Subject: Renegade Resurrection goes beta!
Posted by Yrr on Thu, 07 Jun 2007 13:30:34 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 ST3ALTH on Fri, 08 Jun 2007 02:33:21 GMT
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This basically can be used with current FDSs and work just like them?

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sat, 09 Jun 2007 14:24:57 GMT
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Nice job, this is very intriguing.

I have a question though: can you elaborate on what's meant by this:
"Base defenses will no longer shoot at enemy soldiers, as seen on Mesa."

Does this mean the Mesa AGT won't shooting Nod infantry in the cave? If so, what about tanks? Or am I misunderstanding it?

If that guess is correct, is it possible to disable that change?

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sat, 09 Jun 2007 15:06:42 GMT
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Sorry, that's an error in the features list. Base defense does still shoot at soldiers, but does not shoot at harvesters.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sat, 09 Jun 2007 15:35:05 GMT
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K, thanks for the info.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sat, 09 Jun 2007 17:40:46 GMT
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sorry, I can't edit that post for some reason ^

Is it possible to disable, as with some of the other features?

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sat, 09 Jun 2007 19:38:12 GMT
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Why should I make bugfixes configurable?

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sat, 09 Jun 2007 20:13:16 GMT
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Is the AGT firing at the Nod harvester on Mesa a bug? It's plainly within the machineguns' line of sight...

You say it fires at other targets in the cave, right?

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sat, 09 Jun 2007 20:21:48 GMT
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MaidenTy1 wrote on Sat, 09 June 2007 22:13Is the AGT firing at the Nod harvester on Mesa a bug? It's plainly within the machineguns' line of sight...
I think so, looks like a map specific bug. You may start a discussion

MaidenTy1 wrote on Sat, 09 June 2007 22:13You say it fires at other targets in the cave, right?
Yes. Another solution is to change the harvester's path.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sat, 09 Jun 2007 21:09:54 GMT
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If it fires at Nod infantry and tanks, what's the problem with it firing at the harvester for precisely the same reason?

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sat, 09 Jun 2007 21:33:29 GMT
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The harvester cannot decide wether he drives into the AGT's fire or not.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sat, 09 Jun 2007 22:18:20 GMT
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The AGT doesn't bother checking whether that's the case or not.

Subject: Re: Renegade Resurrection goes beta!
Posted by EvilWhiteDragon on Sat, 09 Jun 2007 22:21:26 GMT
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Yrr wrote on Sat, 09 June 2007 21:38Why should I make bugfixes configurable?
because it's not a bug imho, and you can even use it pretty well sometimes as nod. So I say that isn't a good change.

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sat, 09 Jun 2007 22:58:05 GMT

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We'd ask the mapper whether it is a bug or not

Subject: Re: Renegade Resurrection goes beta!
Posted by StealthEye on Sun, 10 Jun 2007 00:16:06 GMT
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We probably can't, but I can't imagine that noone would have found out at least when the patches came out. The points is that some people appear not to want that functionality, whether it's a bug or not.

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sun, 10 Jun 2007 00:35:15 GMT
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Yeah, and someone should have seen that the radio command icons don't work, but they ignored that, too.

Subject: Re: Renegade Resurrection goes beta!
Posted by Crimson on Sun, 10 Jun 2007 02:47:42 GMT
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It IS a bug, there's no way it could possibly NOT be a bug. There is no way that it's balanced for one team to have base defense hit the harvester on its normal waypath and not the other.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sun, 10 Jun 2007 05:24:25 GMT
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How can it be a bug for a base defence to attack an enemy vehicle which it can clearly see?

If it should attack infantry and vehicles in the cave, it should attack the harvester... if it shouldn't attack the harvester, it shouldn't attack infantry and vehicles.

Mesa IS balanced, by the way, and removing this will tip that balance in Nod's favour.

Subject: Re: Renegade Resurrection goes beta!
Posted by CarrierII on Sun, 10 Jun 2007 09:05:27 GMT
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Actually, I think Spoony's right, Mesa is balanced, the Nod harvester isn't destroyed by the AGT's guns, whereas if the Ob could see the GDI harv, GDI would never get a harv back. Ever.

Subject: Re: Renegade Resurrection goes beta!
Posted by Crimson on Sun, 10 Jun 2007 09:29:19 GMT
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If the GDI harvester's waypath stays out of reach of the Obelisk, then the Nod harvester's path should stay out of the way of the AGT. Making the gun not fire at it is really a workaround when the real fix should be changing the waypaths of both harvester so they still go the same distance into the tunnel as each other but without getting into the path of base defense.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sun, 10 Jun 2007 09:32:15 GMT
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I'm really not sure a fix NEEDS making to something which isn't a problem and will make the map marginally less balanced with no actual improvement...

I'm sorry, I just don't see a benefit and I do see a detriment.

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sun, 10 Jun 2007 10:58:32 GMT
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Why do you think that it makes the map less balanced?

Subject: Re: Renegade Resurrection goes beta!
Posted by EvilWhiteDragon on Sun, 10 Jun 2007 13:59:29 GMT
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nod has a massive advantage with arts on that map I did say.
Also, if this was not intended, then why didn't any mapmaker over at westwood noticed this. It is rather oblivous.

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Sun, 10 Jun 2007 14:25:42 GMT
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Yrr wrote on Sun, 10 June 2007 05:58Why do you think that it makes the map less balanced? In Mesa's current state, the early-game harrassment dynamic is balanced between both sides. GDI has better infantry and easier assault on Nod's harvester; Nod's vital weapons are considerably cheaper.

Fixing the AGT "bug" will significantly decrease GDI's chances of killing the Nod harvester, so the game turns from fair to not fair - that's a negative, so please show me a positive which outweighs it.

Subject: Re: Renegade Resurrection goes beta!
Posted by sadukar09 on Sun, 10 Jun 2007 14:53:32 GMT
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hope i dont get !noobed but where do you put all the files into? do they just stay in that folder cuz im confused

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Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Sun, 10 Jun 2007 16:49:47 GMT
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EKT-Sadukar wrote on Sun, 10 June 2007 16:53hope i dont get !noobed but where do you put all the files into? do they just stay in that folder cuz im confused

Extract the archive into your Renegade directory and replace all existing files.

Subject: Re: Renegade Resurrection goes beta!
Posted by sadukar09 on Sun, 10 Jun 2007 17:47:43 GMT
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 kinda confusing but ill try it

Subject: Re: Renegade Resurrection goes beta!
Posted by Spoony on Tue, 12 Jun 2007 19:22:07 GMT
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I downloaded it and tried it out just now.

Turreted vehicles can only fire directly forwards... surely this is some horrible mistake? Please tell me which files I need to delete to get this off my Renegade...

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Tue, 12 Jun 2007 20:08:47 GMT
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Do you have an outdated scripts version?
Do you have an outdated Resurrection version?
Du you have the turret lag fix from BlackIntel?

Older scripts versions have the turret lag fix which cause the bug.

Subject: Re: Renegade Resurrection goes beta!
Posted by EvilWhiteDragon on Tue, 12 Jun 2007 22:22:29 GMT
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Yrr wrote on Tue, 12 June 2007 22:08Do you have an outdated scripts version?
Do you have an outdated Resurrection version?
Du you have the turret lag fix from BlackIntel?

Older scripts versions have the turret lag fix which cause the bug.
All scripts.dll versions since 2.9.2 have the turret lag fix, and the Walllag fix too btw. Oblivously
you're making some mistake somewhere/double patched it.

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Tue, 12 Jun 2007 22:42:13 GMT
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No, the turret lag fix was rewritten by jonwil, but dunno in which scripts version. And Resurrection
was compatible to the old turret fix.

Subject: Re: Renegade Resurrection goes beta!
Posted by EvilWhiteDragon on Tue, 12 Jun 2007 22:58:51 GMT
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Then the version with the blackintel.dll should work, but since that doesnt...

Subject: Re: Renegade Resurrection goes beta!
Posted by Yrr on Tue, 12 Jun 2007 23:13:19 GMT
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I never had the blackintel.dll turret lag fix. Why do you use it?

Subject: Re: Renegade Resurrection goes beta!
Posted by StealthEye on Wed, 13 Jun 2007 00:52:15 GMT

The blackintel.dll fix was basically made obsolete by it being implemented in bhs.dll instead. It was the same version at some post, however slightly differently implemented. Later on I improved it to fix some obelisk issues and it was ported to the server too, this is probably the change you are talking about.