
Subject: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Thu, 12 Jun 2008 18:36:44 GMT
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Hello together!

As announced earlier, the next version of Renegade Resurrection was just released!

Renegade Resurrection 1.1 is quite stable now and I finally decided to call it a 'release' version, what means that Resurrection is no longer in testing phase.

Resurrection's new launcher allows you to choose whether you want to receive alpha or beta updates of Resurrection, or just release versions which were tested by other community members.

Beginning with this release the Launcher will show you a list of changes when offering you to download a new Resurrection update.

Since the All-Seeing Eye server browser service was shut down last month (May 2008), I decided to spend Resurrection's new Launcher an ASE-like server browser. If you still see any Renegade servers with ASE, they were read from your local cache!

The result can be seen on the screenshots at the end of this post.

Sadly I have no time to rebuild and update Resurrection's website, so I cannot give you a recent and complete list of changes in Renegade made by Resurrection. I will update the website as soon as I find someone who can help me with the site.

The new version requires you to have at least .NET Framework 2.0 (client only) and Microsoft Visual C++ Runtime 9. The installer will check for these runtimes automatically and offer you to download it if you do not yet have these runtimes installed.

Downloads:

- Resurrection Client 1.1
- Resurrection Server 1.1

Greetings,
Yrr

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [mr£ÄŞÄ-z](#) on Thu, 12 Jun 2008 19:16:08 GMT
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nice

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 19:46:00 GMT
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I was the first one to download. Ive downloaded it before it was said. I downloaded it like 3 hours ago
There are 1 bug in it.
When i try to host a game with RR, my renegade crashes when the server loads to about 70%

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [jnz](#) on Thu, 12 Jun 2008 19:49:59 GMT
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nice one

I think I have a problem though, it doesn't seem to display my server in the listing.

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [BlueThen](#) on Thu, 12 Jun 2008 19:50:52 GMT
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HeavyX101 wrote on Thu, 12 June 2008 14:46l was the first one to download.

showoff much?

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Thu, 12 Jun 2008 19:55:03 GMT
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Loads fine for me. Do you use any mods?

RoShamBo wrote on Thu, 12 June 2008 21:49nice one

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Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [jnz](#) on Thu, 12 Jun 2008 19:56:54 GMT
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Oh i'm sorry. I thought that was Wol

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 20:00:34 GMT
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Yrr wrote on Thu, 12 June 2008 15:55HeavyX101 wrote on Thu, 12 June 2008 21:46I was the first one to download. I've downloaded it before it was said. I downloaded it like 3 hours ago
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Well, it works fine when i host a game with the regular renegade.
And i dont use anymods.

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Thu, 12 Jun 2008 20:02:10 GMT
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HeavyX101 wrote on Thu, 12 June 2008 22:00Yrr wrote on Thu, 12 June 2008 15:55HeavyX101 wrote on Thu, 12 June 2008 21:46I was the first one to download. Ive downloaded it before it was said. I downloaded it like 3 hours ago
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And i dont use anymods.

So you load a default Renegade map, don't have RenGuard and don't have Custom Scripts?

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Herr Surth](#) on Thu, 12 Jun 2008 20:08:52 GMT
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Yrr wrote on Thu, 12 June 2008 14:55

RoShamBo wrote on Thu, 12 June 2008 21:49nice one

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Any way to show the WOL servers? pretty much all the decent servers didnt show in GSA last time i checked

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Thu, 12 Jun 2008 20:21:11 GMT
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Surth wrote on Thu, 12 June 2008 22:08Yrr wrote on Thu, 12 June 2008 14:55

RoShamBo wrote on Thu, 12 June 2008 21:49nice one

I think I have a problem though, it doesn't seem to display my server in the listing. It lists all servers listed in GameSpy. If your server is not listed, then it either does not promote to GameSpy or it sends an invalid GameSpy query response, what some servers actually do (the ones listed as 'unscanned')
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Listing WOL servers and enabling to connect to it is difficult.

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 20:23:47 GMT
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Yrr wrote on Thu, 12 June 2008 16:02HeavyX101 wrote on Thu, 12 June 2008 22:00Yrr wrote on Thu, 12 June 2008 15:55HeavyX101 wrote on Thu, 12 June 2008 21:46I was the first one to download. I've downloaded it before it was said. I downloaded it like 3 hours ago
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And I don't use any mods.

So you load a default Renegade map, don't have RenGuard and don't have Custom Scripts?
Not a bug anymore. I reinstalled my scripts and I could not host with RR. Thanks!

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Herr Surth](#) on Thu, 12 Jun 2008 20:26:14 GMT
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Yrr wrote on Thu, 12 June 2008 16:21Surth wrote on Thu, 12 June 2008 22:08Yrr wrote on Thu, 12 June 2008 14:55

RoShamBo wrote on Thu, 12 June 2008 21:49nice one

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ok 8[

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Thu, 12 Jun 2008 20:33:30 GMT
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HeavyX101 wrote on Thu, 12 June 2008 22:23Yrr wrote on Thu, 12 June 2008 16:02HeavyX101 wrote on Thu, 12 June 2008 22:00Yrr wrote on Thu, 12 June 2008 15:55HeavyX101 wrote on Thu, 12 June 2008 21:46I was the first one to download. Ive downloaded it before it was said. I downloaded it like 3 hours ago
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And i dont use anymods.

So you load a default Renegade map, don't have RenGuard and don't have Custom Scripts?
Not a bug anymore. I reinstalled my scripts and i could not host with RR. Thanks!

So it works now?

edit Okay, I can confirm that hosting a non-dedicated game crashes with Custom Scripts.

Subject: Re: Renegade Resurrection 1.1 is out!

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 22:04:06 GMT

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Yea, if they dont have the latest scripts, then they wont able to host a game.

Subject: Re: Renegade Resurrection 1.1 is out!

Posted by [cnc95fan](#) on Thu, 12 Jun 2008 22:17:59 GMT

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HeavyX101 wrote on Thu, 12 June 2008 17:04Yea, if they dont have the latest scripts, then they wont able to host a game.

Even though he just said the opposite, but w/e.

Subject: Re: Renegade Resurrection 1.1 is out!

Posted by [nopol10](#) on Fri, 13 Jun 2008 00:14:58 GMT

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Very nice! It would be better if it could show WOL though...

One more thing: My server shows as "unscanned" on the list. Is there a way to solve this?

Subject: Re: Renegade Resurrection 1.1 is out!

Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 00:22:45 GMT

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If you really want to see the server you host, then put your ip and port number there and then click Add Server. That will probably show your server there

Subject: Re: Renegade Resurrection 1.1 is out!

Posted by [Lone0001](#) on Fri, 13 Jun 2008 00:51:08 GMT

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Question why doesn't it show KBPS ingame?

Subject: Re: Renegade Resurrection 1.1 is out!

Posted by [Gen_Blacky](#) on Fri, 13 Jun 2008 04:43:58 GMT

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nice don't have to go on wol or gsa, it says i have 0 fps

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [IronWarrior](#) on Fri, 13 Jun 2008 05:34:47 GMT
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Can this also show Reborn and the APB server as well, if not, can you add support so it shows in the server listings?

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Spyder](#) on Fri, 13 Jun 2008 06:05:12 GMT
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Very nice!
Good job, love your work!

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Goztow](#) on Fri, 13 Jun 2008 06:37:31 GMT
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WOL servers shouldn't be shown anyway, there's a reason why they don't connect to gamespy!

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [IronWarrior](#) on Fri, 13 Jun 2008 06:54:01 GMT
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I've added this at last to Game-Maps.NET

Client:
<http://www.game-maps.net/index.php?action=file&id=1192>

Server:
<http://www.game-maps.net/index.php?action=file&id=1193>

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [LR01](#) on Fri, 13 Jun 2008 09:33:52 GMT
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works nice, you can see some more info now

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Spyder](#) on Fri, 13 Jun 2008 09:37:08 GMT
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My fps view is not aligned correctly, half of the stuff is outside of the screen.

Also is there a way to disable the chat sounds?

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Fri, 13 Jun 2008 13:43:30 GMT
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nopol10 wrote on Fri, 13 June 2008 02:14Very nice! It would be better if it could show WOL though...

One more thing: My server shows as "unscanned" on the list. Is there a way to solve this? Tell me address and gamespy query port of your server and I will look for what the error in your server's query reply is.

{SB}Lone0001 wrote on Fri, 13 June 2008 02:51Question why doesn't it show KBPS ingame? This was replaced by a detailed kB/s display in the bottom left corner, which I forgot to enable for release versions (was only visible during testing phase). The next small patch will fix that.

Gen_Blackx wrote on Fri, 13 June 2008 06:43nice don't have to go on wol or gsa, it says i have 0 fps
That is a but with outdated Custom Scripts and I currently cannot do anything against that.

IronWarrior wrote on Fri, 13 June 2008 07:34Can this also show Reborn and the APB server as well, if not, can you add support so it shows in the server listings?
The browser lists all servers it receives from the GameSpy master server. So if these servers are listed in GameSpy, they will be listed in RR's server browser too.

IronWarrior wrote on Fri, 13 June 2008 08:54I've added this at last to Game-Maps.NET

Client:
<http://www.game-maps.net/index.php?action=file&id=1192>

Server:
<http://www.game-maps.net/index.php?action=file&id=1193>

Thanks!

Nero wrote on Fri, 13 June 2008 11:37My fps view is not aligned correctly, half of the stuff is outside of the screen.

Also is there a way to disable the chat sounds?

#1: Do you use a wide-screen display?

#2: Yes, edit 'resurrection/client.cfg' to disable chat sounds.

There is not yet a way to edit the configuration file with a GUI - only to edit it with a text editor.

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Spyder](#) on Sat, 14 Jun 2008 07:24:34 GMT

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Nope Yrr i'm not using a widescreen, i'm using this resolution:
1280x1024

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Sat, 14 Jun 2008 09:54:39 GMT

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Nero wrote on Sat, 14 June 2008 09:24Nope Yrr i'm not using a widescreen, i'm using this resolution:

1280x1024

Could you please make a screenshot?

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Gen_Blacky](#) on Sun, 15 Jun 2008 19:30:43 GMT

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Yrr is there an option in res server to enable pickup crates and attack base.

Don't you love the box's 200 sfps

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Sun, 15 Jun 2008 20:27:28 GMT

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Gen_Blacky wrote on Sun, 15 June 2008 21:30Yrr is there an option in res server to enable

pickup crates and attack base.

Don't you love the box's 200 sfps

If you don't run a ladder or veteran system which could be affected by solo-playings destroying bases or getting powerups, edit resurrection/server.cfg and set 'game.emptyTeamBehaviour' to 'ignore'.

Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Gen_Blacky](#) on Sun, 15 Jun 2008 20:41:36 GMT
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didn't even notice that ty
