
Subject: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Thu, 07 Jun 2007 04:37:05 GMT
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Hello community!

After a long time of testing, extending and improving, Renegade Resurrection became quite stable and I am now willed to call it 'beta', what means that it can be used for testing on clients and public servers. Resurrection offers a variety of features, anti-cheating and bugfixes to Renegade servers and clients and is mostly compatible with Custom Scripts, SSGM, BRenBot, RenGuard and other Renegade software.

The modification is available for

Windows Clients,
Windows Servers and
Linux RH8 Servers.

If anyone needs a Linux RH7 version, please contact me.

Currently there are 7 servers online with Resurrection installed. The official Resurrection test server is 'Resurrection (www.icefinch.net) [BR,RR,SSGM]' at 213.133.97.60:4848. Use this server preferably for testing, because I'm running a debug version of the modification under the GNU Debugger there for immediate handling of crashes and other bugs.

Feel free to visit the preliminary Website of Renegade Resurrection now.

Greetings,
Marc aka Yrr

Subject: Re: Renegade Resurrection goes beta!
Posted by [IronWarrior](#) on Thu, 07 Jun 2007 11:44:35 GMT
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So what is this again?

Subject: Re: Renegade Resurrection goes beta!
Posted by [jnz](#) on Thu, 07 Jun 2007 14:57:39 GMT
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It's bug fixes for the renegade client as well as the server. Plus it adds some really nice features too. Well done

However, when i try to install it. It doesn't seem to make a difference. I joined the Resurrection

server and it told me i wasn't running it. I simply uncompressed the files into my renegade folder (over writing any files i needed to). Then changed the client-EXAMPLE.cfg to client.cfg and tried to run renegade. Mabe it can't find resurrection.dll? which is located:
C:\Westwood\RenegadeRG\modules\resurrection.dll on my computer.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Thu, 07 Jun 2007 15:00:20 GMT
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Did you start Renegade using RenGuard?
edit Do you have WLM or ICQ?
edit2 Solved: The SafeDisk2 bypass did not work.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Jonty](#) on Thu, 07 Jun 2007 16:24:24 GMT
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Hooray!

Everyone must use this, it's awesome. And make alternate enUS string files to post here! I can see putting in different strings could become quite fun.

Subject: Re: Renegade Resurrection goes beta!
Posted by [jnz](#) on Thu, 07 Jun 2007 16:44:12 GMT
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It is really good

Has loads of little details thst make stuff better. EG: you can hear stanks stealthing and unstealthing like on tiberium sun.

Subject: Re: Renegade Resurrection goes beta!
Posted by [futura83](#) on Thu, 07 Jun 2007 16:52:33 GMT
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id get them if they weren't rared :/

I dont have anything to open rars, and im too lazy to get something :/

Subject: Re: Renegade Resurrection goes beta!
Posted by [Ryu](#) on Thu, 07 Jun 2007 16:59:15 GMT
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the17doctor wrote on Thu, 07 June 2007 11:52id get them if they weren't rared :/

I dont have anything to open rars, and im too lazy to get something :/

You're a Winrar!

Subject: Re: Renegade Resurrection goes beta!
Posted by [Steppe](#) on Thu, 07 Jun 2007 17:38:02 GMT
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News'd at Planet C&C.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Canadacdn](#) on Thu, 07 Jun 2007 18:12:19 GMT
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It adds some pretty cool features and servers should take advantage of them. I like the spectator mode, but PLEASE get rid of the chat noises, they are very annoying.

Subject: Re: Renegade Resurrection goes beta!
Posted by [wittebolx](#) on Thu, 07 Jun 2007 19:33:18 GMT
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damnit!!!

server keeps crashing!!
please help

Subject: Re: Renegade Resurrection goes beta!
Posted by [Jonty](#) on Thu, 07 Jun 2007 19:56:04 GMT
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Canadacdn wrote on Thu, 07 June 2007 19:12PLEASE get rid of the chat noises, they are very

annoying.

Make them configurable in the config file if anything, because I like them.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Thu, 07 Jun 2007 20:01:06 GMT

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ToDo for next version:

- Give ability to disable for chat sounds via configuration.
 - SSAOW/SSGM crashes with RR when picking up butterfinger crate.
 - The end game score screen has no players if gameplay is pending.
-

Subject: Re: Renegade Resurrection goes beta!
Posted by [Steppo](#) on Thu, 07 Jun 2007 20:55:55 GMT

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Yrr, you've got people asking questions at Planet C&C.

The thread is here.

Subject: Re: Renegade Resurrection goes beta!
Posted by [BlueThen](#) on Thu, 07 Jun 2007 21:04:19 GMT

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Needs to be in .zip. My winrar is corrupted for some reason. :/

Subject: Re: Renegade Resurrection goes beta!
Posted by [futura83](#) on Thu, 07 Jun 2007 21:31:58 GMT

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i like this mod.

Every ren server should have it.

Very well done indeed...you have my kudos

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Thu, 07 Jun 2007 21:41:18 GMT

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Thanks for the feedback so far

@bluethen:

I think that I'll release the next update tomorrow (=2007-06-08) and I use ZIP compression from now on.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Sn1per74*](#) on Thu, 07 Jun 2007 22:11:46 GMT
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Okay guys heres the zip.
<http://www.fileul.com/files56/Resurrection.zip>

Subject: Re: Renegade Resurrection goes beta!
Posted by [Renardin6](#) on Thu, 07 Jun 2007 22:13:18 GMT
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I think Apocalypse Rising, A Path Beyond and Reborn would be pleased to have such cheat protection... If you want to share it...

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Thu, 07 Jun 2007 22:31:40 GMT
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Renardin6 wrote on Fri, 08 June 2007 00:13: I think Apocalypse Rising, A Path Beyond and Reborn would be pleased to have such cheat protection... If you want to share it...

Should be compatible to new weapons.

Subject: Re: Renegade Resurrection goes beta!
Posted by [EvilWhiteDragon](#) on Fri, 08 Jun 2007 08:16:13 GMT
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Renardin6 wrote on Fri, 08 June 2007 00:13: I think Apocalypse Rising, A Path Beyond and Reborn would be pleased to have such cheat protection... If you want to share it...
I *think* BIATCH should work too on the mods, but we haven't really tested so I could be wrong...

Subject: Re: Renegade Resurrection goes beta!
Posted by [wittebolx](#) on Fri, 08 Jun 2007 13:13:41 GMT
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ok my server had resurrection and it works!!
and my personal renegade is also resurrected

nice mod!

Subject: Re: Renegade Resurrection goes beta!
Posted by [Jonty](#) on Fri, 08 Jun 2007 16:49:42 GMT

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EvilWhiteDragon wrote on Fri, 08 June 2007 09:16Renardin6 wrote on Fri, 08 June 2007 00:13I think Apocalypse Rising, A Path Beyond and Reborn would be pleased to have such cheat protection... If you want to share it...
I *think* BIATCH should work too on the mods, but we haven't really tested so I could be wrong... Well BIATCH runs on the MP-Gaming APB server, so it must be OK.

Subject: Re: Renegade Resurrection goes beta!
Posted by [reborn](#) on Fri, 08 Jun 2007 16:54:13 GMT

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Jonty wrote on Fri, 08 June 2007 12:49EvilWhiteDragon wrote on Fri, 08 June 2007 09:16Renardin6 wrote on Fri, 08 June 2007 00:13I think Apocalypse Rising, A Path Beyond and Reborn would be pleased to have such cheat protection... If you want to share it...
I *think* BIATCH should work too on the mods, but we haven't really tested so I could be wrong... Well BIATCH runs on the MP-Gaming APB server, so it must be OK.

Yeah, oxi wrote a plugin for brenbot to work with BIATCH so it works really nicely, although I won't go into details that could leave us open to being exploited, but there are a couple of things we set to ignore as they are not compatible.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Ryu](#) on Fri, 08 Jun 2007 18:39:25 GMT

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I love the spectator mode, But you should make it so you can only spectate your team mates, Otherwise the term "Ghosting" will apply to Renegade.

Subject: Re: Renegade Resurrection goes beta!
Posted by [futura83](#) on Fri, 08 Jun 2007 18:47:53 GMT

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Alex wrote on Fri, 08 June 2007 19:39I love the spectator mode, But you should make it so you can only spectate your team mates, Otherwise the term "Ghosting" will apply to Renegade.

Or maybe do it so that people can only spectate when they join, and once they have spectated they can't join the game at all...

Subject: Re: Renegade Resurrection goes beta!
Posted by [Ryu](#) on Fri, 08 Jun 2007 19:58:58 GMT

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the17doctor wrote on Fri, 08 June 2007 13:47 Alex wrote on Fri, 08 June 2007 19:39 I love the spectator mode, But you should make it so you can only spectate your team mates, Otherwise the term "Ghosting" will apply to Renegade.

Or maybe do it so that people can only spectate when they join, and once they have spectated they can't join the game at all...

Yeah, And that.

Subject: Re: Renegade Resurrection goes beta!
Posted by [futura83](#) on Fri, 08 Jun 2007 20:05:50 GMT

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or...to improve what i have said...if they spectate and only view the views of one team, they will join that team unless it imbalances the player count...and once they have a point of 1 or greater, all they can do is spectate GDI players, yet if they want to rejoin and it would imbalance the GDI playercount, then they should stay spectators.

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Fri, 08 Jun 2007 21:20:19 GMT

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I see that as an unnecessary limitation. To prevent the abuse of spectator mode, the following things were implemented:

- When joining spectator mode, all score, kills, deaths and money will be removed.
 - The spectator must spectate at least 30 seconds before he can rejoin the game. This can be modified via configuration.
 - The spectator can not send private messages. If a spectator gives information about the enemy team to his own, you will see that as public or team message.
-

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Sat, 09 Jun 2007 00:19:37 GMT

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Version .0041 beta released!

Thank you for all your feedback and bug reports!

Downloads: www.icefinch.net/en/downloads

Changes: www.icefinch.net/en/about/history

Subject: Re: Renegade Resurrection goes beta!
Posted by [Ryu](#) on Sat, 09 Jun 2007 01:51:49 GMT

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Yrr wrote on Fri, 08 June 2007 16:20I see that as an unneccssary limitation. To prevent the abuse of spectator mode, the following things were implemented:

- When joining spectator mode, all score, kills, deaths and money will be removed.
- The spectator must spectate at least 30 seconds before he can rejoin the game. This can be modified via configuration.
- The spectator can not send private messages. If a spectator gives information about the enemy team to his own, you will see that as public or team message.

Awesome.

Subject: Re: Renegade Resurrection goes beta!
Posted by [cAmpa](#) on Sat, 09 Jun 2007 17:41:03 GMT

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[19:27:18] [RCS-Sniper] Player DoDspyder joined the game
[19:31:51] [RCS-Sniper] DoDspyder: wat the fuck is renegade resurrection
[19:31:53] [RCS-Sniper] [Purchase] raptorz purchased a Nod Sakura
[19:31:57] [RCS-Sniper] Exno: haxors
[19:31:57] [RCS-Sniper] &uTRamirez: icefinch.net
[19:32:03] [RCS-Sniper] Exno: =p
[19:32:06] [RCS-Sniper] [Kill] uTRamirez killed DoDspyder with Ramjet Rifle.
[19:32:06] [RCS-Sniper] &TeaM64|SkyLine: renforums.
[19:32:07] [RCS-Sniper] DoDspyder: so u are ahcking i thought so stupid asses
[19:32:14] [RCS-Sniper] [Kill] uTRamirez killed Coldsupi with Ramjet Rifle.
[19:32:14] [RCS-Sniper] [Kill] Exno killed jointnage with Ramjet Rifle.
[19:32:14] [RCS-Sniper] DoDspyder: god damn fuck this bunch a hackers
[19:32:17] [RCS-Sniper] Exno: lol
[19:32:18] [RCS-Sniper] Player DoDspyder left the game

Lol

Subject: Re: Renegade Resurrection goes beta!
Posted by [Yrr](#) on Tue, 12 Jun 2007 17:44:05 GMT
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Someone just told me that the configuration setting to disable the chat sounds is missing.

If you don't like the new chat sounds, add this to you resurrection/client.cfg:

```
hud  
{  
  playChatSounds = no;  
}
```
