
Subject: Progress report

Posted by [Crimson](#) on Tue, 15 Sep 2009 17:32:20 GMT

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So, I went to the team and said "Hey guys, please give me something I can send out for an update" and instead they gave me their tentative date to start a private beta test. SVN commit #2210 of code has just been processed, and the todo list is shrinking rapidly. Most recently, we have been fixing and updating the WOL code since none of the links work and registration via XWIS isn't exactly user-friendly to new players.

Just a reminder, TT's patch is a comprehensive "Fix a lot of stuff" type of project. It's hard to summarize what we're doing into one category. Our goal is to make Renegade into what Westwood Studios would have done if they had unlimited resources, time, and money.

As for the ladder, Spooky and I are tweaking a new idea that I had and hopefully we'll have something to show you on that soon.

Subject: Re: Progress report

Posted by [Nightma12](#) on Tue, 15 Sep 2009 17:44:59 GMT

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Subject: Re: Progress report

Posted by [Goztow](#) on Tue, 15 Sep 2009 18:12:18 GMT

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Did I miss the date?

Subject: Re: Progress report

Posted by [LeeumDee](#) on Tue, 15 Sep 2009 18:44:55 GMT

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And that date is?

Subject: Re: Progress report

Posted by [Hitman](#) on Tue, 15 Sep 2009 19:10:30 GMT

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yeah im sure giving out the date cant hurt right?

Subject: Re: Progress report
Posted by [Reaver11](#) on Tue, 15 Sep 2009 19:55:40 GMT
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Woohoo an update! (Well ok ill get serious now and not sarcastic)

Tbh if Westwood had enough time Renegade would be a DNF project. Dont get me wrong TT is doing a great job but Im feeling it is going to end up like a DNF. I really like what you guys are doing but please be more specific in terms of giving a date or at least you guys have to be doing more then those 4 typed sentences about wol.

Subject: Re: Progress report
Posted by [Omar007](#) on Tue, 15 Sep 2009 22:18:31 GMT
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Nice

But indeed, tell the date pls

Subject: Re: Progress report
Posted by [RTsa](#) on Tue, 15 Sep 2009 22:29:45 GMT
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It's private beta testing anyway, so what's the point of knowing the date?

Subject: Re: Progress report
Posted by [cmatt42](#) on Tue, 15 Sep 2009 23:25:55 GMT
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Reaver11 wrote on Tue, 15 September 2009 14:55Tbh if Westwood had enough time Renegade would be a DNF project. Dont get me wrong TT is doing a great job but Im feeling it is going to end up like a DNF. I really like what you guys are doing but please be more specific in terms of giving a date or at least you guys have to be doing more then those 4 typed sentences about wol. Man, you kids are impatient. It's only been about year since they announced it. Their team consists of a dozen or so members, not hundreds, so it's not gonna happen overnight.

Tons and tons of work are going into this. Just wait.

Subject: Re: Progress report
Posted by [BLÅ»İµl4İ²ÃªL](#) on Wed, 16 Sep 2009 03:44:47 GMT
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cmatt42 wrote on Wed, 16 September 2009 01:25Reaver11 wrote on Tue, 15 September 2009 14:55Tbh if Westwood had enough time Renegade would be a DNF project. Dont get me wrong TT is doing a great job but Im feeling it is going to end up like a DNF. I really like what you guys are doing but please be more specific in terms of giving a date or at least you guys have to be doing more then those 4 typed sentences about wol.

Just wait.

Yeah, just wait until ren is finished dying.

Subject: Re: Progress report

Posted by [EvilWhiteDragon](#) on Wed, 16 Sep 2009 06:51:27 GMT

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What's going on is that currently Sir_Kane is working on the resource manager, StealthEye is making sure that all BIATCH anti-cheat measures are implemented in TT, Ghostshaw is (I think) working on/designing the client side anti-cheat measures, Jonwill is working on removing all dirty ASM hacks and reverse engineering all parts he needs to do that, fixing bugs in the progress and Saberhawk is more like Shaderhawk and working on shiny stuff.

From what I know about progress:

Sir_Kane: pretty advanced in his resource manager

StealthEye: near finished, but looking at anti-ROF measures

Jonwill: I think he removed the last dirty ASM hack yesterday

GhostShaw: I think the design is done for a while, but there are discussions on how it exactly should be implemented

Saberhawk: Unsure, but the shynys won't delay TT in any way so that shouldn't matter too much.

Subject: Re: Progress report

Posted by [Goztow](#) on Wed, 16 Sep 2009 08:28:43 GMT

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I personally think it's good Crimson at least gave us all a warning that something's going on and that EWD went more into detail .

Subject: Re: Progress report

Posted by [Carrierll](#) on Wed, 16 Sep 2009 09:34:28 GMT

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Awesome.

If you need further testers, I don't mind volunteering.

Subject: Re: Progress report
Posted by [Hitman](#) on Wed, 16 Sep 2009 10:41:07 GMT
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what is a ASM hack?

Subject: Re: Progress report
Posted by [Crimson](#) on Wed, 16 Sep 2009 10:41:44 GMT
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I can't give you a date yet. But I felt it was important for you to know that we have one. We're not comfortable enough about reaching it to tell you what it is and set you up for disappointment. I have been bugging the team for something I can definitively tell you, but nothing has been forthcoming. Most of it is "they wouldn't understand what this means".

I appreciate your patience with us. The guys are working VERY hard on this for the community and I don't want you to lose faith.

Subject: Re: Progress report
Posted by [EvilWhiteDragon](#) on Wed, 16 Sep 2009 11:57:18 GMT
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EvilWhiteDragon wrote on Wed, 16 September 2009 08:51 What's going on is that currently Sir_Kane is working on the resource manager, StealthEye is making sure that all BIATCH anti-cheat measures are implemented in TT, Ghostshaw is (I think) working on/designing the client side anti-cheat measures, Jonwill is working on removing all dirty ASM hacks and reverse engineering all parts he needs to do that, fixing bugs in the progress and Saberhawk is more like Shaderhawk and working on shiny stuff.

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In addition to this, I just heard that there's a milestone planned on Friday.

The milestone will mean that all stuff that has been reverse engineered/fixed/changed should be stable. It also means that renegade should no longer have problems with UAC. When this is done Saberhawk will try to have important shaber bits working/fixed by monday.

After this most resources will probably be spend on anti cheat, the resource manager and downloader and more changes to shaders. The goal of the shader changes is making sure that none have the problems that he/she might have had with scripts 3.4.4.

Subject: Re: Progress report
Posted by [raven](#) on Wed, 16 Sep 2009 14:18:07 GMT
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Crimson wrote on Wed, 16 September 2009 05:41Most of it is "they wouldn't understand what this means".
There's some that would Good to hear progress is being made, though.

Subject: Re: Progress report
Posted by [Carrierll](#) on Wed, 16 Sep 2009 14:20:14 GMT
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Hitman wrote on Wed, 16 September 2009 11:41what is a ASM hack?

Computer code can be written in several languages. All of the high level languages, like this:

```
Var  
I, J : integer;  
  
Begin  
  I := 2;  
  J := 3;  
  Writeln(IntToStr(I * J));  
End.
```

This is fairly easy to understand (It displays I * J, which is 2 * 3 = 6)

A PC can't directly understand that, so it must be translated into machine code, which would look more like this:

```
MOV EAX 2  
MOV ECX 3  
MUL ECX // With EAX)
```

As you can see, ASM, which is the second example, is nastier to read/write, and less compatible, by using proper high level code, the program is nicer to write, which results in a better final product. ASM hacks are also annoyingly hard to debug.

Subject: Re: Progress report
Posted by [cmatt42](#) on Wed, 16 Sep 2009 15:38:44 GMT
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dying.
I've been waiting for this since 2005 or so.

Subject: Re: Progress report
Posted by [Hitman](#) on Wed, 16 Sep 2009 16:04:29 GMT
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so most likely we'll have a TT full release around the first few months of 2010?

ps: blue4bel is just a bitter man, doing everything for renegade then when he gets L4D it seems the sooner ren dies, the better

teenage attitude ftw

Subject: Re: Progress report
Posted by [BLÅ»Îµl4Î²ÃªL](#) on Wed, 16 Sep 2009 18:00:12 GMT
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Uhh, I was being sarcastic right there, but yeah good call retard

Subject: Re: Progress report
Posted by [RadioactiveHell](#) on Wed, 16 Sep 2009 18:06:58 GMT
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Sounds good, looking forward to the release.

Speaking of which, I can understand why you cant give us an exact date, but can you give us an approximate timetable?

Subject: Re: Progress report
Posted by [Hitman](#) on Wed, 16 Sep 2009 18:16:50 GMT
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there, but yeah good call retard
its time u drop the sarcasm, its been going on for weeks now!!1

Subject: Re: Progress report
Posted by [BLÅ»Îµl4Î²ÃªL](#) on Wed, 16 Sep 2009 18:18:38 GMT
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ren 4 lyfe - l4d addict

KEKE THX

Subject: Re: Progress report
Posted by [Reaver11](#) on Wed, 16 Sep 2009 18:38:37 GMT
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Crimsons information combined with EWD's list gives a good picture of stuff TT has done. I thank you guys for these kind of posts you should do it more often. I'm sorry if my post offended you guys it wasnt intended for that.

Subject: Re: Progress report
Posted by [dr3w2](#) on Mon, 21 Sep 2009 01:57:49 GMT
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Awesome information + bump to get it highlighted for people who missed it.

Subject: Re: Progress report
Posted by [bmruze](#) on Mon, 21 Sep 2009 04:59:35 GMT
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Wasn't Whitedragon working on the project as well?

Subject: Re: Progress report
Posted by [EvilWhiteDragon](#) on Mon, 21 Sep 2009 06:52:21 GMT
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bmruze wrote on Mon, 21 September 2009 06:59Wasn't Whitedragon working on the project as well?

He was at least asked, but he has been AWOL for some time now. He was asked because of SSGM, but now reborn took over so not sure if he did actually anything on TT.

Subject: Re: Progress report
Posted by [Ghostshaw](#) on Mon, 21 Sep 2009 10:41:59 GMT
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Actually most of the SSGM work is done by RoShamBo atm.

Subject: Re: Progress report
Posted by [Spyder](#) on Thu, 24 Sep 2009 22:08:26 GMT
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Will TT fix the texturing problem?

With that I mean the textures turning black when you replaced the original with one of a higher resolution.

Subject: Re: Progress report
Posted by [TruYuri](#) on Fri, 25 Sep 2009 00:35:14 GMT
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This has to do with it conflicting with the size of it in the always.dat. Replacing the texture completely works just fine, shoving a different resolution one in \data\ does not.

Subject: Re: Progress report
Posted by [Spyder](#) on Fri, 25 Sep 2009 08:18:31 GMT
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TruYuri wrote on Fri, 25 September 2009 02:35 This has to do with it conflicting with the size of it in the always.dat. Replacing the texture completely works just fine, shoving a different resolution one in \data\ does not.

That's a somewhat more 'detailed' description of what I meant

But that was the problem I was talking about, since I don't want to be messing up my Always.dat

Subject: Re: Progress report
Posted by [Sladewill](#) on Fri, 25 Sep 2009 09:50:31 GMT
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isnt it something to do with the directx your running as well

Subject: Re: Progress report
Posted by [nopol10](#) on Fri, 25 Sep 2009 11:50:22 GMT
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Just curious, why are the occasional progress reports that are not just "lots of codes working behind the scenes" pertaining to TT on the APB forums and not here?

<http://www.apathbeyond.com/forum/index.php?showtopic=20407&st=0&#entry387105>

Quote:Jonwil, in continuing to prove he's the go-to guy when it comes to engine coding around here, has given us a list of fun new changes he's managed to get working that we should share. Naturally the other TT guys like Ghostshaw and Stealtheye are involved here, not to shortchange them! Anyways, here's just some of the codewise news that's been cooked up:

- New version of LevelEdit to handle some of the significant changes
- Fixes to weapon ammunition updates (no more ammo count flipping)
- Fixes to positional update at long ranges (no more lag sniping)
- Fixes to ladders (no more warping/teleporting)
- Console commands updated; new BAN and KICK system inbound
- Extended debugging output, to make crash logging and bug reports easier to post and diagnose
- Fixes to better support sidebar purchasing, without piles of scripts on each terminal
- Game logo will no longer disappear after returning to the menu from LAN
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- Upcoming new building classes for Naval Yards, Missile Silos, Tech Centers, Helipads, etc.
- UAC (modern Windows access control) support, for writing changes that normally require Admin access
- You can set your default map prefix (RA_, CNC_, etc)
- WOLAPI data, such as login info, now stored in its own location
- Map thumbnails, crashdumps, chatlogs, screenshots, and the like are placed in My Documents\BlueHell\APBClient to make them easy to find
- Cleaned up registry and file writing code
- Rare issues reading HUD, killstrings, etc. configurations have been fixed
- Serial checking will no longer fail if you have no serial
- In-game web browser fixed up, and we can override which default pages it loads
- Lots more awesome stuff

Subject: Re: Progress report
Posted by [StealthEye](#) on Fri, 25 Sep 2009 12:59:55 GMT
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I honestly had no idea that was posted there? But yeah, there shouldn't be anything there about TT that's not posted here...

Subject: Re: Progress report
Posted by [EvilWhiteDragon](#) on Fri, 25 Sep 2009 13:00:30 GMT
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Probably because that was posted by JW himself and not passed on to crimson?

Subject: Re: Progress report
Posted by [Ethenal](#) on Fri, 25 Sep 2009 21:41:10 GMT

nopol10 wrote on Fri, 25 September 2009 06:50 Just curious, why are the occasional progress reports that are not just "lots of codes working behind the scenes" pertaining to TT on the APB forums and not here?

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Subject: Re: Progress report
Posted by [Starbuzz](#) on Fri, 25 Sep 2009 21:44:34 GMT
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nopol10 wrote on Fri, 25 September 2009 06:50 Just curious, why are the occasional progress reports that are not just "lots of codes working behind the scenes" pertaining to TT on the APB forums and not here?

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Sounds like it is not for Ren...only for APB.

Subject: Re: Progress report

Posted by [TruYuri](#) on Fri, 25 Sep 2009 22:57:41 GMT

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pawkyfox wrote on Fri, 25 September 2009 16:44nopol10 wrote on Fri, 25 September 2009 06:50Just curious, why are the occasional progress reports that are not just "lots of codes working behind the scenes" pertaining to TT on the APB forums and not here?

<http://www.apathbeyond.com/forum/index.php?showtopic=20407&st=0&#entry38> 7105

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Sounds like it is not for Ren...only for APB.

No. Scripts is for all. Considering that the APB testing team is the primary testing group for scripts (and put a LOT of hours into testing them), I really don't see the problem with those being posted on our forums.

Subject: Re: Progress report
Posted by [nopol10](#) on Sat, 26 Sep 2009 00:20:39 GMT
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Nah, there's no problem, its just that since TT is for Renegade as a whole, it would be consistent and somewhat expected for easy to digest information such as those to be posted here as well.

Subject: Re: Progress report
Posted by [Sladewill](#) on Sat, 26 Sep 2009 11:01:25 GMT
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APB is a bit of a crap game really, it lags. Unlike ren

Subject: Re: Progress report
Posted by [GEORGE ZIMMER](#) on Sat, 26 Sep 2009 12:38:05 GMT
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If it's not exclusively for APB, then yes, it should definitely be posted here... a good lot of that is very handy info, seriously. Definitely NOT boring coderspeak.

Hell, even if it WAS boring coderspeak, I'd rather atleast know how much is being done and such...

Subject: Re: Progress report
Posted by [TruYuri](#) on Sat, 26 Sep 2009 18:28:08 GMT
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Sladewill wrote on Sat, 26 September 2009 06:01APB is a bit of a crap game really, it lags. Unlike ren

Gee, thanks.

EDIT: Actually, on second thought, since that is not constructive at all, I'm not even going to take that as criticism.

Subject: Re: Progress report
Posted by [EvilWhiteDragon](#) on Sun, 27 Sep 2009 15:57:29 GMT
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GEORGE ZIMMER wrote on Sat, 26 September 2009 14:38If it's not exclusively for APB, then yes, it should definitely be posted here... a good lot of that is very handy info, seriously. Definitely NOT boring coderspeak.

Hell, even if it WAS boring coderspeak, I'd rather atleast know how much is being done and such...

It is the same for Renegade. Renegade might not use all features offered by the new scripts directly, but they can be used in Renegade.
