
Subject: To Clarify..

Posted by [trooprm02](#) on Fri, 01 Aug 2008 15:02:37 GMT

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Ok, so I read over all the new topics started on this section and it seems that many more idea's and fixes has been added to their plate so we can only assume that the patch will take longer to release but thats fine with me.

So, will fixes be added to Skirmish? Like how old it takes the pt to exit, the 75hp->100hp refill bug and stuff like that? Or will the non-online stuff be skipped?

My next questions relate to things we currently have and use now and how they will change:

1)With all these new server side features, will you guys have to release a new version of the fds? Or will this be done through a addon patch for the current 1.037 fds?

2)If renguard will become redundant because of TT built in anticheat, will TT still be able to scan for lan exploit, block objects.ddb (easier), block w3d models, and block sound and stealth skins?

3)What role will biatch play once TT anticheat is released?

4)Will current bots like BR and NR need updates? Or will they continue to work the same?

Subject: Re: To Clarify..

Posted by [StealthEye](#) on Fri, 01 Aug 2008 23:55:05 GMT

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Yes, because of the way in which Renegade single player/skirmish works, most changes apply to everything, single or multi player.

1) The FDS will need an update, sort of how the core patches worked probably.

2) lan exploit -> no longer applicable. block objects.ddb -> yes. block w3d models -> yes, depending on server config. block sound and stealth skins -> yes, depending on server config.

3) None, TT is to replace both BIATCH and Rengaurd.

4) They will probably need no or very minor updates.

Subject: Re: To Clarify..

Posted by [trooprm02](#) on Sun, 03 Aug 2008 13:16:10 GMT

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Ah ok, and ya that skins blocking stuff is based on the server owners choice of pure mode, etc? I still think that even in non-pure servers, everyone can agree that sound and stealth skins should

be blocked..

Subject: Re: To Clarify..
Posted by [Goztow](#) on Sun, 03 Aug 2008 16:05:13 GMT
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It's all up to the server owners .
