
Subject: Roleplay 2 final beta release!

Posted by [Canadacdn](#) on Sat, 28 Apr 2007 19:38:37 GMT

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Hey everyone, sorry to take so long to get the final map done. To tide all of you over until it is done, here is the Roleplay 2 internal test, released publicly for everyone to enjoy. It is vastly improved over the other versions.

It's not perfectly bug-free, there are one or two glitches, but nothing game-crashingly bad.

It's also in PKG format, because it was an internal test, the final release will be a .mix.

One last thing, I will be releasing Normal maps for the vehicles and some objects on the map soon. (When I stop being lazy and finish them)

Get it at <http://www.roleplay2.com> in the "downloads section". You NEED scripts.dll 3.2.1 to run it. There's a download link on the page with the map if you don't have it.

Got any questions? Comments about the map? Visit our website and forums!

Subject: Re: Roleplay 2 final beta release!

Posted by [BlueThen](#) on Sat, 28 Apr 2007 19:49:44 GMT

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Don't have scripts 3.2.1...

Subject: Re: Roleplay 2 final beta release!

Posted by [Scrin](#) on Sat, 28 Apr 2007 20:26:56 GMT

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bluethen wrote on Sat, 28 April 2007 14:49 Don't have scripts 3.2.1...
im too,cos i use "nofear" script

Subject: Re: Roleplay 2 final beta release!

Posted by [Canadacdn](#) on Sat, 28 Apr 2007 21:51:03 GMT

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Aggg, there is a problem caused by 3.2.1 that is not fixed in this version. I'll upload the correct version.

Subject: Re: Roleplay 2 final beta release!
Posted by [nopol10](#) on Sat, 28 Apr 2007 23:27:39 GMT
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YESSSS! Finally!

Subject: Re: Roleplay 2 final beta release!
Posted by [Canadacdn](#) on Sun, 29 Apr 2007 03:12:24 GMT
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The map is fixed, it should work for everyone now. I also got to do a bit of additional optimizing, to make up for the delay. Download today!

But remember, you NEED scripts.dll 3.2.1 or the map will be extremely glitchy. Get scripts here.

Subject: Re: Roleplay 2 final beta release!
Posted by [Jonty](#) on Sun, 29 Apr 2007 06:58:35 GMT
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It crashes when loading the map.

Renegade crashed at offset 0x010AB62F with error code 0xC0000005.
I would attach the minidump, but it's 16Mb in a zip file.

Edit: Haven't tried it with 3.2.2 yet, I never know what to put in my Renegade folder nowadays so I wait for the installer.

Edit edit: liek omg, there is an installer!

Edit edit edit: Nope, 3.2.2 still crashes with the same error while loading.

Subject: Re: Roleplay 2 final beta release!
Posted by [Canadacdn](#) on Sun, 29 Apr 2007 14:17:10 GMT
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Maybe you should contact Jonwil about that, nobody else has had that error so far.

Subject: Re: Roleplay 2 final beta release!
Posted by [Di3HardNL](#) on Sun, 29 Apr 2007 15:09:58 GMT
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cool im downloading it now!

Subject: Re: Roleplay 2 final beta release!
Posted by [Rev](#) on Sun, 29 Apr 2007 17:55:48 GMT
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Looks nice, good job. Also it runs fine with scripts 2.9.2

Subject: Re: Roleplay 2 final beta release!
Posted by [Goztow](#) on Sun, 29 Apr 2007 18:09:05 GMT
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Scrin wrote on Sat, 28 April 2007 22:26bluethen wrote on Sat, 28 April 2007 14:49 Don't have scripts 3.2.1...

im too,cos i use "nofear" script

Oh, so you cheat... nice...

Subject: Re: Roleplay 2 final beta release!
Posted by [Jonty](#) on Sun, 29 Apr 2007 18:27:28 GMT
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Goztow wrote on Sun, 29 April 2007 19:09Scrin wrote on Sat, 28 April 2007 22:26bluethen wrote on Sat, 28 April 2007 14:49 Don't have scripts 3.2.1...

im too,cos i use "nofear" script

Oh, so you cheat... nice...

Please, don't start all that crap again.

I believe Neku intends to implement a NoFear-type kill message in Resurrection eventually, seeing as there are strings for it in the files.

That's the only thing stopping me from using NoFear again

Subject: Re: Roleplay 2 final beta release!
Posted by [BlueThen](#) on Sun, 29 Apr 2007 20:30:06 GMT
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My winrar is messed up. Can you upload a .zip version?

Subject: Re: Roleplay 2 final beta release!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 29 Apr 2007 20:44:02 GMT
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bluethen wrote on Sat, 28 April 2007 15:49 Don't have scripts 3.2.1...

My computer can't run 3.2.1 lol

I wish I can play this... well have fun guys.

Subject: Re: Roleplay 2 final beta release!
Posted by [Scrin](#) on Sun, 29 Apr 2007 21:29:28 GMT
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Goztow wrote on Sun, 29 April 2007 13:09Scrin wrote on Sat, 28 April 2007 22:26bluethen wrote on Sat, 28 April 2007 14:49 Don't have scripts 3.2.1...
im too,cos i use "nofear" script
Oh, so you cheat... nice...
dont worry Comrade Stalin,i not play wol anymore...

Subject: Re: Roleplay 2 final beta release!
Posted by [BlueThen](#) on Sun, 29 Apr 2007 21:53:51 GMT
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Found that "cheater" character. What does it do? All it does is give you a person with 50 health (also has a ninja suit). But there's nothing to it! :/

Subject: Re: Roleplay 2 final beta release!
Posted by [Canadacdn](#) on Sun, 29 Apr 2007 23:13:09 GMT
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He's a ninja! He has less health, but is faster, can jump higher, has no falling damage, and dosen't show up on the radar.

Subject: Re: Roleplay 2 final beta release!
Posted by [Ryu](#) on Mon, 30 Apr 2007 15:43:33 GMT
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No cars. >:(

/me walks all around the map!

Subject: Re: Roleplay 2 final beta release!
Posted by [Blazea58](#) on Mon, 30 Apr 2007 18:03:55 GMT
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Those are the purchase terminals from the starting point, characters don't start with weapons so you will have to hunt around the map and find them. Weapons are spawned in places like ammunition, aircraft carrier, military base etc.

Purchasing vehicles works by finding these small terminals and hitting E at them once. If you press E too many times you will have duplicates inside each other.

Eventually I plan to have weapon purchase terminals instead of all spawned weapons so that way you will be able to buy them at gun stores or find them if you are cheap.

Subject: Re: Roleplay 2 final beta release!
Posted by [TSS888](#) on Tue, 01 May 2007 07:59:25 GMT
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ok... I found a glitch or bug or whatever :

you can't get out of this building once you get in!!!!

File Attachments

1) [ScreenShot22.png](#), downloaded 444 times



Subject: Re: Roleplay 2 final beta release!

Posted by [Ryu](#) on Tue, 01 May 2007 15:31:49 GMT

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Blazea58 wrote on Mon, 30 April 2007 13:03

Those are the purchase terminals from the starting point, characters don't start with weapons so you will have to hunt around the map and find them. Weapons are spawned in places like ammunition, aircraft carrier, military base etc.

Purchasing vehicles works by finding these small terminals and hitting E at them once. If you press E too many times you will have duplicates inside each other.

Eventually I plan to have weapon purchase terminals instead of all spawned weapons so that way

you will be able to buy them at gun stores or find them if you are cheap.

Ahh, I must have had no money when I started my server.

Subject: Re: Roleplay 2 final beta release!

Posted by [danpaul88](#) on Tue, 01 May 2007 15:36:29 GMT

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TSS888 wrote on Tue, 01 May 2007 08:59ok... i found a glitch or bug or whatever :

you cant get out of this building once you get in!!!!

<image>

Walk up to the door, keep forward pressed down and jump...

Subject: Re: Roleplay 2 final beta release!

Posted by [Jerad2142](#) on Tue, 01 May 2007 16:04:16 GMT

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revival65 wrote on Sun, 29 April 2007 11:55Looks nice, good job. Also it runs fine with scripts 2.9.2

You need the new scripts, they Handel the flash light, dual wielding yes there is currently a glitch with this), slot machines, visible drivers (yes there is currently a glitch with this), and many other things, it also keeps you from regaining health at the purchase terminals (which could defiantly be considered cheating. I will be implementing an anti cheating system for the next map release, which will take away some of the more fun features of the map if you don't have the newest scripts release.

danpaul88 wrote on Tue, 01 May 2007 09:36TSS888 wrote on Tue, 01 May 2007 08:59ok... i found a glitch or bug or whatever :

you cant get out of this building once you get in!!!!

<image>

Walk up to the door, keep forward pressed down and jump...

Still, I found this the first time I played the map, it needs to be fixed.

Subject: Re: Roleplay 2 final beta release!

Posted by [danpaul88](#) on Tue, 01 May 2007 19:29:01 GMT

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I know it needs fixing, but I was just pointing out that you CAN get out of the building.

I can't find half the stuff thats supposed to be in the map... flash lights and such? Ninjas? And I usually spend about half an hour trying to kill all the damned machine guns to find there's nothing that interesting behind them...

EDIT: Found the cheater now

NB: Did you know if you walk forward and hold down the fire button while the vehicle beacon is in your hand you get lots of vehicles? As long as you move before it finishes arming you get a vehicle without losing the beacon

Subject: Re: Roleplay 2 final beta release!
Posted by [BlueThen](#) on Tue, 01 May 2007 19:30:43 GMT
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I found the hidden snowy place...

Subject: Re: Roleplay 2 final beta release!
Posted by [Tunaman](#) on Tue, 01 May 2007 19:41:02 GMT
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Haha there are a few of those hidden places.. A few months ago me and my friends would play this and we'd just look for them =]

Subject: Re: Roleplay 2 final beta release!
Posted by [BlueThen](#) on Tue, 01 May 2007 19:47:18 GMT
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I was hoping to find a vech or a cool gun or something, but I could only find a igloo...

Subject: Re: Roleplay 2 final beta release!
Posted by [Blazea58](#) on Tue, 01 May 2007 19:51:04 GMT
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About the door bug that people are all reporting, i have known about it since the very start of testing it but i don't think that its worth fixing because you can duck jump and it gets you out just fine. There is a few spots in the map that require doing that like in the sewers there is spots where you get stuck unless you jump around then you can get out.

For alot of the key gameplay aspects people will just have to wait until we get the final release out. For now this is just a play through to see what people think of it. There is a few known areas

that cause major z fighting (textures collide) but it seems caused by the new bloom etc because it never happend prior to them. Alot of graphical bugs are known as well as level edit related ones, its just it takes time to remember everything cause its easy to get in over our heads lol.

Subject: Re: Roleplay 2 final beta release!
Posted by [danpaul88](#) on Tue, 01 May 2007 20:19:38 GMT
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Sewers? Where are they?

Subject: Re: Roleplay 2 final beta release!
Posted by [R315r4z0r](#) on Thu, 03 May 2007 00:42:00 GMT
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I found some sewers in the army base.. trying to get the tank that I spawned but kept dying trying to get it.

BTW, lol @ the Nintendo Wiis around the map.. XD

Subject: Re: Roleplay 2 final beta release!
Posted by [BlueThen](#) on Thu, 03 May 2007 00:45:49 GMT
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Thought those were tunnels, not sewers. Who'd put guns in sewers?

Subject: Re: Roleplay 2 final beta release!
Posted by [Canadacdn](#) on Thu, 03 May 2007 01:14:33 GMT
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Sewer mutants?

Subject: Re: Roleplay 2 final beta release!
Posted by [BlueThen](#) on Thu, 03 May 2007 01:19:01 GMT
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Ah well. I got a bug.

The game crashes whenever I set a player to -1. I'm using scripts 2.9, doesn't this happen at scripts 3.x?

Subject: Re: Roleplay 2 final beta release!
Posted by [GrayWolf](#) on Thu, 03 May 2007 01:23:46 GMT
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I gots a bug. When you buy the Ion cannon beacon/Car maker umm... you know where you buy and Ion cannon and set it and they drop a car off in that spot... well if you tap the button real fast and let go and do it again and keep walking you can have like 30+ helicopters bring cars and drop them off. Just never fully set the beacon.

Subject: Re: Roleplay 2 final beta release!
Posted by [Canadacdn](#) on Thu, 03 May 2007 02:13:35 GMT
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Yeah, we know.

Please don't post possible exploitable bugs like this.

Subject: Re: Roleplay 2 final beta release!
Posted by [Blazea58](#) on Thu, 03 May 2007 05:46:51 GMT
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I dont think it matter if anyone posts bugs that may be exploits as thats the point here... But yea it has been mentioned but nothing has been about how we can fix it hehe. So instead of reporting what is wrong about it, maybe say how it could be done to avoid that bug from happening to begin with

Other then that i really dont think thats a big deal because its only people that are "trying" to cheat the ion that end up getting extras. So if you stand there like you should it wont happen lol.

Subject: Re: Roleplay 2 final beta release!
Posted by [OWA](#) on Thu, 03 May 2007 15:30:35 GMT
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Somebody setup an official server for this so we can get a big game going. Also post the direct connect info whoever does this, if someone does it.

Subject: Re: Roleplay 2 final beta release!
Posted by [Jerad2142](#) on Thu, 03 May 2007 15:48:39 GMT
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GrayWolf wrote on Wed, 02 May 2007 19:23I gots a bug. When you buy the Ion cannon beacon/Car maker umm... you know where you buy and Ion cannon and set it and they drop a car

off in that spot... well if you tap the button real fast and let go and do it again and keep walking you can have like 30+ helicopters bring cars and drop them off. Just never fully set the beacon. Really, I will be looking into this then, you can expect it will be fixed.
