
Subject: Core Patch 1 progress report

Posted by [jonwil](#) on Sat, 11 Sep 2004 22:23:02 GMT

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Core Patch 1 is almost ready to go into beta-testing.

Currently scheduled to go into the client side portion (the beta anyway), are the following:

fastload version of C&C_Canyon

fastload version of C&C_City

fastload version of C&C_City_Flying

fastload version of C&C_Complex

new Miles Sound System drivers

GDI weapons factory interior glass fix (so you cant shoot through it anymore)

C&C_FieldTS

C&C_Gobi

C&C_Mutation_Redux

C&C_Sand

C&C_Siege

C&C_Snow

scripts.dll 1.9.2

fastload version of C&C_Field

fastload version of C&C_Hourglass

fastload version of C&C_Islands

fastload version of C&C_Mesa

fastload version of C&C_Under

fastload version of C&C_Volcano

fastload version of C&C_Walls

fastload version of C&C_Walls_Flying

C4 and beacon countdown sounds (both english and german)

strings.tdb with ACK changes (both english and german)

To be done before we go into client beta:

Completion of scripts.dll 1.9.2 (waiting for NeoSaber to do the testing and stuff he said he was going to do)

Program to detect installed language and install correct files (should be easy enough to write, its just a matter of finding the time to write and test it)

We are still working with SomeRhino (who assures me he is going as fast as possible) to fix the last remaining bugs in Siege plus the following Westwood Studios map bugs:

Base to Base on Field

Vehicles getting on the walls in Walls & Walls Flying

Vehicles getting on the walls in Mesa

Base to Base on Islands

Shooting through the tunnel walls in the tunnels in Islands

and People getting on top of the War Factory in Canyon

In addition, we are trying to get localized versions of the strings.tdb changes and C4/beacon countdown done for as many languages as possible. For languages we have (currently only english and german), the appropriate language will be installed, otherwise no strings.tdb/sound

files will be installed.

And, we are working on some sounds to go with the new BrenBot features so that brenbot can play various sounds at various times in the game.

If possible, these fixes will go into the final release of Core Patch 1. If not, we will release a new patch as soon as these fixes are done and tested (i.e. a "Core Patch 2")

Subject: Core Patch 1 progress report
Posted by [Renx](#) on Sat, 11 Sep 2004 22:38:45 GMT
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I don't think the C4 countdown is a good idea, unless it's only for the person who plants it....then it might be okay...

I like that you're adding in Mutation too, to me that's the only ren map that looks like a real C&C map.

Subject: Core Patch 1 progress report
Posted by [spoonyrat](#) on Sat, 11 Sep 2004 23:25:39 GMT
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Dammit, why did no one mention the fastloading maps? That's great.

Subject: Core Patch 1 progress report
Posted by [jonwil](#) on Sun, 12 Sep 2004 00:16:44 GMT
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ok, the language changes are in and the language installer thingo is written and should work. All that's left now is to finish 1.9.2 (which means I need to talk to NeoSaber and see what he has to say) then we can go into open beta.

Subject: Core Patch 1 progress report
Posted by [WNxCABAL](#) on Sun, 12 Sep 2004 00:25:59 GMT
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Sounds good!

Who are going to be the BETA testers? If I may ask

Subject: Core Patch 1 progress report
Posted by [xptek](#) on Sun, 12 Sep 2004 01:42:32 GMT
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It's going to be open.

Anyone can test it.

Subject: Core Patch 1 progress report
Posted by [WNxCABAL](#) on Sun, 12 Sep 2004 02:01:11 GMT
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agh ok.

Subject: Core Patch 1 progress report
Posted by [Try_lee](#) on Sun, 12 Sep 2004 13:16:45 GMT
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If we already have a beacon countdown sound, it will not be overwritten... right?

Subject: Core Patch 1 progress report
Posted by [cowmisfit](#) on Sun, 12 Sep 2004 13:21:56 GMT
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looks awesome I already have a sound from CS i got in a sound pack that does like the bomb does on cs. So i can hear the beep get faster and faster and know if its gonna blow or not sorta

Subject: Core Patch 1 progress report
Posted by [mac](#) on Sun, 12 Sep 2004 14:03:16 GMT
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All changed/new files are going into always.dat/always.dbs. This is the new default then - if you have a file already in \data with the same name, it overrides anything in always*

Subject: Core Patch 1 progress report
Posted by [Hav0c](#) on Sun, 12 Sep 2004 14:13:32 GMT
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When you say fastload maps, do you mean they will load like the RenAlert ones?

Subject: Core Patch 1 progress report
Posted by [xptek](#) on Sun, 12 Sep 2004 14:18:25 GMT
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Yes.

Subject: Core Patch 1 progress report
Posted by [snipesimo](#) on Sun, 12 Sep 2004 14:58:42 GMT
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Unless they changed from the current fast maps, no. :rolleyes:

Subject: Core Patch 1 progress report
Posted by [Naamloos](#) on Sun, 12 Sep 2004 15:12:30 GMT
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I hope not those so called "fast" maps you already can download... they still load slow.

Anyway, i hope renegade will suck a bit less with this.

Subject: Core Patch 1 progress report
Posted by [visorneon](#) on Sun, 12 Sep 2004 17:15:20 GMT
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Hey just an idea-

i was just looking through the always.dat file, and i found something called "c&c cloaking.wav" and i was wondering if this could be used to replace the current sound when the stank/sbh re-stealths?

And also there is one called "Connection Broken.wav" and i thought maybe it could play this if you lose connection with a server?

Finally maybe you could use "Elecfire.wav" for when you are near or are a mobius or mendoza?

Subject: Core Patch 1 progress report
Posted by [jonwil](#) on Mon, 13 Sep 2004 00:39:22 GMT
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They are the same fast maps that already exist.

Why they dont load arent as fast as RenAlert I dont know since the trick used to load fast are the same as what RenAlert uses.

Also, we now have a french language strings and countdown files set.

Subject: Core Patch 1 progress report
Posted by [havocide3](#) on Mon, 13 Sep 2004 01:50:38 GMT
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What about b2b on Mesa? Nod can shoot from the end of the airstrip and hit the GDI refinery

Subject: Core Patch 1 progress report
Posted by [ohnou812](#) on Mon, 13 Sep 2004 09:10:33 GMT
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Wow! Thanks Jonwil and all involved looks great. Hope it comes out soon, I may have trouble sleeping until it is released now! LOL

Subject: Core Patch 1 progress report
Posted by [Blazer](#) on Mon, 13 Sep 2004 22:53:18 GMT
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Renxl don't think the C4 countdown is a good idea, unless it's only for the person who plants it....then it might be okay...

Only the planter hears it.

Subject: Core Patch 1 progress report
Posted by [Jason8765](#) on Tue, 14 Sep 2004 08:51:19 GMT
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will the countdown stuff stop when the object making the sound is disarmed...
cause those current countdown sounds annoy me cause they carry on regardless of whether the beacon/c4 is still there anymore...

Subject: Core Patch 1 progress report
Posted by [jonwil](#) on Tue, 14 Sep 2004 10:15:27 GMT
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Will look into b2b on mesa.

Subject: Core Patch 1 progress report
Posted by [Majiin Vegeta](#) on Tue, 14 Sep 2004 15:42:58 GMT
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BlazerRenxl don't think the C4 countdown is a good idea, unless it's only for the person who

plants it....then it might be okay...

Only the planter hears it.

unless this is a new countdown mod.. everyone who is close to the c4 can hear it fine

Subject: Core Patch 1 progress report

Posted by [Rex](#) on Tue, 14 Sep 2004 18:08:34 GMT

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Majiin VegetaBlazerRenxl don't think the C4 countdown is a good idea, unless it's only for the person who plants it....then it might be okay...

Only the planter hears it.

unless this is a new countdown mod.. everyone who is close to the c4 can hear it fine

I was just gonna say the same thing!

And btw. I think you forgot to mention that emoticons will also be available.... Or did I forgot to read something?

Subject: Core Patch 1 progress report

Posted by [exnyte](#) on Tue, 14 Sep 2004 19:20:53 GMT

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Emoticons were enabled in scripts 1.9.1 which has been out for a bit now.

Subject: Core Patch 1 progress report

Posted by [jonwil](#) on Thu, 16 Sep 2004 01:06:06 GMT

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Scripts.dll 1.9.2 is complete and in. (although there is a crash bug we are looking into that may result in the release of scripts.dll 1.9.3)

Also, a new bandtest.dll has been added that gets rid of the "testing bandwidth" thing.

And, I have just recieved the "final" (i.e. all the stuff we wanted fixed fixed) version of Siege plus the working version of C&C_Field. (with the base 2 base fix)

So those can now go in.

We are also having new loadscreens made that will provide more information about the Core Patches and the included maps and stuff. (for french, english and german at this time)

Subject: Core Patch 1 progress report
Posted by [msgtpain](#) on Thu, 16 Sep 2004 01:18:31 GMT
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only a few questions, if you would be so kind..

Are all the map changes taking place in maps with the same name as the originals? i.e., will some people have the changes, and some will not? And how, if at all, will this affect gameplay?

2) "strings.tdb with ACK changes (both english and german)" - please expound?

Subject: Core Patch 1 progress report
Posted by [spoonyrat](#) on Thu, 16 Sep 2004 03:02:23 GMT
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jonwilWill look into b2b on mesa.
There are a few others few people know about... I'll PM you with them

Subject: Core Patch 1 progress report
Posted by [jonwil](#) on Thu, 16 Sep 2004 04:00:36 GMT
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the map changes affect the original maps, yes.
What will happen is that if the server has the map, the changes take effect for all clients.
Otherwise, they dont.

There may be some slight effects if the client has the changes and the server doesnt or vice versa but they wont affect gameplay.

As for languages, the core patch 1 installer will install a language specific file (in fact, it will replace always.dbs from your language with a new one).

This language specific file will currently be installed for english, french and german (other languages will remain untouched).

It contains the C4 and beacon countdown mods.

It will contain the new loadscreens when they are completed.

And it contains a new strings.tdb file. This new strings.tdb file contains various string changes/fixes to fix various things (e.g. it makes "under attack" sounds for some buildings work)

Subject: Core Patch 1 progress report
Posted by [WNxCABAL](#) on Thu, 16 Sep 2004 15:54:34 GMT
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Might we have more radio commands for cp1?

Subject: Core Patch 1 progress report

Posted by [mac](#) on Thu, 16 Sep 2004 15:58:42 GMT

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Quick Update. Have tested the CP client beta, works well so far. Got one minor issue that I have to solve with jonwil. As soon as this is fixed, and as soon as Crimson can create a beta signup page, the open beta test for Core Patch 1 will go live.

I'm beginning to prepare the Server Side (beta) installer. Not sure about it yet, but maybe someone with knowledge of an installer scripting language (installshield, inno installer etc) wants to help me on this one.. lots of possible options to choose in this one (server side mod to choose, what versions of mix maps to install etc).

Subject: Core Patch 1 progress report

Posted by [Jason8765](#) on Fri, 17 Sep 2004 12:35:35 GMT

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Jason8765 will the countdown stuff stop when the object making the sound is disarmed... cause those current countdown sounds annoy me cause they carry on regardless of whether the beacon/c4 is still there anymore...

Subject: Core Patch 1 progress report

Posted by [laeubi](#) on Sun, 19 Sep 2004 13:30:40 GMT

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No. That's a bug that can't be solved.
If you disarm it the second the 10s countdown starts, it will go on until zero.

Subject: Core Patch 1 progress report

Posted by [Sir Kane](#) on Sun, 19 Sep 2004 14:29:50 GMT

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<http://babelfish.altavista.com>

<http://www.dictionary.com/>

Subject: Core Patch 1 progress report

Posted by [Nightma12](#) on Sun, 19 Sep 2004 15:42:08 GMT

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Silent Kane <http://babelfish.altavista.com>

<http://www.dictionary.com/>

Subject: Core Patch 1 progress report
Posted by [Sir Kane](#) on Sun, 19 Sep 2004 16:35:46 GMT
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That's the problem. It's almost impossible to read that shit.

Subject: Core Patch 1 progress report
Posted by [Deactivated](#) on Sun, 19 Sep 2004 16:53:23 GMT
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Learn to read then.
Not everyone has 100% perfect grammar.
Do you?

Subject: Core Patch 1 progress report
Posted by [Jason8765](#) on Mon, 20 Sep 2004 07:00:50 GMT
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LaeubiNo. Thats a bug that can't be solved.
if u disarm it the second the 10Sec Countdown starts, it will go on until zero.
Anything can be solved... If you can add new commands to the console, you can hook a sound to an object and kill the sound when it disappears, might take years, but still possible

I just wanna know because if CP1 has this in, I want to be able to disable it, possibly by unselecting the option on an installer, but so far I've only heard of options on the installer for the server-side CP.

I don't actually like the sounds myself and I think it gives an unfair advantage. Instead of "wtf? timed c4 ", they know its there cause they can hear it, so the amusement isn't there anymore ^^.
Also it annoys me when you've got like 3 countdown sounds running and theres no beacons because they've all been disarmed

So my question:
Are these countdown sounds optional?

Sounds great so far

PS: I had no problem reading wot Laeubi said:
Quote:No. That's a bug that can't be solved.
If you disarm a beacon just as the countdown starts, it will go on until it reaches zero
Common Sense is all that's required

Subject: Core Patch 1 progress report
Posted by [sniper12345](#) on Mon, 20 Sep 2004 07:07:16 GMT
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Silent Kane<http://babelfish.altavista.com>
<http://www.dictionary.com/>

You are such an ACK.

Subject: Core Patch 1 progress report
Posted by [mac](#) on Mon, 20 Sep 2004 08:00:07 GMT
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Jason8765
So my question:
Are these countdown sounds optional?

No, but you can possibly disable them by extracting your originals from always.dat to your data dir, overruling the new files in always.dbs.

Subject: Core Patch 1 progress report
Posted by [Sir Kane](#) on Mon, 20 Sep 2004 12:35:16 GMT
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sniper12345Silent Kane<http://babelfish.altavista.com>
<http://www.dictionary.com/>

You are such an ACK.
And you are such a retard.

SeaManLearn to read then.
Not everyone has 100% perfect grammar.
Do you?There's a difference between not 100 % perfect grammar and Quote:if u disamr it the second the 10Sel .

Subject: Core Patch 1 progress report
Posted by [sniper12345](#) on Mon, 20 Sep 2004 12:53:32 GMT
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There is no difference, because it is, indeed, not 100% perfect grammar.

And you are such an ACK.

Subject: Core Patch 1 progress report
Posted by [Sir Kane](#) on Mon, 20 Sep 2004 13:23:48 GMT
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Silent KaneAnd you are such a retard.
And yes, there is a difference. Anyone who can't spell "you" and such shouldn't even try to use english.

Subject: Core Patch 1 progress report
Posted by [Deactivated](#) on Mon, 20 Sep 2004 13:37:59 GMT
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Are you posting in this thread just simply because you want to get it locked?
That's a one-way trip to ban.

Subject: Core Patch 1 progress report
Posted by [Jason8765](#) on Mon, 20 Sep 2004 13:59:07 GMT
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macJason8765
So my question:
Are these countdown sounds optional?

No, but you can possibly disable them by extracting your originals from always.dat to your data dir, overruling the new files in always.dbs.
poo
giving me all the hard work

Subject: Core Patch 1 progress report
Posted by [laeubi](#) on Tue, 21 Sep 2004 10:17:38 GMT
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Silent KaneSilent KaneAnd you are such a retard.
And yes, there is a difference. Anyone who can't spell "you" and such shouldn't even try to use english.
And as I'm sure YOU can understand german quite well, I'll next time reply in german, as my first language so even YOU understand what I try to express in my ugly, annoing second language englisch. :rolleyes:

Subject: Core Patch 1 progress report

Posted by [sniper12345](#) on Tue, 21 Sep 2004 10:20:10 GMT

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Silent KaneSilent KaneAnd you are such a retard.

And yes, there is a difference. Anyone who can't spell "you" and such shouldn't even try to use english.

You claimed it to be different from not being 100% perfect grammar when it IS not 100% perfect grammar.

Oh, and du bist ACK!

Subject: Core Patch 1 progress report

Posted by [Sir Kane](#) on Tue, 21 Sep 2004 12:18:19 GMT

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sniper12345Oh, and du bist ACK!

"Oh, and you are acknowledge "

That makes so much sense.
