
Subject: Details of some of the features in 4.0

Posted by [jonwil](#) on Wed, 30 Sep 2009 13:43:58 GMT

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New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time

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New tt.ini keyword MapPrefix to set the map prefix (for mods)
Fix JFW_Vehicle_Lock to not lock the vehicle if there is someone in it
Fix JFW_Escort_Poke script
Fog related changes and improvements
Fix parameters for JFW_Custom_Send_Custom and JFW_Custom_Send_Random_Custom
Disabled WOL quick match (as its been broken since forever)
add hud.ini keywords to change the weapon chart image colors
Change the way the advanced game listing is sorted to properly support favorites and stuff
Force shadow size to be power of 2
New script JFW_Custom_Multiple_Send_Custom_2
Fix up turret lag fix code
Fix sniper lag
Changed 4.0 to not use std:: classes and headers anywhere
Updated to use a newer d3dx dll
Code to give players custom tags with a server console command to set the tag
A bunch of fixes for widescreen resolutions
Add some scripts by Danpaul88 including scripts for AR
Fix to send max health/shield over the network
Fix bug with secondary fire using wrong muzzle
Fixed Test_Cinematic
Changed some dialogs to not hardcoded the team names anymore (team select dialog e.g.)
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New script JFW_Water_Level for water level for JFW_Submarine
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Add tt.ini keyword to make the above feature optional
Add hook so that you can hook into the Think pathway (and run something every frame)
Add tt.ini keyword to change draw distance
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Beginnings of new resource downloader, auto-map-downloader etc
Beginnings of totally new SSGM
Support more texture formats in dds files
Removed swap scores on game end if the losing team is out of players.
Fix XWIS delay on .pkg files
Added possibility for players to send messages to the host by typing "/host <message>".
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Make spies get the allied ore dump
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For maps that are set on the moon
Fix JFW_2D_Sound_Damage
Change to not reload a weapon when the weapon is full already
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New hud.ini keyword to change the decal limit
hud functionality to display the center bullet and health counts seperate from the rest of the HUD.
hud.ini keyword to disable this new object
Feature to store registry keys and data files (logs, thu files, screenshots, crashdumps etc etc) in locations that non-admin users can write to.
Hack wolapi.dll to read and write from above locations
Hack game to load wolapi.dll from local ren folder
Hack LE to load new ttle.dll file
Added "worst FPS" diagnostic
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Change how PT data is sent over the network to make it use less bandwidth and to suck less
New script RA_Credit_Theft_Zone_Timer for adding a timer before the thief can steal
Added option to disable audio when renegade does not have focus
Removed bandwidth-based player limits.

Subject: Re: Details of some of the features in 4.0
Posted by [Hitman](#) on Wed, 30 Sep 2009 13:57:45 GMT
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i'd say this list of things that are fixed is about as long as the list where u already "had a lot of things done" from

so the final release cant be that far off

is Ea not going to have a problem with officialy recognising this patch? pretty sure it could take forever to get em to eventually agree on everything included in the 'package'

Subject: Re: Details of some of the features in 4.0
Posted by [GrimmNL](#) on Wed, 30 Sep 2009 13:59:02 GMT
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oh wow, that's quite the list there. one question though.

jonwil wrote on Wed, 30 September 2009 08:43 Toggle Spoiler Now using windows minidump crashdumps for debug information

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does that mean 'the' pointfix?

anyway, keep up the good work

Subject: Re: Details of some of the features in 4.0
Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 14:15:38 GMT
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Hitman wrote on Wed, 30 September 2009 15:57: i'd say this list of things that are fixed is about as long as the list where u already "had a lot of things done" from

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is Ea not going to have a problem with officialy recognising this patch? pretty sure it could take forever to get em to eventually agree on everything included in the 'package'
Well actually we have what you could call "full" support from EA. Full as in, they like what we do and plan on cooperating by letting us use the patcher when everything works as expected.

Subject: Re: Details of some of the features in 4.0

Posted by [Spyder](#) on Wed, 30 Sep 2009 15:08:27 GMT

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jonwil wrote on Wed, 30 September 2009 15:43 Fixes to AGT and obelisk scripts to fix obelisk walk and other bugs

Does that include the Obilisk glitching on Hourglass?

I went through the entire list, and I'm so satisfied with everything you do for our beloved game. Can't wait for Tiberian Tech to be released and keep going this way, cause I have the idea that there is still a lot more to come, which you are not telling us

Subject: Re: Details of some of the features in 4.0
Posted by [raven](#) on Wed, 30 Sep 2009 16:26:54 GMT

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jonwil wrote on Wed, 30 September 2009 16:43 Removed linux FDS support (makes developing 4.0 much easier and cleaner)

Subject: Re: Details of some of the features in 4.0
Posted by [Stumpy](#) on Wed, 30 Sep 2009 16:51:17 GMT

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jonwil wrote on Wed, 30 September 2009 16:43 Removed linux FDS support
everything cool except this!

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Subject: Re: Details of some of the features in 4.0
Posted by [jnz](#) on Wed, 30 Sep 2009 17:59:52 GMT

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Stumpy wrote on Wed, 30 September 2009 17:51 jonwil wrote on Wed, 30 September 2009 16:43 Removed linux FDS support
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--

The linux FDS is a lot slower than the windows version. Just use a windows hosted server. Or run it on a VM.

Subject: Re: Details of some of the features in 4.0
Posted by [lion](#) on Wed, 30 Sep 2009 19:19:42 GMT
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Stumpy wrote on Wed, 30 September 2009 11:51jonwil wrote on Wed, 30 September 2009 16:43Removed linux FDS support
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^-
Totally agreed. I don't get it...

jnz wrote on Wed, 30 September 2009 11:51The linux FDS is a lot slower than the windows version. Just use a windows hosted server. Or run it on a VM.
There are reasons for using linux server instead of windows. And I can tell you from my own experience, running a LFDS on VMware is not very succesfull.

Subject: Re: Details of some of the features in 4.0
Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 19:38:56 GMT
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The reason for not supporting Linux is simple. With linux support you would probably have to add at least a year of extra time to get this done. Because we know you want the patch as soon as possible, we had no option other than dump linux support.
Also, there are perhaps 4 or 5 linux servers, while most are windows. Even if those 4-5 servers would need to quit because of this (I hope not, but still) then there are plenty of servers left to play on.

Subject: Re: Details of some of the features in 4.0
Posted by [GEORGE ZIMMER](#) on Wed, 30 Sep 2009 19:48:54 GMT
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Glad to see you're not trying to pander to 4-5 people over hundreds of others. I mean, having Linux support eventually would be nice, but if it really does extend work that much more, no sense bothering with it initially.

Also, thanks for the list of fixed/added stuff. This is what we wanted.

Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 21:03:22 GMT

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Well, we do want/need the support of the serverowners, but this just wasn't a viable option at this time. Perhaps that we will release a linux version after TT is done, but that will take some more time.

If there will be a linux version, it will be in a cleaner way than it is done in older versions of scripts. It would probably mean 2 different sources for windows and for linux.

Subject: Re: Details of some of the features in 4.0

Posted by [Spoony](#) on Wed, 30 Sep 2009 22:29:31 GMT

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jonwil wrote on Wed, 30 September 2009 08:43Make spawn locations (including powerups and players) more random

can you elaborate on this, please... this will affect some maps like wallsfly and cityfly quite a lot. (i'm just talking about player spawns here)

Quote:Fix for PT not working on rejoin
very good.

Quote:Fix for C4 disappearing when stuck to a vehicle
very VERY good.

Quote:Fix for bluehell
very very VERY GOOD!

Quote:Disable Toggle_Sorting console command
that makes sense, i can't think of a single non-controversial use of it.

Quote:Fix sniper lag
by this do you mean the "flicker dance" when they strafe while scoped?

Quote:New feature where vehicles remain teamed when player leaves (intended to solve an exploit where people get out just before the vehicle dies to deny the other side points)
excellent, i've advocated that for a long time. question, though: how long will the team alignment last?

Quote:C4 no longer gets defused when the owner leaves the game
hmm, interesting... so if someone mines a base and then gets disconnected, the base isn't suddenly vulnerable, eh?

presumably the prox mines will still do damage, but nobody will get the kill message/points?

finally in regard to the pointsfix, how exactly will this work in regard to servers that don't want to use it?

Subject: Re: Details of some of the features in 4.0
Posted by [HaTe](#) on Thu, 01 Oct 2009 00:01:03 GMT
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How about the glitch to put timed c4's inside of a mct, or make it so that it cannot be repaired? Or putting tc4s inside a wall, so that no1 can see them at all, yet they are there, and still do dmg? It all seems good, and much appreciated obviously, just curious to know if these glitches will still be in the game? Also, the fact that the obelisk doesn't shoot at a angled mrls in field, so that the mrls can easily hit hon, obi, ref, and both turrets w/o worrying about obi hit..? If you would like an example of this, i will give you a short video if you pm me asking for 1, i will now show the video publicly, as these glitches are a bit..unfair imo.

Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 01:05:20 GMT
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With regards to the vehicles remain teamed thing, we have 2 tt.ini keywords related to it. NeutralVechiclePointsFix. Set this one to true (the default) to turn on the team thing and to false to turn it off. ScriptsLastTeamTime. Set this one to -1 (the default) to make the vehicles remain teamed thing last forever (i.e. until the vehicle is blown up) and to some other positive value to make it last that long.

As of right now these are only settable via tt.ini (i.e. for mods) but we may end up supporting this in the future as a server side option.

Sniper lag, I dont know exactly whats been fixed. I do know we fixed an issue APB was having where if you use a sniper scope to look at far away objects, they look like they warp/teleport around instead of moving smoothly (related to network updates not being sent properly or something)

Player spawns, basically we made it more random so it wouldn't keep choosing the same 1 or 2 spawn locations all the time. I cant really explain more because I dont understand how the old algorithm for choosing spawn locations works.

The pointsfix, for now its mandatory (and as far as I know it will remain so during the beta test cycle of 4.0) All the evidence we have shows that this is very clearly a bug in the game and as such, we will fix it. If enough people complain, we will look into making it server-optional. But we want people to at least try 4.0 with all the changes we made (not just this one fix in isolation) and see if it really does affect the gameplay that much.

Also, note that Renegade Resurrection is NOT compatible with scripts.dll 4.0 and unless YRR puts a LOT of work into it, it will never work with 4.0 (in fact there are some things in RR that cant be made to work with 4.0 without breaking 4.0 features)
Do note though that some bugs yrr fixed (as well as some bugs BI fixed in their mods) have been done in 4.0 (ported or redone properly)

And of course if there are any RR features (those that aren't just giant hacks that is) that people really like and want in 4.0, we can look into those too.

C4s in a MCT/wall, I dont know if we fixed that or not (or if its even fixable). No idea about the obelisk glitch either.

Subject: Re: Details of some of the features in 4.0
Posted by [Spoony](#) on Thu, 01 Oct 2009 01:17:15 GMT
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jonwil wrote on Wed, 30 September 2009 20:05 With regards to the vehicles remain teamed thing, we have 2 tt.ini keywords related to it.

NeutralVehiclePointsFix. Set this one to true (the default) to turn on the team thing and to false to turn it off.

ScriptsLastTeamTime. Set this one to -1 (the default) to make the vehicles remain teamed thing last forever (i.e. until the vehicle is blown up) and to some other positive value to make it last that long.

ah right, so set ScriptsLastTeamTime to 5 and it'll stay aligned for 5 seconds, then go back to neutral?

As of right now these are only settable via tt.ini (i.e. for mods) but we may end up supporting this in the future as a server side option.

jonwil wrote on Wed, 30 September 2009 20:05 Player spawns, basically we made it more random so it wouldn't keep choosing the same 1 or 2 spawn locations all the time. I cant really explain more because I dont understand how the old algorithm for choosing spawn locations works. hmmm... maybe check that?

jonwil wrote on Wed, 30 September 2009 20:05 The pointsfix, for now its mandatory (and as far as I know it will remain so during the beta test cycle of 4.0) All the evidence we have shows that this is very clearly a bug in the game and as such, we will fix it. If enough people complain, we will look into making it server-optional. But we want people to at least try 4.0 with all the changes we made (not just this one fix in isolation) and see if it really does affect the gameplay that much. believe me, enough people will complain.

it certainly is a bug, and i have always argued that fixing it is a vast improvement to gameplay in every sense, but I believe TT's official position is that it won't be compulsory.

certainly it should replace the pointsbug (i.e. the current state, where scores and credits are just downright wrong) as the default state, but I do think people ought to be able to use the points bug in their own communities (even though A GREAT MANY people who want this option also seem hell-bent on denying me the same choice they insist upon). even if this is just a case of somebody making a downloadable "pointsbug" file to install on a server, to re-create the original bug.

another thing that might possibly be fixed... Deadzones on Mesa?

Subject: Re: Details of some of the features in 4.0
Posted by [Lone0001](#) on Thu, 01 Oct 2009 02:33:36 GMT
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Everything looks good I just have one suggestion: why not make 'QUIT' quit the current server for the client (instead of exiting the game)? It'd make much more sense and would be helpful.

Subject: Re: Details of some of the features in 4.0
Posted by [Starbuzz](#) on Thu, 01 Oct 2009 02:46:32 GMT
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This is really awesome and much needed fixes in some areas. Thank you for that vast update jonwil.

Also, will you also fix the Medium tank repair bug where the repair gun won't repair if you aim it on the GDI logo? It is a really annoying glitch especially during teching.

Spoony wrote on Wed, 30 September 2009 20:17 another thing that might possibly be fixed... Deadzones on Mesa?

Spoony, what do you mean by the Mesa deadzones? The zones on the map where you shoot enemy buildings within range but the shells just won't cause damage? Is this what you mean? If yes, then yes I hope it gets fixed. It will open up new areas in the map to attack from.

edit: typo

Subject: Re: Details of some of the features in 4.0
Posted by [Spoony](#) on Thu, 01 Oct 2009 03:03:05 GMT
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pawkyfox wrote on Wed, 30 September 2009 21:46 Spoony wrote on Wed, 30 September 2009 20:17 another thing that might possibly be fixed... Deadzones on Mesa?

Spoony, what do you mean by the Mesa deadzones? The zones on the map where you shoot enemy buildings within range but the shells just won't cause damage? Is this what you mean? If yes, then yes I hope it gets fixed. It will open up new areas in the map to attack from.
there are three deadzones on mesa.

- on the bridge. tanks on the bridge can't fully attack targets on the ground. they can't readily hit buildings, they only do partial damage to vehicles, and they don't deal splash damage to infantry.
- side path near the Nod refinery. med doesn't damage the airstrip ramp. also there's a bizarre situation where if you aim at the turret, you do half damage to the turret and full damage to the refinery
- the infantry-only area between the two refineries. grenadiers and rocket soldiers can't readily attack the airstrip ramp.

the bridge is the main one that needs fixed.

Subject: Re: Details of some of the features in 4.0
Posted by [Starbuzz](#) on Thu, 01 Oct 2009 03:29:51 GMT
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Spoony wrote on Wed, 30 September 2009 22:03pawkyfox wrote on Wed, 30 September 2009 21:46Spoony wrote on Wed, 30 September 2009 20:17another thing that might possibly be fixed... Deadzones on Mesa?

Spoony, what do you mean by the Mesa deadzones? The zones on the map where you shoot enemy buildings within range but the shells just won't cause damage? Is this what you mean? If yes, then yes I hope it gets fixed. It will open up new areas in the map to attack from. there are three deadzones on mesa.

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- side path near the Nod refinery. med doesn't damage the airstrip ramp. also there's a bizarre situation where if you aim at the turret, you do half damage to the turret and full damage to the refinery
- the infantry-only area between the two refineries. grenadiers and rocket soldiers can't readily attack the airstrip ramp.

the bridge is the main one that needs fixed.

Ohh I see...never knew about the refinery deadzones.

Definitely think the bridge will be the most important. I used to think about this and I always thought the bridge deadzone has to be fixed bcause I think it will enhance the gameplay on this map.

With the bridge becoming an area to control with tanks, we can have a situation where cave fests can be countered. So teams will fight for control of the bridge as well.

The one with the grenadier unable to target the strip is most annoying especially after Nod resorts to teched arts and kills every GDI harv that goes out...money becomes a bit tight.

Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 03:44:57 GMT
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What I said is that the pointfix is currently mandatory and if the community shows a wish to have it optional, we will implement that as a server-side option (with damage being serverside now for anti-cheat purposes making it a server-side option is possible)
The decision as to whether to add a "disable pointfix" option will be made at some point during the

beta test cycle of 4.0 most likely. (no I dont have a date for when public beta testing will begin)

As for cheats, we are doing everything we can to stop and catch cheaters.

Medium tank repair bug, no clue on that one.

I believe we were talking about releasing a fixed set of ren maps as part of 4.0 (i.e. all the stock maps taken and fixed up ala the Core Patches). If the Mesa dead zones are map bugs they will be fixed that way most likely.

Subject: Re: Details of some of the features in 4.0
Posted by [dr3w2](#) on Thu, 01 Oct 2009 03:49:47 GMT
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I just read through the whole list and I must say this looks like such an awesome leap of improvements

Subject: Re: Details of some of the features in 4.0
Posted by [liquidv2](#) on Thu, 01 Oct 2009 03:52:19 GMT
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for the very most part it is, but they're trying to sneak some bullshit through there that they already said was not going to be that way

Subject: Re: Details of some of the features in 4.0
Posted by [Crimson](#) on Thu, 01 Oct 2009 05:34:30 GMT
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I can't go into too many details yet, because they are still being fleshed out, but as far as the official ladder calculations are concerned, we are working on a way for points-fixed and points-bugged servers to both be able to participate on the ladder. More details will be coming very soon but we want to get the base of the new plan in place before allowing everyone to stick their two cents in.

Subject: Re: Details of some of the features in 4.0
Posted by [Goztow](#) on Thu, 01 Oct 2009 07:02:16 GMT
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Warning: any point fix related reply should go in this topic.

Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 07:17:37 GMT
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Oh and about Linux support for those who mentioned it, its not as simple as it looks due to the way GCC works.

Unless you understand stuff about the ASM generated by GCC when you compile stuff, dont pretend you have a clue how long it will take to port 4.0 to the LFDS.

Subject: Re: Details of some of the features in 4.0
Posted by [Wiener](#) on Thu, 01 Oct 2009 07:25:13 GMT
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hell of a list: seems the coders had a very busy time THX for that dedication

Quote:New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time

Does that mean I cannot park an empty vehicle for the entire game? Like a stolen enemy tank (to decrease their limit) or one to block the harv at the bay?

Quote:Cleaned up screenshot code to eliminate screenshot lag and to work better in windowed mode

will print screen work on endgame screen?

Subject: Re: Details of some of the features in 4.0
Posted by [Veyrdite](#) on Thu, 01 Oct 2009 07:26:57 GMT
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Sad about the lost support for Linux FDS. Does it work under WINE?

Quote:C4 no longer gets defused when the owner leaves the game

Could this cause a problem with someone placing an impossible-to-reach-nuke and then when they leave/get kicked it is still there?

Finally, is the stack-nuke exploit fixed?

Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 07:57:46 GMT
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The JFW_Empty_Vehicle_Timer script is only for objects that you actually attach it to (which means its not for stock renegade)
And no, I dont think you can take screenshots of dialog boxes.

Subject: Re: Details of some of the features in 4.0
Posted by [Wiener](#) on Thu, 01 Oct 2009 07:59:15 GMT
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ok, thats just a minor thing anyway

Subject: Re: Details of some of the features in 4.0
Posted by [tellsson](#) on Thu, 01 Oct 2009 08:34:57 GMT
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sounds all good, expect for the pointmod.

my question:

whats with skins and models?

i couldnt use renguard coz it didnt allow my harvy, gun turret,agt and the coloured shots.

i like to play with a "pretty" ren and so i really hope such kind of models are allowed.

greetz telly ^^

Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 09:48:12 GMT
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With regard to textures, we only cheat check the stealth texture and the sniper scope. The rest are not checked.

We do not check audio files at all.

All w3d files are checked.

It will be up to the individual server whether a given w3d file (or whatever) is valid or not. There will also be a "no file check" option for the server that turns off all the file checking.

Details for the server bits are still being worked out.

Subject: Re: Details of some of the features in 4.0
Posted by [Goztow](#) on Thu, 01 Oct 2009 12:16:58 GMT
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About cheat detection:

1. will server owners be able to screenshot player's screens? It was mentioned before this would be included.
 2. will c4 skins be checked?
-

Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Thu, 01 Oct 2009 12:19:19 GMT

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Goztow wrote on Thu, 01 October 2009 14:16>About cheat detection:

1. will server owners be able to screenshot player's screens? It was mentioned before this would be included.
2. will c4 skins be checked?

We did agree on the screenshot feature, and it *should be* included, but I'm unsure whether there has been any work done on it.

C4 skins should indeed be checked as well.

Subject: Re: Details of some of the features in 4.0

Posted by [jonwil](#) on Thu, 01 Oct 2009 13:03:14 GMT

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Remote screenshot functionality IS in and 100% working last I checked.

You will (as of now) need to be able to run a web server that can respond to the specific upload sent by the client.

As for C4 textures checking textures applied to 3d models (i.e. not textures directly referenced by the code) would place a lot of load on the CPU, especially if we only want to check some textures and not others.

With remote screenshot, it is possible to simply grab a screenshot of any player suspected of using C4 cheats at a point when they are looking at a C4 object.

Subject: Re: Details of some of the features in 4.0

Posted by [Goztow](#) on Thu, 01 Oct 2009 13:09:01 GMT

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Does number 1. include regular random screenshots at configurable times (e.g. every hour, or at joining, or at leaving)?

Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Thu, 01 Oct 2009 13:19:05 GMT

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jonwil wrote on Thu, 01 October 2009 15:03 Remote screenshot functionality IS in and 100% working last I checked.

You will (as of now) need to be able to run a web server that can respond to the specific upload sent by the client.

As for C4 textures checking textures applied to 3d models (i.e. not textures directly referenced by the code) would place a lot of load on the CPU, especially if we only want to check some textures and not others.

With remote screenshot, it is possible to simply grab a screenshot of any player suspected of using C4 cheats at a point when they are looking at a C4 object.

Wouldn't it just be possible to check the skins hash against a list of allowed hashes by the host?

Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 13:39:04 GMT

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Goztow wrote on Thu, 01 October 2009 21:09 Does number 1. include regular random screenshots at configurable times (e.g. every hour, or at joining, or at leaving)?

No, there is no such feature. But its easy to make your bot trigger remote screenshots anytime you like (e.g. by detecting the player join message and triggering remote screenshot then)

Subject: Re: Details of some of the features in 4.0
Posted by [raven](#) on Thu, 01 Oct 2009 14:54:33 GMT

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-removed-

don't wanna argue this. someone can delete this

Subject: Re: Details of some of the features in 4.0
Posted by [masterkna](#) on Thu, 01 Oct 2009 14:58:12 GMT

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stoned brought up a question in another forum

Quote:Add base defence scripts that ignore stealth

what do you mean by this.. out of curiosity

Subject: Re: Details of some of the features in 4.0

Posted by [Sir Kane](#) on Thu, 01 Oct 2009 18:14:07 GMT

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I believe he means making Obelisks, AGTs and turrets not shoot at fully cloaked infantry and vehicles.

Spoony wrote on Wed, 30 September 2009 20:17

another thing that might possibly be fixed... Deadzones on Mesa?

That actually appears to happen when you attack stuff from above. It also happens on hourglass from top of hill (I think so at least).

Also, it was my idea to drop LFDS support!

Subject: Re: Details of some of the features in 4.0

Posted by [lion](#) on Thu, 01 Oct 2009 19:00:22 GMT

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Sir Kane wrote on Thu, 01 October 2009 13:14

Also, it was my idea to drop LFDS support!

Good call...

Subject: Re: Details of some of the features in 4.0

Posted by [StealthEye](#) on Thu, 01 Oct 2009 19:53:20 GMT

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I think the deadzones were mentioned before: they are fixed. They are not special zones, it's just that the netcode was unable to send target points that are (far) below the player's position.

About LFDS support: it requires us making all hooks compatible, do additional testing, fetch the correct addresses and place them at the right places, etc. It's a lot of work, and it's mostly useless because the amount of active linux servers is really low...

Subject: Re: Details of some of the features in 4.0

Posted by [Sladewill](#) on Thu, 01 Oct 2009 21:46:51 GMT

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Wiener wrote on Thu, 01 October 2009 02:25hell of a list: seems the coders had a very busy time
THX for that dedication

Quote:New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time

Does that mean I cannot park an empty vehicle for the entire game? Like a stolen enemy tank (to decrease their limit) or one to block the harv at the bay?

Quote:Cleaned up screenshot code to eliminate screenshot lag and to work better in windowed mode
will print screen work on endgame screen?

Why not make your own script server side, most ppl play on servers not on there own

Subject: Re: Details of some of the features in 4.0
Posted by [saberhawk](#) on Thu, 01 Oct 2009 22:26:31 GMT
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Wiener wrote on Thu, 01 October 2009 03:25

Quote:New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time

Does that mean I cannot park an empty vehicle for the entire game? Like a stolen enemy tank (to decrease their limit) or one to block the harv at the bay?

Just because a script is created doesn't mean it's "activated" on every vehicle in the game, just that it's available for use by modders/server owners/whatever

Subject: Re: Details of some of the features in 4.0
Posted by [Spoon](#)y on Fri, 02 Oct 2009 00:42:53 GMT
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StealthEye wrote on Thu, 01 October 2009 14:53I think the deadzones were mentioned before: they are fixed. They are not special zones, it's just that the netcode was unable to send target points that are (far) below the player's position.

That would explain the bridge, but not a med/mammy/MRLS on the side path, nor a grenadier/gunner on the infantry-only area hitting the airstrip...

If someone has fixed this, can they knock us up a quick fix for it so we can test it? This WILL affect Mesa (I happen to think it'll give GDI the edge, a med on the bridge will be a powerhouse now, and many people are currently convinced that Nod owns the map when the pointsfix is there, so this might smooth things out)

Sir Kane wroteThat actually appears to happen when you attack stuff from above. It also happens on hourglass from top of hill (I think so at least).

yes, you are correct. when a tank retreats from you down the hill past a certain level (which isn't far), you only do about half damage to it. it's also why you can't DIRECTLY attack the buildings

you'd think you'd be able to attack from the hill - of course many people know the reticle trick, but you really shouldn't have to explain this to a new player every time. (it's sad to see a new player who's honestly convinced they're hitting the PP with an arty when they're not, eh?)

this ought to be fixed too, though i don't think it's as big an issue as mesa.

Subject: Re: Details of some of the features in 4.0
Posted by [liquidv2](#) on Fri, 02 Oct 2009 00:51:17 GMT
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Spoony wrote on Thu, 01 October 2009 19:42[it's also why you can't DIRECTLY attack the buildings you'd think you'd be able to attack from the hill - of course many people know the reticle trick, but you really shouldn't have to explain this to a new player every time.
the last time i did hourglass the agt ended up dying so i put my arty over the very edge of the hill so it started aiming downwards and i could hit the barracks if i lined my reticle up on it and still aimed at the ground

i did the same with tanks and infantry and could do full damage provided i wasn't actually pointing at what i was trying to hit, if you understand what i'm saying

same with the bridge, i took a mammoth up there the last time you and me played mesa and aimed at the ground so my rockets did full damage to your tech who ended up dying along with your arty and soon after my mammoth

but it was worth it!11

Subject: Re: Details of some of the features in 4.0
Posted by [Spoony](#) on Fri, 02 Oct 2009 01:05:15 GMT
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liquidv2 wrote on Thu, 01 October 2009 19:51the last time i did hourglass the agt ended up dying so i put my arty over the very edge of the hill so it started aiming downwards and i could hit the barracks if i lined my reticle up on it and still aimed at the ground

i did the same with tanks and infantry and could do full damage provided i wasn't actually pointing at what i was trying to hit, if you understand what i'm saying

i do, yes. but a new player shouldn't have to be told this, and he's highly unlikely to work it out by himself without spending a LOT of time on the issue.

Subject: Re: Details of some of the features in 4.0
Posted by [RadioactiveHell](#) on Fri, 02 Oct 2009 04:43:10 GMT
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EvilWhiteDragon wrote on Thu, 01 October 2009 07:19Goztow wrote on Thu, 01 October 2009

14:16About cheat detection:

1. will server owners be able to screenshot player's screens? It was mentioned before this would be included.

2. will c4 skins be checked?

We did agree on the screenshot feature, and it *should be* included, but I'm unsure whether there has been any work done on it.

C4 skins should indeed be checked as well.

Sorry but the whole c4 checking thing is fkin retarded. There are tons of different c4 textures (with more being made) and who decides which ones are ok and which ones arnt? Also, even if there was a standard, what would be the penalty?

Most people just like to have skins to pretty up the game, because, tbh, the original textures kinda blow.

Remote screenshots are great for catching suspected cheaters, but using the feature for things as petty as checking for c4 skins is just stupid.

Subject: Re: Details of some of the features in 4.0

Posted by [Goztow](#) on Fri, 02 Oct 2009 06:47:52 GMT

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Radio, if a server doesn't allow c4 skins except whitelisted ones, then the player will just see the standard c4 skin. That's the "penalty".

i doubt many servers will actually block a lot of skins, as they're too afraid they'll loose players. The KOSs2 server actually aims for a specific public, though, which will surely appreciate the fact we'll try to put everyone on an as equal level as possible. We'll probably white list a range of skins that we find acceptable and that our players ask us to judge on.

It's eventually all up to the server owner to determine how his server works and up to the player to decide if this server suits him.

Subject: Re: Details of some of the features in 4.0

Posted by [StealthEye](#) on Fri, 02 Oct 2009 20:22:29 GMT

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Quote:That would explain the bridge, but not a med/mammy/MRLS on the side path, nor a grenadier/gunner on the infantry-only area hitting the airstrip...

If someone has fixed this, can they knock us up a quick fix for it so we can test it? This WILL affect Mesa (I happen to think it'll give GDI the edge, a med on the bridge will be a powerhouse now, and many people are currently convinced that Nod owns the map when the pointsfix is there, so this might smooth things out)I thought you'd know the map well enough to know that you're actually quite a bit higher than the target you're shooting, hence it explains it perfectly well. I

checked it just to be sure, but it's definitely that. If you go a bit down the slope, then you can suddenly hit them properly again. They are therefore definitely caused by the same bug, which is fixed. The turret problem you're mentioning is the exact same thing: you can only do impact damage, not splash damage. Impact damage on non building objects is not bugged; it works everywhere. That's also the reason why you only do about half damage when shooting down from the bridge: you do impact damage but the splash damage is not done.

Same story applies to hourglass.

Subject: Re: Details of some of the features in 4.0
Posted by [ELiT3FLyR](#) on Sat, 03 Oct 2009 14:06:34 GMT
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would it not have been better to release all the important stuff a year earlier(antichet, bluescreen, shooting through logo, wf glitch) then release it in another 4 months with a bunch of uselsss stuff/less important fixes?

Subject: Re: Details of some of the features in 4.0
Posted by [KobraOps](#) on Sat, 03 Oct 2009 14:54:04 GMT
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ELiT3FLyR wrote on Sat, 03 October 2009 09:06would it not have been better to release all the important stuff a year earlier(antichet, bluescreen, shooting through logo, wf glitch) then release it in another 4 months with a bunch of uselsss stuff/less important fixes?

Code is interconnected and would be impossible to release one without the other. In programming it is best to have the code interconnected because it speeds up the process and is more efficient in runtime.

Subject: Re: Details of some of the features in 4.0
Posted by [ELiT3FLyR](#) on Sat, 03 Oct 2009 15:19:42 GMT
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i wont pretend to understand that but i dont get a few things. why people are even debating about pointfix, why are useless bugs being fixed at the same time as really important things like bluescreening and antichet. i dont really care if i fall through the hand on field or if i dont spawn in the barracks on city, or if i warp when i scope.

i just think things couldve been done better if certain bugs were fixed first but whatever i guess.

Subject: Re: Details of some of the features in 4.0

Posted by [Wiener](#) on Sat, 03 Oct 2009 15:51:15 GMT

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you first should have read the list of things being fixed already

Subject: Re: Details of some of the features in 4.0

Posted by [Spoony](#) on Sat, 03 Oct 2009 16:16:01 GMT

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StealthEye wrote on Fri, 02 October 2009 15:22Quote:That would explain the bridge, but not a med/mammy/MRLS on the side path, nor a grenadier/gunner on the infantry-only area hitting the airstrip...

If someone has fixed this, can they knock us up a quick fix for it so we can test it? This WILL affect Mesa (I happen to think it'll give GDI the edge, a med on the bridge will be a powerhouse now, and many people are currently convinced that Nod owns the map when the pointsfix is there, so this might smooth things out)I thought you'd know the map well enough to know that you're actually quite a bit higher than the target you're shooting, hence it explains it perfectly well. I checked it just to be sure, but it's definitely that. If you go a bit down the slope, then you can suddenly hit them properly again. They are therefore definitely caused by the same bug, which is fixed. The turret problem you're mentioning is the exact same thing: you can only do impact damage, not splash damage. Impact damage on non building objects is not bugged; it works everywhere. That's also the reason why you only do about half damage when shooting down from the bridge: you do impact damage but the splash damage is not done.

Same story applies to hourglass.

I'll repeat the question: if a fix has been created, can we start testing it now?

Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Sat, 03 Oct 2009 20:28:16 GMT

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Spoony wrote on Sat, 03 October 2009 18:16StealthEye wrote on Fri, 02 October 2009 15:22Quote:That would explain the bridge, but not a med/mammy/MRLS on the side path, nor a grenadier/gunner on the infantry-only area hitting the airstrip...

If someone has fixed this, can they knock us up a quick fix for it so we can test it? This WILL affect Mesa (I happen to think it'll give GDI the edge, a med on the bridge will be a powerhouse now, and many people are currently convinced that Nod owns the map when the pointsfix is there, so this might smooth things out)I thought you'd know the map well enough to know that you're actually quite a bit higher than the target you're shooting, hence it explains it perfectly well. I checked it just to be sure, but it's definitely that. If you go a bit down the slope, then you can suddenly hit them properly again. They are therefore definitely caused by the same bug, which is fixed. The turret problem you're mentioning is the exact same thing: you can only do impact damage, not splash damage. Impact damage on non building objects is not bugged; it works

everywhere. That's also the reason why you only do about half damage when shooting down from the bridge: you do impact damage but the splash damage is not done.

Same story applies to hourglass.

i'll repeat the question: if a fix has been created, can we start testing it now?
You can start testing as soon as we have a "stable" beta.

Subject: Re: Details of some of the features in 4.0
Posted by [Iran](#) on Mon, 05 Oct 2009 21:44:56 GMT
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Is the neutral shell bug gonna be fixed? Because it's fun to use.

Subject: Re: Details of some of the features in 4.0
Posted by [DutchNeon](#) on Mon, 05 Oct 2009 23:38:05 GMT
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Iran wrote on Mon, 05 October 2009 23:44: Is the neutral shell bug gonna be fixed? Because it's fun to use.

True.

Subject: Re: Details of some of the features in 4.0
Posted by [Iran](#) on Mon, 05 Oct 2009 23:44:40 GMT
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Until you get banned off a really laggy server for using it, although there are no rules banning its use. I don't need to name the server because everyone knows about which server I'm talking.

Subject: Re: Details of some of the features in 4.0
Posted by [BLÃ»Îµl4Î²ÃªL](#) on Tue, 06 Oct 2009 01:22:30 GMT
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Quote: Improved anti-cheat that checks sensitive files and does other good stuff.

that's all we need

Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Tue, 06 Oct 2009 07:39:31 GMT

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DutchNeon wrote on Tue, 06 October 2009 01:38Iran wrote on Mon, 05 October 2009 23:44Is the neutral shell bug gonna be fixed? Because it's fun to use.

True.

It will be fixed. One shouldn't damage teammates with a bug. Friendly Fire is off for a reason. Goz, could you put this guy on our shared banlist please? Saves us having such a lamer in the servers.

Subject: Re: Details of some of the features in 4.0

Posted by [jonwil](#) on Tue, 06 Oct 2009 11:13:30 GMT

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A couple features added:

Prevent reloading if your clip is full

Change script zones so you can now associate a preset (e.g. soldier or vehicle) with it (this will be used later for the naval yard building controller)

Add a new script zone type for naval purchase

Make NeutralVehiclePointsFix tt.ini keyword work again

Fix an issue with save games

Add new tt.ini keyword to control the points to credits multiplier (i.e. how many credits you get for each point). We may also make this available via server configs in order to allow server owners to change this (as one part of a possible alternative to running with the "points bug") although nothing has been decided yet.

Add new stuff so that scope data can be stored in the weapon definition itself (instead of the scopes.cfg that is used now)

Subject: Re: Details of some of the features in 4.0

Posted by [Ethenal](#) on Tue, 06 Oct 2009 20:52:00 GMT

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jonwil wrote on Tue, 06 October 2009 06:13

Prevent reloading if your clip is full

Aw, I love reloading for no reason! It's awesome for my ADD.

Subject: Re: Details of some of the features in 4.0

Posted by [Dover](#) on Tue, 06 Oct 2009 20:54:52 GMT

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jonwil wrote on Tue, 06 October 2009 04:13A couple features added:

Prevent reloading if your clip is full

This also indirectly fixes the bug where you can get the reload sound to play without the animation if you spam-press "R".

Subject: Re: Details of some of the features in 4.0
Posted by [Ghostshaw](#) on Tue, 06 Oct 2009 21:06:32 GMT
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I actually fixed that cause I had a few minutes free time and it was an easy fix

Subject: Re: Details of some of the features in 4.0
Posted by [Dover](#) on Tue, 06 Oct 2009 21:07:33 GMT
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I stand corrected.

Subject: Re: Details of some of the features in 4.0
Posted by [Homey](#) on Wed, 07 Oct 2009 05:47:13 GMT
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jonwil, I have no idea if anyone else has brought this up before. But is there something in scripts 3.4.4 that causes more warp? Really I only notice it when someone is free falling or jumping. Their movement pattern is not smooth. For example if someone is up high in an orca and dies, they sort of warp spot to spot til they hit the ground. This doesn't happen in 2.9.2 or previous versions what so ever. If I get a chance I'll take a video of this if you don't know what I mean.

Subject: Re: Details of some of the features in 4.0
Posted by [Jerad2142](#) on Wed, 07 Oct 2009 17:42:13 GMT
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Quote:fix so that standing right next to the WF wont cause your vehicle to get destroyed by mistake

Oh I hate that glitch, thats so annoying! It just drives me nuts when I'm standing next to the WF and then my vehicle explod... Ummm, wait, Sense when did your vehicle explode, it was always the player died prior to 3.4.4...

Subject: Re: Details of some of the features in 4.0
Posted by [CarrierII](#) on Wed, 07 Oct 2009 17:50:38 GMT
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Jerad Gray wrote on Wed, 07 October 2009 18:42Quote:fix so that standing right next to the WF wont cause your vehicle to get destroyed by mistake
Oh I hate that glitch, thats so annoying! It just drives me nuts when I'm standing next to the WF and then my vehicle explod... Ummm, wait, Sense when did your vehicle explode, it was always the player died prior to 3.4.4...

You've never ever had this? Wow, I'll FRAPS it for you?

Subject: Re: Details of some of the features in 4.0
Posted by [Jerad2142](#) on Wed, 07 Oct 2009 17:59:22 GMT
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CarrierII wrote on Wed, 07 October 2009 11:50Jerad Gray wrote on Wed, 07 October 2009 18:42Quote:fix so that standing right next to the WF wont cause your vehicle to get destroyed by mistake
Oh I hate that glitch, thats so annoying! It just drives me nuts when I'm standing next to the WF and then my vehicle explod... Ummm, wait, Sense when did your vehicle explode, it was always the player died prior to 3.4.4...

You've never ever had this? Wow, I'll FRAPS it for you?
Your tank explodes while you stand next to the WF?

Subject: Re: Details of some of the features in 4.0
Posted by [CarrierII](#) on Wed, 07 Oct 2009 18:32:09 GMT
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If you or your tank are next to the WF bay wall and someone builds a tank, it's curtains for you.

Subject: Re: Details of some of the features in 4.0
Posted by [Jerad2142](#) on Wed, 07 Oct 2009 19:00:22 GMT
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CarrierII wrote on Wed, 07 October 2009 12:32If you or your tank are next to the WF bay wall and someone builds a tank, it's curtains for you.

I usually sit in a tank lol.

Subject: Re: Details of some of the features in 4.0
Posted by [Homey](#) on Wed, 07 Oct 2009 20:00:06 GMT
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Either your tank will die if you're in one, or you will die if you aren't. The bay itself is the only place where this is supposed to happen, I guess it doesn't line up properly so if you're too close you can lose your tank or die. Islands can be one of the worst ones IMO

Subject: Re: Details of some of the features in 4.0
Posted by [Blue_Leader](#) on Wed, 07 Oct 2009 21:48:04 GMT
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I don't have much trouble with the WF because once you build your veh and get in you don't have to get even close to the kill zone but with Nod and It's strip, on Complex for example It can get pretty annoying shooting at a tank and not realize your close to the strip and blow up from a newly bought tank.

Subject: Re: Details of some of the features in 4.0
Posted by [EvilWhiteDragon](#) on Thu, 08 Oct 2009 07:02:54 GMT
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Blue_Leader wrote on Wed, 07 October 2009 23:48 I don't have much trouble with the WF because once you build your veh and get in you don't have to get even close to the kill zone but with Nod and It's strip, on Complex for example It can get pretty annoying shooting at a tank and not realize your close to the strip and blow up from a newly bought tank.
Play Islands, be GDI, and try to drive your med out of the base as fast as possible. You'll probably drive too close to the WF. If someone buys another med, you're screwed.

Subject: Re: Details of some of the features in 4.0
Posted by [DutchNeon](#) on Fri, 09 Oct 2009 17:24:20 GMT
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EvilWhiteDragon wrote on Tue, 06 October 2009 09:39 DutchNeon wrote on Tue, 06 October 2009 01:38 Iran wrote on Mon, 05 October 2009 23:44 Is the neutral shell bug gonna be fixed? Because it's fun to use.

True.

It will be fixed. One shouldn't damage teammates with a bug. Friendly Fire is off for a reason. Goz, could you put this guy on our shared banlist please? Saves us having such a lamer in the servers.

Now, ask yourself the question why Jelly mods haven't banned me yet, while most of them know I use this "bug" quite often

Edit: Haven't read through this topic, nor most of the topics in this section, but are we also getting automatic reloaded pistols at the start of the map, and after deaths?

Subject: Re: Details of some of the features in 4.0
Posted by [Goztow](#) on Fri, 09 Oct 2009 17:28:33 GMT
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Yes.

Subject: Re: Details of some of the features in 4.0
Posted by [DutchNeon](#) on Fri, 09 Oct 2009 18:00:39 GMT
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Goztow wrote on Fri, 09 October 2009 19:28Yes.

Cool

Was a nuisance to reload your pistol each time, although it turns into a habit.

Subject: Re: Details of some of the features in 4.0
Posted by [Jerad2142](#) on Fri, 09 Oct 2009 18:10:43 GMT
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EvilWhiteDragon wrote on Tue, 06 October 2009 01:39DutchNeon wrote on Tue, 06 October 2009 01:38Iran wrote on Mon, 05 October 2009 23:44Is the neutral shell bug gonna be fixed? Because it's fun to use.

True.

It will be fixed. One shouldn't damage teammates with a bug. Friendly Fire is off for a reason. Goz, could you put this guy on our shared banlist please? Saves us having such a lamer in the servers.

Thats right! If you have the power use it! Smite those that disagree with you, if they don't think the same they shouldn't be allowed to play the games they paid for! Best part is that even if they all go and start bitching to EA nothing will come of it, because EA never does anything!

Subject: Re: Details of some of the features in 4.0
Posted by [Dover](#) on Fri, 09 Oct 2009 19:39:09 GMT
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Jerad Gray wrote on Fri, 09 October 2009 11:10EvilWhiteDragon wrote on Tue, 06 October 2009 01:39DutchNeon wrote on Tue, 06 October 2009 01:38Iran wrote on Mon, 05 October 2009 23:44Is the neutral shell bug gonna be fixed? Because it's fun to use.

True.

It will be fixed. One shouldn't damage teammates with a bug. Friendly Fire is off for a reason. Goz, could you put this guy on our shared banlist please? Saves us having such a lamer in the servers.

Thats right! If you have the power use it! Smite those that disagree with you, if they don't think the same they shouldn't be allowed to play the games they paid for! Best part is that even if they all go and start bitching to EA nothing will come of it, because EA never does anything!

This sounds like an endorsement to use hacks. ARE YOU A HACKER SIR HMM?

Subject: Re: Details of some of the features in 4.0
Posted by [Starbuzz](#) on Fri, 09 Oct 2009 20:29:09 GMT
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jonwil wrote on Tue, 06 October 2009 06:13 Prevent reloading if your clip is full

nice!

Subject: Re: Details of some of the features in 4.0
Posted by [Omar007](#) on Fri, 09 Oct 2009 20:37:26 GMT
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pawkyfox wrote on Fri, 09 October 2009 22:29 jonwil wrote on Tue, 06 October 2009 06:13 Prevent reloading if your clip is full

nice!

Awww if im bored or walking a long distance i like to reload for nothing ^^

Subject: Re: Details of some of the features in 4.0
Posted by [DutchNeon](#) on Fri, 09 Oct 2009 21:03:17 GMT
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Omar007 wrote on Fri, 09 October 2009 22:37 pawkyfox wrote on Fri, 09 October 2009 22:29 jonwil wrote on Tue, 06 October 2009 06:13 Prevent reloading if your clip is full

nice!

Awww if im bored or walking a long distance i like to reload for nothing ^^

Same. I tend to do that a lot when I'm sbh with my Laser Rifle or Pistol
