seems to me just what you guys personally want instead of what the majority of people want

So you're saying that they should ignore all the bugs Westwood intended to fix, but didn't? Idiot. Just because they didn't fix the bug with their patches doesn't mean that they both knew of the existence of said bugs and that they CHOSE to left them in because they didn't consider them bugs.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Crimson on Tue, 29 Jun 2004 16:07:31 GMT
View Forum Message <> Reply to Message

The WF glass patch is server-side... so if a server owner still wants you to do that, then they can just NOT install the patch.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [gse]SeriousSmiley on Tue, 29 Jun 2004 19:04:32 GMT
View Forum Message <> Reply to Message

the only ppl, who will use this piece of shit will be ladderwhores on the n00bstories servers....not many more.

---

so plz continue configuring the game to what newbies like it to be.
and @ renalert manual bitch: read-think-post kthx

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Aircraftkiller on Tue, 29 Jun 2004 19:21:45 GMT
View Forum Message <> Reply to Message

I can only come up with one reply to your massive ignorance: You're an idiot.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by xptek_disabled on Tue, 29 Jun 2004 19:27:26 GMT
View Forum Message <> Reply to Message

SeriousSmiley, you idiot.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by KIRBY098 on Tue, 29 Jun 2004 19:28:46 GMT
View Forum Message <> Reply to Message

Affirmative.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by jd422032101 on Tue, 29 Jun 2004 19:32:08 GMT
View Forum Message <> Reply to Message

Aircraftkiller You're an idiot.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by IceSword7 on Tue, 29 Jun 2004 19:37:03 GMT
View Forum Message <> Reply to Message

[gseSeriousSmiley]the only ppl, who will use this piece of shit will be ladderwhores on the
n00bstories servers....not many more.
so plz continue configuring the game to what newbies like it to be.
and @ renalert manual bitch: read-think-post kthx

who r u?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by xptek_disabled on Tue, 29 Jun 2004 19:38:15 GMT
View Forum Message <> Reply to Message

Some idiot who trolls the GSA chats and says "OMG RENGUARD IS POORLY PROGRAMMED OMFG TROJAN??"

:rolleyes:

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by YSLMuffins on Tue, 29 Jun 2004 21:41:46 GMT
View Forum Message <> Reply to Message

Silent KaneI just finished fixing mesa. (Including the cave stuff.)
Field, walls, islands, canyon and the WF interior left.

I'm confused...which version of walls has the bug in which vehicles can climb the ramps? Flying or nonflying? If it's flying, I'd just like to comment that make sure the fix doesn't involve the possibility of flying aircraft suspended in midair (landing an aircraft on top of a huge invisible box meant to block vehicles from climbing the ramp).

I don't know where I first saw the idea, so I'm just posting it here.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by xptek_disabled on Tue, 29 Jun 2004 21:50:30 GMT
View Forum Message <> Reply to Message

It's non-flying.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Scythar on Tue, 29 Jun 2004 22:16:53 GMT
View Forum Message <> Reply to Message

Works in flying version too.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Wed, 30 Jun 2004 00:57:46 GMT
View Forum Message <> Reply to Message

I can keep the blockers small enough to not affect flying vehicles trying to land on the ramps.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Alkaline on Wed, 30 Jun 2004 01:25:35 GMT
View Forum Message <> Reply to Message

SEALAck has done better work than Sand and FieldTS. As long as you are using the cream of the crop, use something else of his instead.

as the main person behind unrules - fan maps, coulnd't have said it better my self.

Replace sand with basints or riverraidts anyday.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Alkaline on Wed, 30 Jun 2004 01:31:12 GMT
View Forum Message <> Reply to Message

one a side note,
the same udp exploit that exsists in fds is in the game.exe also...

te he he... brenbot should have a command, !crash name :twisted:

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by xptek_disabled on Wed, 30 Jun 2004 01:39:20 GMT
View Forum Message <> Reply to Message

It really shouldn't be abused. Although it is fun to crash those "FUK U HOST" guys.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by mac on Wed, 30 Jun 2004 02:29:44 GMT
View Forum Message <> Reply to Message

Our main goal is to keep the patch below 20mb.

Those 3 maps (sand, gobi, snow) are very small, and that is why they are being included. They wouldn't be there in the first place, but we decided to put in more maps. Any other map will make it just bigger, and thats a nono.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Phil162 on Wed, 30 Jun 2004 09:55:20 GMT
View Forum Message <> Reply to Message

Great, so hopefully we will start to see more servers running Non Westwood maps, dont get me wrong they are great maps, but a change would be nice once in a while.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sniper_De7 on Wed, 30 Jun 2004 14:06:16 GMT
View Forum Message <> Reply to Message

Well by what you're saying you can say the same for Hourglass can't you? Taking off vehicles from being able to pointwhore on hill but yet you guys say nothing about that which is why it seems like you are only doing certain things but not all bugs

and i'm only saying that maybe you should fix the stuff like (ob walk, tk bug, copter w/ factory/bridge bug, blue screen bug) you know the things people REALLY complain about - cuz i don't go on a server and if i shot through glass in the factory - i don't see people saying, "OMGOMGMOGOMGMOG WHAT A BUG USER"
which is why if a host didn't just want that one specific thing they will kick because it will be in teh rules of the server so i don't see why putting it in really will do much cuz most people on most servers don't give a shit about glass shooting with WF.
same goes with mesa and wall jumping

but when it comes to ob walking ppl get pissed and about every server hates that shit cuz it's a bit more serious.. being able to disable the defence of Nod's and killing basically any building.

or

blue bug - i hear ppl bitching about that just as well cuz well... it's sort of annoying to have to leave the server and come back in knowing that you might have lost the tank if it was on the airstrip once you got the blue screen. not to mention you lost the infantry you had and ion/nuke if you had it

but i mean if you wanna take away every single bug that wasn't meant then stop bugs like harv walking ... lol

and then ppl won't have to worry about people hill camping on hourglass and the tactics of hourglass will be severly changed without being able to hill camp on hourglass
or no wasteful mines going to harvy path on every base defence map
or only 2 ways to focus on the mesa map cause the extra side won't be there to make the map more exciting to have to defend

but whatever do as you want seeing as how it's what you are doing and maybe some servers will have it and some might not and if that's what you're going for then the more power to you :rolleyes:

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sir Kane on Wed, 30 Jun 2004 14:16:51 GMT
View Forum Message <> Reply to Message

Camping isn't a bug.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sniper_De7 on Wed, 30 Jun 2004 14:34:36 GMT
View Forum Message <> Reply to Message

You are correct, sir

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Deactivated on Wed, 30 Jun 2004 14:42:52 GMT
View Forum Message <> Reply to Message

You need to code a patch to stop the camping bug in players.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sniper_De7 on Wed, 30 Jun 2004 15:13:13 GMT
View Forum Message <> Reply to Message

If by now you didn't know what i meant - by hill "camping" i mean hitting the ref/hand/ob from top of hill (pp can also be hit) as gdi and also hitting mostly the wf ref and pp as nod - and not where you just camp the base entrance waiting for ppl to rush

'Cause shooting the buildings from the top weren't exactly meant to be there as well right? so that makes them bugs - right?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by mac on Wed, 30 Jun 2004 15:55:32 GMT
View Forum Message <> Reply to Message

Thing is, there have been voted about these map exploit fixes. Most players were in favor of both fixing the Islands b2b bug, and the Mesa vehicle jump bug.

About the other stuff - no vote has been done about it, and hillcamping certainly isn't a bug. It's a valid tactic, you do not exploit any bugs to get to that position.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sniper_De7 on Wed, 30 Jun 2004 16:04:17 GMT
View Forum Message <> Reply to Message

"you do not exploit any bugs to get to that position."

you can say the same for islands can't you?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by YSLMuffins on Wed, 30 Jun 2004 16:11:51 GMT
View Forum Message <> Reply to Message

Sniper_De7Well by what you're saying you can say the same for Hourglass can't you? Taking off vehicles from being able to pointwhore on hill but yet you guys say nothing about that which is why it seems like you are only doing certain things but not all bugs...

...

All of the 'serious' bugs you mention require the source code to Renegade, which is only found stored in the vaults of EA.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by mac on Wed, 30 Jun 2004 16:18:43 GMT
View Forum Message <> Reply to Message

Sniper_De7"you do not exploit any bugs to get to that position."

you can say the same for islands can't you?

It is a fact, that the author of C&C Islands didn't think that base2base with a MRL is a valid tactic. It happened after it has been designed, and it's been too late. Ask Aircraftkiller for details.

On the other hand, "hill camping" is not a bug. We can only fix map bugs, because stuff like the blue screen is deep inside the engine, and we do not have access to that.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Sniper_De7 on Wed, 30 Jun 2004 16:24:36 GMT
View Forum Message <> Reply to Message

The author knew that you could hit the warfactory+power and the hand and the ob from the top of the hill right from the get-go? (I'm sure he probably knew that you could hit the refs)

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by YSLMuffins on Wed, 30 Jun 2004 16:39:54 GMT
View Forum Message <> Reply to Message

I just thought of a bug that really needs to be fixed--C&C_CITY_FLYING! The outer edges of the map are apparently inverted faces, because aircraft have a tendency to get stuck there. I'm sure there are people who know what I'm talking about.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by kadoosh on Wed, 30 Jun 2004 16:47:14 GMT
View Forum Message <> Reply to Message

I'm with you muffin happened to me many times.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Alkaline on Wed, 30 Jun 2004 16:48:30 GMT
View Forum Message <> Reply to Message

I think you should include some serverside map-mods like the one xptek made for m01.mix

people don't have to download anything and can play some funn mission maps converted into DM/CTF or AOW possibly... some way maybe

---

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Nightma12 on Wed, 30 Jun 2004 16:57:13 GMT
View Forum Message <> Reply to Message

AlkalineI think you should include some serverside map-mods like the one xptek made for m01.mix

people don't have to download anything and can play some funn mission maps converted into DM/CTF or AOW possibly... some way maybe

co-op would be nice

thinks about starting up his 2 player co-op server :P

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by Zep on Thu, 01 Jul 2004 17:26:59 GMT
View Forum Message <> Reply to Message

Another bug that is annoying is the one where you are hitting the building with a tank but it does not do any damage.... could this be fixed?