Subject: 300
Posted by Poskov on Thu, 11 Jun 2009 06:06:20 GMT
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Renegade has a pathetic decal limit of 50

it needs to be at least 300,
plus they shouldn't just disappear, they should fade away.

Subject: Re: 300
Posted by TruYuri on Thu, 11 Jun 2009 06:22:53 GMT
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Poskov wrote on Thu, 11 June 2009 01:06Renegade has a pathetic decal limit of 50

it needs to be at least 300,
plus they shouldn't just disappear, they should fade away.

It's currently hardcoded as a signed char (or whatever) that limits it from anywhere from -127 to 127 decals (or something like that). Dunno if TT can find a way around that, would certainly be cool if they could.

Subject: Re: 300
Posted by saberhawk on Thu, 11 Jun 2009 06:55:00 GMT
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TruYuri wrote on Thu, 11 June 2009 02:22Poskov wrote on Thu, 11 June 2009 01:06Renegade has a pathetic decal limit of 50

it needs to be at least 300,
plus they shouldn't just disappear, they should fade away.

It's currently hardcoded as a signed char (or whatever) that limits it from anywhere from -127 to 127 decals (or something like that). Dunno if TT can find a way around that, would certainly be cool if they could.

-128 to 127 actually, but close enough

Subject: Re: 300
Posted by Goztow on Thu, 11 Jun 2009 07:07:19 GMT
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I'd like to take the opportunity to ask for more bullet impacts before they start dissapearing. I think that's determined client side.

Subject: Re: 300
Posted by Omar007 on Thu, 11 Jun 2009 08:25:42 GMT
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Goztow wrote on Thu, 11 June 2009 09:07I'd like to take the opportunity to ask for more bullet impacts before they start dissapearing. I think that's determined client side.
Best idea ever

Subject: Re: 300
Posted by Wiener on Thu, 11 Jun 2009 08:33:14 GMT
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true, whenever I try to write my name on a wall with a rifle, the first letters disappear before I'm done... that sux

Subject: Re: 300
Posted by ErroR on Thu, 11 Jun 2009 09:04:05 GMT
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lol ya

Subject: Re: 300
Posted by jnz on Thu, 11 Jun 2009 12:30:14 GMT
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This isn't a bug, and was intended by westwood.

Subject: Re: 300
Posted by MGamer on Thu, 11 Jun 2009 12:33:11 GMT
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maybe its because the game was made over 9000 years ago..

Subject: Re: 300
Posted by RTsa on Thu, 11 Jun 2009 15:13:02 GMT
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jnz wrote on Thu, 11 June 2009 15:30This isn't a bug, and was intended by westwood.
Intended because computers had a hard enough time with the game already. But these days that's not really an issue. (for most anyway)

Subject: Re: 300
Posted by LeeumDee on Thu, 11 Jun 2009 15:38:52 GMT
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New games are pretty much the same. You can't have many bullet impact 'holes' before the older ones start disappearing.

Subject: Re: 300
Posted by MGamer on Thu, 11 Jun 2009 15:46:20 GMT
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LeeumDee wrote on Thu, 11 June 2009 10:38New games are pretty much the same. You can't have many bullet impact 'holes' before the older ones start disappearing.
the source engine has a max of 4096 decals

Subject: Re: 300
Posted by Jamie or NuneGa on Thu, 11 Jun 2009 19:24:08 GMT
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Goztow wrote on Thu, 11 June 2009 08:07I'd like to take the opportunity to ask for more bullet impacts before they start dissapearing. I think that's determined client side.

in every other fps I play I enjoy writing things with my bullet holes but ren you can't really do it with

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Subject: Re: 300
Posted by nopol10 on Fri, 12 Jun 2009 00:11:30 GMT
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Nune wrote on Fri, 12 June 2009 03:24Goztow wrote on Thu, 11 June 2009 08:07I'd like to take the opportunity to ask for more bullet impacts before they start dissapearing. I think that's determined client side.

in every other fps I play I enjoy writing things with my bullet holes but ren you can't really do it with

Onoes, that would be a MAJOR gameplay change wouldn't it? Now people want to write their names instead of shoot other people!

Just kidding.

Subject: Re: 300
Posted by Gen_Blacky on Fri, 12 Jun 2009 05:38:49 GMT
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nopol10 wrote on Thu, 11 June 2009 19:11Nune wrote on Fri, 12 June 2009 03:24Goztow wrote on Thu, 11 June 2009 08:07I'd like to take the opportunity to ask for more bullet impacts before they start dissapearing. I think that's determined client side.

in every other fps I play I enjoy writing things with my bullet holes but ren you can't really do it with

Onoes, that would be a MAJOR gameplay change wouldn't it? Now people want to write their names instead of shoot other people!

This cannot be allowed to happen. we will have idiots writing there names on the wall it would be horrible.

Is it possible to make it more then 127 ?

Subject: Re: 300
Posted by CarrierII on Sat, 13 Jun 2009 06:58:25 GMT
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No, the type of the variable is limited to -128..127, changing that would be hell. (if my experiences of int64's in ASM is anything to go by)

Subject: Re: 300
Posted by Hitman on Sat, 13 Jun 2009 22:47:55 GMT
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jnz wrote on Thu, 11 June 2009 07:30This isn't a bug, and was intended by westwood.
Dont even start, I dont think I can handle gettin on this forum again and needing half an hour to scroll through spoonys essays

---

Subject: Re: 300
Posted by Jerad2142 on Sun, 14 Jun 2009 06:42:22 GMT
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Hitman wrote on Sat, 13 June 2009 16:47jnz wrote on Thu, 11 June 2009 07:30This isn't a bug, and was intended by westwood.
Dont even start, I dont think I can handle gettin on this forum again and needing half an hour to scroll through spoonys essays
Use the ignore button if you don't want to read his comments?

But yes its an old game, I believe that ANY increase in the bullet hole limit would be nice.

Subject: Re: 300
Posted by Spoony on Sun, 14 Jun 2009 09:05:50 GMT
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Hitman wrote on Sat, 13 June 2009 17:47jnz wrote on Thu, 11 June 2009 07:30This isn't a bug, and was intended by westwood.
Dont even start, I dont think I can handle gettin on this forum again and needing half an hour to scroll through spoonys essays
there's no need to pretend you ever read what the person you're arguing with is saying anyway.

Subject: Re: 300
Posted by liquidv2 on Sun, 14 Jun 2009 10:41:40 GMT
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if it's determined client side then what's the problem? if people can up the amount of bullet holes they see personally before they disappear who cares; what is that changing? why can't gotzow sign his name in bullets on the hand of nod? that's all he's asking

---

Subject: Re: 300
Posted by Goztow on Sun, 14 Jun 2009 10:57:17 GMT
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Liquid is right! All should have the right to write goztow on the Hon!

Subject: Re: 300
Posted by saberhawk on Sun, 14 Jun 2009 14:01:07 GMT
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liquidv2 wrote on Sun, 14 June 2009 06:41if it's determined client side then what's the problem? if people can up the amount of bullet holes they see personally before they disappear who cares;

what is that changing? why can't gotzow sign his name in bullets on the hand of nod? that's all he's asking

Blame Westwood for deliberately choosing a tiny datatype to store the active/max number of active decals.

Subject: Re: 300
Posted by liquidv2 on Mon, 15 Jun 2009 05:39:47 GMT
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Saberhawk wrote on Sun, 14 June 2009 09:01Blame Westwood for deliberately choosing a tiny datatype to store the active/max number of active decals.
i've already sent every former member of westwood hatemail about this topic

the question is...do you plan to change it

Subject: Re: 300
Posted by CarrierII on Mon, 15 Jun 2009 07:48:33 GMT
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Liquid, the problem is next to unchangable, the data type of the value (how big it is, in bytes, and how that byte is interpreted) is so difficult to change without the source code that you're asking them to spend hours to fix this minor problem. To help you get the idea, I think I need to link to something on bits and bytes... here

---

Subject: Re: 300
Posted by saberhawk on Mon, 15 Jun 2009 08:01:44 GMT
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CarrierII wrote on Mon, 15 June 2009 03:48Liquid, the problem is next to unchangable, the data type of the value (how big it is, in bytes, and how that byte is interpreted) is so difficult to change without the source code that you're asking them to spend hours to fix this minor problem. To help you get the idea, I think I need to link to something on bits and bytes... here

It'd be nice if it was *just* hours to change the datatype, but since it's a signed datatype we've got to deal with two's compliment issues as well as data packing rules; it'd take days and massive amounts of cloning to *try* to change the datatype and even then it'd be sure to blow up when any unusual condition came around.

Subject: Re: 300
Posted by Goztow on Mon, 15 Jun 2009 11:59:19 GMT
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I cannot agree on the definition of "minor" issue. It might have been a minor issue if my name had been Go or Goz, but Goztow is too long to write with the current amount of holes. Thank you for reconsidering!

Subject: Re: 300
Posted by RTsa on Mon, 15 Jun 2009 18:49:40 GMT
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lol

Even though it can't be increased to some ridiculous amounts, how about upping it from that 50 to say..125 or something?

Subject: Re: 300
Posted by Raptor29a on Thu, 18 Jun 2009 17:16:20 GMT
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Do you even know what you are asking???

This patch's aim is to help fix bugs like bluehell, hackers, modders, collision glitches, and general coding that fixes game play.

I consider it minor because it doesn't affect game play.

How does writing your name on the wall affect the overall game?
I know it's because you want to... I want five hummers, but I am not willing to bug my friend who is business owner to raise the money and buy them for me... raise the money yourself... fix the coding yourself.

I want to see this patch released so I can rest assured that game play will be fair and without glitch.

I apologize for the rudeness, but this is silly.

Besides trying to "fix" this will only create more glitches.

Subject: Re: 300
Posted by Goztow on Thu, 18 Jun 2009 17:40:24 GMT
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I thought it was obvious I was kidding . If not, then sorry...

Subject: Re: 300
Posted by RTsa on Fri, 19 Jun 2009 10:07:54 GMT
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Raptor29a wrote on Thu, 18 June 2009 20:16Do you even know what you are asking???

This patch's aim is to help fix bugs like bluehell, hackers, modders, collision glitches, and general coding that fixes game play.

I consider it minor because it doesn't affect game play.

How does writing your name on the wall affect the overall game?
I know it's because you want to... I want five hummers, but I am not willing to bug my friend who is business owner to raise the money and buy them for me... raise the money yourself... fix the coding yourself.

I want to see this patch released so I can rest assured that game play will be fair and without glitch.

I apologize for the rudeness, but this is silly.

Besides trying to "fix" this will only create more glitches.

They do try to make the game prettier as well. Upping the decal limit by 50 probably wouldn't need too big of an adjustment as that wouldn't require the change of the data type.

Subject: Re: 300
Posted by TD on Mon, 29 Jun 2009 05:41:34 GMT
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This is madness

Subject: Re: 300
Posted by T0RN on Tue, 30 Jun 2009 02:23:32 GMT
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How do you spell TD?

Subject: Re: 300
Posted by MGamer on Tue, 30 Jun 2009 02:50:30 GMT
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NeW2PiLLz wrote on Mon, 29 June 2009 21:23How do you spell TD?

"racist"

Subject: Re: 300
Posted by F1AScroll on Sun, 06 Sep 2009 02:33:54 GMT
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TD wrote on Mon, 29 June 2009 01:41This is madness
THIS IS SPARTA!
...
Well, he did say "This is madness", and this topic is called "300".

MGamer wrote on Mon, 29 June 2009 22:50NeW2PiLLz wrote on Mon, 29 June 2009 21:23How
do you spell TD?
"racist"
I'm confused. What's going on here?   How is Tiberian Dawn (the first Command and Conquer,
also on the N64) racist? WTF is going on? I don't get it.

Subject: Re: 300
Posted by Nightma12 on Sun, 06 Sep 2009 13:24:29 GMT
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I think it goes without saying that the decal limit should be 127 (the max available) - if the data
type cannot be changed.

So "add 50 to it" - we want decal limit of 5000 or more... and if we cant do that.. why on earth
would we cap it at 100 when we can go to 127?

Subject: Re: 300
Posted by RTsa on Sun, 06 Sep 2009 20:52:40 GMT
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They said it's been totally, completely, utterly busted and APB is enjoying a decal limit of over
1000 now.

Subject: Re: 300
Posted by TruYuri on Sun, 06 Sep 2009 22:38:16 GMT
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Being staff for Red Alert: A Path Beyond/Apocalypse Rising, I can confirm this. We currently have
it set at 1024, works perfectly on LAN or the FDS.

Subject: Re: 300
Posted by Jerad2142 on Wed, 16 Sep 2009 15:16:52 GMT
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TruYuri wrote on Sun, 06 September 2009 16:38Being staff for Red Alert: A Path Beyond/Apocalypse Rising, I can confirm this. We currently have it set at 1024, works perfectly on LAN or the FDS.
I hope to god that ren doesn't send the location of decals to the client, it has always seemed that ren generates its decals client side, unless that has been changed.