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3)The obvious fixes I agree with, g4 clitch, the no drop damage glitch, blue screen are all obviously glitches, but its the opion stuff listed about I have an issue with. Also, those cool features, map download, etc are useful, but on the a00 nickname issue, I think that should remain. It stabilizes the servers listings, and people still can filter by other things like ping, just I think its a good default.

4)About the actual patch, will it be an .exe installer thing? And will it be applied to the 1.037 update of renegade? Won't it have to include the core patch 1/2 fixes and addons? What files exactly would be changed (always.dat, etc)? What I would recommend is a single patch, from default install renegade right up to fully patched which would include:

-1.037 Patch
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Subject: Re: TT - Renegade
Posted by Herr Surth on Mon, 23 Jun 2008 18:22:22 GMT
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trooprm02 wrote on Mon, 23 June 2008 12:41

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 loading pistol = stragegy LOL. Pointfix will only make a few stupid tactics obselete, nothing else.

Subject: Re: TT - Renegade
Posted by a000clown on Mon, 23 Jun 2008 19:36:03 GMT
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RenGuard was good in theory, but from my point of view all it did was make a lot of stupid n00b use !forcerg on every player who joined a server, which defeats the purpose of a half-rg server. In its current state it's pretty much useless right now.

From what I'm reading a biatch/rr type anti-cheat system will be used on the server-side end, with a few client-side things on top of that. So even if they do manage to edit scripts.dll to remove the anti-cheat code they still won't be able to get around the server-side protection in place, I don't believe there is currently any public bypass for biatch.

Subject: Re: TT - Renegade
Posted by StealthEye on Mon, 23 Jun 2008 20:22:55 GMT
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1)
Most of BIATCH's functions can indeed not be bypassed.

Renguard did its job just fine, until it got bypassed. Currently it is more of a source of trouble for players who chose to install it than that it prevents cheating. Hence Renguard will be replaced by better integrated anti cheat solutions. I can tell you that what is done or planned for TT will work better than BIATCH does, as good as RG used to work and much better than how RG currently works.

2)
The balance changes we add are thoroughly discussed and we only add things that we know nearly everyone agrees on.

3)
For the a00 thing in the listings: favourites stabilize the listings, whereas sorting by player count makes players able to quickly find a server they can play on.

4)
We have not decided upon the details on how the patch will be distributed. If the patch gets pushed by EA, it will be pushed like every older patch. You can use the renegade "auto update" thing. Other that that there will be a separate installer that can be downloaded, both for the beta and for the final release.

Subject: Re: TT - Renegade
Posted by Samous Mods on Mon, 23 Jun 2008 20:38:38 GMT
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trooprm02 wrote on Mon, 23 June 2008 12:41Ok so, this is overall good news but it does get me worried. When something big like this is presented to an a good like Renegade, it shows dedicated. What other game 6 years down the road has this many professionals basically remaking it where Westwood left off? None that I know of. Anyway, after going through all the topics, the changelist and stuff I am a bit confused as to how exactly will this change renegade. Here are a few points:

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TroopTroop - renegade

Subject: Re: TT - Renegade
Posted by trooprm02 on Mon, 23 Jun 2008 22:00:54 GMT
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Also, on the note of "City2", no maps should be added in this update. The fact there will be an auto-download option added for players to download the maps of the server they will join means not everyone will want to play city2, but the servers can run it, and those people who want it can download it from the server.

Which brings me to my next points,

A)So this new anticheat will be built into renegade's netcode? Run through the scripts? Or be a 3rd party thing that runs on another procces like PB?

B)For this download thing, that means the files will have to be hosted on the same dedi as the server? Also, wouldn't you have to release an updated version of the FDS to run like that of counter strike? My main concern is that http downloads of maps would be a huge bandwidth hog of the server..

Subject: Re: TT - Renegade
Posted by saberhawk on Mon, 23 Jun 2008 22:33:14 GMT
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trooprm02 wrote on Mon, 23 June 2008 17:00Also, on the note of "City2", no maps should be added in this update. The fact there will be an auto-download option added for players to download the maps of the server they will join means not everyone will want to play city2, but the servers can run it, and those people who want it can download it from the server.

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File downloads will be working like sv_downloadurl in Source based games.

Subject: Re: TT - Renegade
Posted by Muad Dib15 on Tue, 24 Jun 2008 01:35:16 GMT
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Do you read other threads before posting troop?

Subject: Re: TT - Renegade
Posted by trooprm02 on Tue, 24 Jun 2008 01:47:54 GMT
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Muad Dib15 wrote on Mon, 23 June 2008 20:35Do you read other threads before posting troop?

Obviously you haven't. They haven't answered these questions directly anywhere..

Subject: Re: TT - Renegade
Posted by gkl21 on Tue, 24 Jun 2008 02:45:20 GMT
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trooprm02 wrote on Mon, 23 June 2008 20:47Muad Dib15 wrote on Mon, 23 June 2008 20:35Do you read other threads before posting troop?

Obviously you haven't. They haven't answered these questions directly anywhere..

He had good intentions, but didn't see the other thread.

Please see this thread regarding map downloading.

 http://www.renegadeforums.com/index.php?t=msg&th=29315&start=0&rid=2 1078

fyi: There is no need to place "attacks" in this section of the forum ...

Subject: Re: TT - Renegade
Posted by kannies on Tue, 24 Jun 2008 07:52:35 GMT
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Hi GKL, thought u'd gone 4 gud but obviously you still keep on eye on things

One thing that worries me is that there are a couple of dedicated mappack servers.

1: Jelly-mappack
2: UNRULES - Newmaps

What effect would this have? Would it make these servers obsolete? The fact that any server would be able to use custom maps?

What are peoples opinions on this?

Subject: Re: TT - Renegade
Posted by Ghostshaw on Tue, 24 Jun 2008 08:11:44 GMT
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I don't think it would make such servers obsolete tbh. Theres a shitload of maps, and well you can't play all of them on normal servers.

Subject: Re: TT - Renegade
Posted by StealthEye on Tue, 24 Jun 2008 11:31:40 GMT
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It would probably only increase the player counts on those servers, since people no longer need to download the maps to play there.

Subject: Re: TT - Renegade
Posted by trooprm02 on Tue, 24 Jun 2008 11:47:48 GMT
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Ok, but still doesn't answer the question of won't they have to release a new FDS to deal with this download-map code?

Subject: Re: TT - Renegade
Posted by gkl21 on Tue, 24 Jun 2008 12:10:09 GMT
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All servers have their unique flavours. If it's standard + 2 maps, if it's pure cp2, if it's pure new maps, they will still all be like now. People go back to a place for the atmosphere aswell. Aslong as the new people are treated well and enjoy the rotation / players, there shouldn't be any issues (as of what it is now). I wouldn't worry about it too much.

Subject: Re: TT - Renegade
Posted by EvilWhiteDragon on Tue, 24 Jun 2008 13:32:14 GMT
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trooprm02 wrote on Tue, 24 June 2008 13:47Ok, but still doesn't answer the question of won't they have to release a new FDS to deal with this download-map code?

Download will go by simple http, so any webserver on any location will work. READ FFS

And ofcourse will the FDS be patched to tell you where the map is located, and thus where you should download it from.

Subject: Re: TT - Renegade
Posted by Ryu on Tue, 24 Jun 2008 21:43:12 GMT
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Saberhawk wrote on Mon, 23 June 2008 23:33trooprm02 wrote on Mon, 23 June 2008 17:00Also, on the note of "City2", no maps should be added in this update. The fact there will be an auto-download option added for players to download the maps of the server they will join means not everyone will want to play city2, but the servers can run it, and those people who want it can download it from the server.

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File downloads will be working like sv_downloadurl in Source based games.

Add a option to block custom sound downloads - otherwise renegade, in my opinion, will die.

CS 1.6 had this, You can't disable sound downloads, And every server practically needs you to

download stupid sounds, thus, annoying.

Subject: Re: TT - Renegade
Posted by trooprm02 on Tue, 24 Jun 2008 21:47:59 GMT
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^^Good point. Will it only be used for maps? What about things like sounds, fonts, mods (.pkg's), etc?