
Subject: Resurrection .0043 beta is out!
Posted by [Yrr](#) on Sat, 16 Jun 2007 20:04:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

This version was released to fix a crash in WOL server list with the new Custom Scripts 3.4+.

Downloads and Changelog.

Subject: Re: Resurrection .0043 beta is out!
Posted by [zunnie](#) on Sat, 16 Jun 2007 20:27:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is the source code to this available by any chance? O_o
Looks pretty awesome

Subject: Re: Resurrection .0043 beta is out!
Posted by [Yrr](#) on Sat, 16 Jun 2007 20:51:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Sat, 16 June 2007 22:27: Is the source code to this available by any chance? O_o

No way, not without damaging Renegade.

Subject: Re: Resurrection .0043 beta is out!
Posted by [Yrr](#) on Sun, 17 Jun 2007 15:56:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

For all German guys here, the website was translated into German

Subject: Re: Resurrection .0043 beta is out!
Posted by [nopol10](#) on Mon, 18 Jun 2007 03:39:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it still limit the bandwidth to 56000kbps or something like that? I can't host a non-dedicated game with more than 2 players if the bandwidth is limited...

Also, there is a tiny glitch with the HUD command. When you turn it off and then on again, the scoreboard won't show and you will have to tab a few times to bring it back.

Subject: Re: Resurrection .0043 beta is out!

Posted by [R315r4z0r](#) on Mon, 18 Jun 2007 16:49:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am still getting a problem with some scripts not working.

In a map I made using I think scripts 3.1 or 3.2, I made some vehicles follow waypaths to an area then battle each other.

Now when I load the map with the mod installed, the vehicles just sit on their spawn, and when I shoot at them (Enemy or Allied, it doesn't matter) The vehicle just follows me. The vehicles don't even shoot at anything.

When I remove the mod, the vehicles work just fine.

I will go and check the scripts I used then edit this post. brb.

EDIT: ok.. I can't check which scripts I used because the level keeps crashing on load in Lvl Edit
^-^...

If I remember correctly I think I used the script M03_Base_Patrol for the waypaths and Neo_Vehicle_AI for their aggressiveness in battle.

Subject: Re: Resurrection .0043 beta is out!

Posted by [ST3ALTH](#) on Mon, 18 Jun 2007 17:53:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Works perfect for me (scripts 3.4.1 with this resurrection mod)

Subject: Re: Resurrection .0043 beta is out!

Posted by [Yrr](#) on Mon, 18 Jun 2007 18:08:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Mon, 18 June 2007 05:39 Does it still limit the bandwidth to 56000kbps or something like that? I can't host a non-dedicated game with more than 2 players if the bandwidth is limited...

Also, there is a tiny glitch with the HUD command. When you turn it off and then on again, the scoreboard won't show and you will have to tab a few times to bring it back.

Did you set player limit to 1? If not and you are the only one on the server, the game is in 'interruption' state which disables all Enemy_Seen calls.
