Subject: Will the ladder&rank&stats stuff be fixed?
Posted by RTsa on Sun, 11 Jan 2009 18:01:26 GMT
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?

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by Goztow on Sun, 11 Jan 2009 19:41:31 GMT
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This was supposed to be done after TT patch.

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by EvilWhiteDragon on Sun, 11 Jan 2009 21:26:33 GMT
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The ladder is (somewhat) working, but it doesn't how ingame as the adress is changed. This will be fixed with TT.

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by RTsa on Mon, 12 Jan 2009 18:03:23 GMT
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Ok. Good.

How about the recruit - etc - etc - general (?) naming of the different ranks and those showing in-game?

I think I remember reading that something like that was planned for the game, but never implemented. (probably because support was stopped)

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by StealthEye on Mon, 12 Jan 2009 18:06:13 GMT
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The server will be able to give custom tags to players instead of the Recruit tag. This makes it possible to add clan tags, player specific tags or rankings... It just has to be implemented on the server, TT will not provide functionality apart from a scripts.dll function call and a "tag" console command on the server.

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by danpaul88 on Tue, 13 Jan 2009 09:51:31 GMT

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Speaking of console commands (sorry, it's slightly off topic, but I was just thinking of some things I could do with the tag console command and this question came to mind), will there be a list of new console commands and their functions provided with the TT patch?

I know they are listed in the changelog, but if it's anything like the changelog from scripts.dll then digging through it to find relevant bits can be rather time consuming, and a seperate list within the readme or something would be helpful.

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by RTsa on Tue, 13 Jan 2009 13:42:08 GMT

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StealthEye wrote on Mon, 12 January 2009 20:06The server will be able to give custom tags to players instead of the Recruit tag. This makes it possible to add clan tags, player specific tags or rankings... It just has to be implemented on the server, TT will not provide functionality apart from a scripts.dll function call and a "tag" console command on the server.
That sounds great.

Now finish the patch already!

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by Genesis2001 on Tue, 13 Jan 2009 17:44:17 GMT

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danpaul88 wrote on Tue, 13 January 2009 02:51Speaking of console commands (sorry, it's slightly off topic, but I was just thinking of some things I could do with the tag console command and this question came to mind), will there be a list of new console commands and their functions provided with the TT patch?

I know they are listed in the changelog, but if it's anything like the changelog from scripts.dll then digging through it to find relevant bits can be rather time consuming, and a seperate list within the readme or something would be helpful.

Agreed.

I've added a few console commands to an ssgm plugin and documented them well - much better than commands.txt from scripts.dll's readme. :/

Subject: Re: Will the ladder&rank&stats stuff be fixed?
Posted by StealthEye on Wed, 14 Jan 2009 01:34:57 GMT

commands.txt is actually an autogenerated list from the commands that were availible last time Renegade ran. We have not discussed how the documentation will be done internally at all so I don't think I can promise you anything on this. I agree that the previous scripts.dll changelogs have been huge and hard to read. Perhaps we can make a better structured HTML file or something. At this time that's not of much importance to us though; getting the things finished is.