
Subject: ETA OF PATCH

Posted by [Hitman](#) on Wed, 06 Apr 2011 19:02:25 GMT

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this year yes or no

Subject: Re: ETA OF PATCH

Posted by [saberhawk](#) on Thu, 07 Apr 2011 00:41:42 GMT

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Signs are pointing to yes.

Subject: Re: ETA OF PATCH

Posted by [Nightma12](#) on Thu, 07 Apr 2011 00:43:14 GMT

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saberhawk wrote on Wed, 06 April 2011 17:41Signs are pointing to yes.

Only 8 months to go!

Subject: Re: ETA OF PATCH

Posted by [saberhawk](#) on Thu, 07 Apr 2011 00:49:31 GMT

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Nightma12 wrote on Wed, 06 April 2011 20:43saberhawk wrote on Wed, 06 April 2011 17:41Signs are pointing to yes.

Only 8 months to go!

The year isn't over until 23:59:59.999 on December 31st!

Toggle Spoiler!i'm actually hoping something with a .1 at the end will be done/released by then.

Subject: Re: ETA OF PATCH

Posted by [EvilWhiteDragon](#) on Thu, 07 Apr 2011 07:13:16 GMT

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saberhawk wrote on Thu, 07 April 2011 02:49Nightma12 wrote on Wed, 06 April 2011 20:43saberhawk wrote on Wed, 06 April 2011 17:41Signs are pointing to yes.

Only 8 months to go!

The year isn't over until 23:59:59.999 on December 31st!

Toggle SpoilerI'm actually hoping something with a .1 at the end will be done/released by then. lol.

Subject: Re: ETA OF PATCH

Posted by [Ox90](#) on Thu, 07 Apr 2011 08:26:45 GMT

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saberhawk wrote on Thu, 07 April 2011 02:49

The year isn't over until 23:59:59.999 on December 31st!

orly? @23:59:59.999 on December 31st the year still isn't over imho, there's still 1ms to go!

but anyways, is there still no `_public_` beta of scripts4.0/tt i could get my hands on? or did i just miss something?

"TT, Y U NO RELEASE PATCH?"

Subject: Re: ETA OF PATCH

Posted by [EvilWhiteDragon](#) on Thu, 07 Apr 2011 09:44:59 GMT

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Ox90 wrote on Thu, 07 April 2011 10:26saberhawk wrote on Thu, 07 April 2011 02:49

The year isn't over until 23:59:59.999 on December 31st!

orly? @23:59:59.999 on December 31st the year still isn't over imho, there's still 1ms to go!

but anyways, is there still no `_public_` beta of scripts4.0/tt i could get my hands on? or did i just miss something?

"TT, Y U NO RELEASE PATCH?"

Well, I guess that if there would be, it would be here somewhere. Have you looked?

Toggle SpoilerGood, because it's just not there, and personally I doubt it will be any time soon

Subject: Re: ETA OF PATCH
Posted by [kamuixmod](#) on Thu, 07 Apr 2011 13:34:40 GMT
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just a sidenote what is eta patch?

Subject: Re: ETA OF PATCH
Posted by [Spyder](#) on Thu, 07 Apr 2011 14:34:14 GMT
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kamuixmod wrote on Thu, 07 April 2011 15:34just a sidenote what is eta patch?

ETA = Estimated Time Awaited

Subject: Re: ETA OF PATCH
Posted by [KobraOps](#) on Thu, 07 Apr 2011 14:55:24 GMT
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0x90 wrote on Thu, 07 April 2011 01:26saberhawk wrote on Thu, 07 April 2011 02:49
The year isn't over until 23:59:59.999 on December 31st!

orly? @23:59:59.999 on December 31st the year still isn't over imho, there's still 1ms to go!

but anyways, is there still no `_public_` beta of scripts4.0/tt i could get my hands on? or did i just miss something?

"TT, Y U NO RELEASE PATCH?"

Your meme was only funny the first time, better luck next time.
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Subject: Re: ETA OF PATCH
Posted by [EvilWhiteDragon](#) on Thu, 07 Apr 2011 15:33:04 GMT
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Spyder wrote on Thu, 07 April 2011 16:34kamuixmod wrote on Thu, 07 April 2011 15:34just a sidenote what is eta patch?

ETA = Estimated Time Awaited
Estimate time to arrival.

Subject: Re: ETA OF PATCH
Posted by [HaTe](#) on Thu, 07 Apr 2011 18:22:21 GMT
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I thought it was of arrival. Renegade will be long dead before it's released anyway. People will still accuse others of cheating even after it's released either way. TT could care less about Renegade anymore imo....sure, they used to. Now it seems like there's maybe one or 2 people who even work on it more than once a month.

Subject: Re: ETA OF PATCH
Posted by [Jerad2142](#) on Thu, 07 Apr 2011 19:03:50 GMT
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HaTe wrote on Thu, 07 April 2011 12:22I thought it was of arrival. Renegade will be long dead before it's released anyway. People will still accuse others of cheating even after it's released either way. TT could care less about Renegade anymore imo....sure, they used to. Now it seems like there's maybe one or 2 people who even work on it more than once a month.
Player counts are about the same as they were last year, if TT releases this year it'll all be fine.

Subject: Re: ETA OF PATCH
Posted by [Spyder](#) on Thu, 07 Apr 2011 21:31:22 GMT
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EvilWhiteDragon wrote on Thu, 07 April 2011 17:33Spyder wrote on Thu, 07 April 2011 16:34kamuixmod wrote on Thu, 07 April 2011 15:34just a sidenote what is eta patch?

ETA = Estimated Time Awaited
Estimate time to arrival.

Sorry, my bad

Subject: Re: ETA OF PATCH
Posted by [HaTe](#) on Thu, 07 Apr 2011 21:39:50 GMT
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At this time last year, player counts were higher than they are now. There's only 1 server constantly with players in it, and that's jelly marathon. The rest are on and off for the most part. The less players, the less money donated per server, and then even less players.

Subject: Re: ETA OF PATCH
Posted by [EvilWhiteDragon](#) on Thu, 07 Apr 2011 21:42:53 GMT
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HaTe wrote on Thu, 07 April 2011 20:22I thought it was of arrival. Renegade will be long dead before it's released anyway. People will still accuse others of cheating even after it's released either way. TT could care less about Renegade anymore imo....sure, they used to. Now it seems like there's maybe one or 2 people who even work on it more than once a month. I can say that StealthEye and me are still interested in TT for Renegade, it's just that some other people seem to have other priorities or can't work without tight supervision.

Subject: Re: ETA OF PATCH
Posted by [HaTe](#) on Thu, 07 Apr 2011 22:32:11 GMT
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You two were the ones I was referring to actually. 2 people isn't enough to work on a patch this big, and that's why it hasn't yet been released, and imo, will not for a while still....Unless you have information stating otherwise?

Subject: Re: ETA OF PATCH
Posted by [Gen_Blacky](#) on Fri, 08 Apr 2011 00:42:31 GMT
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Spyder wrote on Thu, 07 April 2011 14:31EvilWhiteDragon wrote on Thu, 07 April 2011 17:33Spyder wrote on Thu, 07 April 2011 16:34kamuixmod wrote on Thu, 07 April 2011 15:34just a sidenote what is eta patch?

ETA = Estimated Time Awaited
Estimate time to arrival.

Sorry, my bad

No its Estimated time to Apocalypse

Subject: Re: ETA OF PATCH
Posted by [GEORGE ZIMMER](#) on Fri, 08 Apr 2011 01:02:18 GMT
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Gen_Blacky wrote on Thu, 07 April 2011 17:42Spyder wrote on Thu, 07 April 2011 14:31EvilWhiteDragon wrote on Thu, 07 April 2011 17:33Spyder wrote on Thu, 07 April 2011 16:34kamuixmod wrote on Thu, 07 April 2011 15:34just a sidenote what is eta patch?

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Sorry, my bad

No its Estimated time to Apocalypse

Rising

Subject: Re: ETA OF PATCH

Posted by [EvilWhiteDragon](#) on Fri, 08 Apr 2011 04:58:31 GMT

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GEORGE ZIMMER wrote on Fri, 08 April 2011 03:02Gen_Blacky wrote on Thu, 07 April 2011 17:42Spyder wrote on Thu, 07 April 2011 14:31EvilWhiteDragon wrote on Thu, 07 April 2011 17:33Spyder wrote on Thu, 07 April 2011 16:34kamuixmod wrote on Thu, 07 April 2011 15:34just a sidenote what is eta patch?

ETA = Estimated Time Awaited
Estimate time to arrival.

Sorry, my bad

No its Estimated time to Apocalypse

Rising

Depends on what comes first, apocalypse or TT.

Subject: Re: ETA OF PATCH

Posted by [Omar007](#) on Fri, 08 Apr 2011 11:53:48 GMT

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TT is the apocalypse OH NOES!

Subject: Re: ETA OF PATCH

Posted by [Goztow](#) on Fri, 08 Apr 2011 13:09:45 GMT

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Actually, TT is waiting for 0x90 to get bored and to get a real hobby before releasing TT.

Subject: Re: ETA OF PATCH
Posted by [jonwil](#) on Fri, 08 Apr 2011 15:15:53 GMT
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I can say that we have genuine issues preventing a release for Renegade, including a number of bugs that we need to fix.

One of the things we need is a mechanism to identify if your game files are bad (i.e. not matching official Renegade files) and if they are, back up the bad files and download correct files that will be read as valid by the anti-cheat (before anyone asks, we are still working on making Core Patch files valid for anti-cheat purposes and we havent decided exactly which files we need to mark as valid and which ones we don't)

Subject: Re: ETA OF PATCH
Posted by [Hitman](#) on Fri, 08 Apr 2011 15:29:19 GMT
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k next year it is

Subject: Re: ETA OF PATCH
Posted by [Spyder](#) on Fri, 08 Apr 2011 19:07:22 GMT
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jonwil wrote on Fri, 08 April 2011 17:15I can say that we have genuine issues preventing a release for Renegade, including a number of bugs that we need to fix.

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md5/sha1 hashes?

Subject: Re: ETA OF PATCH
Posted by [NACHO-ARG](#) on Sat, 09 Apr 2011 00:54:31 GMT
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Quote:I can say that we have genuine issues preventing a release for Renegade, including a number of bugs that we need to fix.

One of the things we need is a mechanism to identify if your game files are bad (i.e. not matching

official Renegade files) and if they are, back up the bad files and download correct files that will be read as valid by the anti-cheat (before anyone asks, we are still working on making Core Patch files valid for anti-cheat purposes and we havent decided exactly which files we need to mark as valid and which ones we don't)

i think one of the things that have be keeping ren alive all this years is the possibility of added customize skins and models replacement makeing the game look beter and also creating new cool files for the community, i dont know if you refer to this tipe of files but if you are, i think this could have a very negative inpact in the players base nuber, besides the most populate servers have a lot of active moderators constantly serching for cheaters and i think they do a good job, for example in jelly almost every day somebody get baned for make cheat.(sorry about my s...ing english writing)

PD: please take this has a constructive critic(i respect a lot your work)

Subject: Re: ETA OF PATCH
Posted by [halo2pac](#) on Sat, 09 Apr 2011 06:16:36 GMT
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I seriously check once a week every forum here to see how the community is doing and all you guys are doing is whining about when it should be done?

For f's sake.

Either grow a pair of C++ balls and help, or shut the hell up and go back to modding/playing.

I have 2..possibly 2.5 projects riding on 4.0, coding takes time.
I work for the #3 leading software company in the U.S. we have deadlines but also the company understands that coding is dynamic and TAKES TIME> so stfu.

Subject: Re: ETA OF PATCH
Posted by [Starbuzzz](#) on Sat, 09 Apr 2011 13:55:50 GMT
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THAT'S IT THEN. THE GAME IS DEAD. I UNINSTALLED RENEGADE AND AM NOW INSTALLING UT3 AND SOON WILL BE PLAYING REN-X LATER TODAY.

SO LONG SUCKAS!

edit: I REMOVED MY AVATAR AND WON'T BE COMING BACK.

Subject: Re: ETA OF PATCH
Posted by [Omar007](#) on Sat, 09 Apr 2011 16:02:17 GMT
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Starbuzz - LEFT wrote on Sat, 09 April 2011 15:55 THAT'S IT THEN. THE GAME IS DEAD. I UNINSTALLED RENEGADE AND AM NOW INSTALLING UT3 AND SOON WILL BE PLAYING REN-X LATER TODAY.

SO LONG SUCKAS!

edit: I REMOVED MY AVATAR AND WON'T BE COMING BACK.
I give you 1 day.
Nobody can stay away from Renegade

Subject: Re: ETA OF PATCH
Posted by [Hitman](#) on Sat, 09 Apr 2011 16:35:09 GMT
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this is a sad day for spoony

Subject: Re: ETA OF PATCH
Posted by [Crimson](#) on Sat, 09 Apr 2011 16:45:57 GMT
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Starbuzz - LEFT wrote on Sat, 09 April 2011 06:55 THAT'S IT THEN. THE GAME IS DEAD. I UNINSTALLED RENEGADE AND AM NOW INSTALLING UT3 AND SOON WILL BE PLAYING REN-X LATER TODAY.

SO LONG SUCKAS!

edit: I REMOVED MY AVATAR AND WON'T BE COMING BACK.

Dude, he REMOVED HIS AVATAR... that means he's SERIOUS!

Subject: Re: ETA OF PATCH
Posted by [nikki6ixx](#) on Sat, 09 Apr 2011 16:51:43 GMT
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Crimson wrote on Sat, 09 April 2011 09:45 Starbuzz - LEFT wrote on Sat, 09 April 2011 06:55 THAT'S IT THEN. THE GAME IS DEAD. I UNINSTALLED RENEGADE AND AM NOW INSTALLING UT3 AND SOON WILL BE PLAYING REN-X LATER TODAY.

SO LONG SUCKAS!

edit: I REMOVED MY AVATAR AND WON'T BE COMING BACK.

Dude, he REMOVED HIS AVATAR... that means he's SERIOUS!

Well, he was serious for just under three hours.

Toggle Spoiler

Subject: Re: ETA OF PATCH

Posted by [Starbuzz](#) on Sat, 09 Apr 2011 17:20:12 GMT

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sorry to disappoint, Hitman.

--

I suffered a rage attack today morning as a cheater at Jelly killed my Deadeye when I was inside Ref. Something must be done about these fucking clowns.

tbh though, I did dig out UT3 and installed Ren X. I am still a bit pissed off about today morning and it will take a few days before I feel like reinstalling this addictive POS cheat infested game.

The good news when I logged in with my main old nick is that I find my nick to be YELLOW!

Toggle Spoiler

Thanks to whoever did that as I did play for RF in a few commwars. That was very nice!

File Attachments

1) [lols!.jpg](#), downloaded 664 times

http://www.renegadeforums.com/index.php?t=index&rid=22731

File Edit View Favorites Tools Help

Command and Conquer X Hotmail - marcstarbuzz@...

WOLV GNO D

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Support, discussions, and suggestions for Game Patches

Other Products
Support for BRenBot, scripts.dll, rentools, LFDS Wrapper and WOLProxy.

Technical Support

Renegade Client
Having a problem with Renegade? Ask your question here, and fellow gamers will help you fix it!

Win32 FDS
Discussions and support for the Win32 FDS

Linux FDS
Discussions and support for the Linux FDS

Other
Need support for something unrelated to Renegade? Post here

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For Server Owners to talk about Server Owner things. Please send Goztow a private message to gain access!

Community Matches
A Place for Renegadeforum.com community match discussions. Please send Goztow a private message to gain access!

Hall of Fame - Threads that are so special they must be kept somewhere

Archived Forums - Forums which are no longer in use but are still accessible/searchable



Logged in users list [show what people are doing] [Today's Visitors]

There are 3 members(s), 0 invisible members and 373 guest(s) visiting this board. [Administrator] [Moderator] [CommWarriors] Starbuzz HaTe nikki6ix

Our users have posted a total of 438634 messages inside 29690 topics.
Most users ever online was 1100 on Sat, 02 April 2011 20:22

We have 9600 registered user(s).
The newest registered user is czubek19971997
Last message on the forum: Re: ETA OF PATCH

W O

Legend

New messages since last read No new messages since last read

Current 1

Subject: Re: ETA OF PATCH
Posted by [nikki6ixx](#) on Sat, 09 Apr 2011 17:21:07 GMT
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:/

Subject: Re: ETA OF PATCH
Posted by [Generalcamo](#) on Sat, 09 Apr 2011 17:41:11 GMT
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APOCALYPSE NOW:
http://www.apathbeyond.com/forum/index.php?showtopic=23838&st=105&#entry_446188

Subject: Re: ETA OF PATCH
Posted by [Spoony](#) on Sat, 09 Apr 2011 18:14:23 GMT
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Starbuzz wrote on Sat, 09 April 2011 10:20I suffered a rage attack today morning
i hereby add this phrase to the renegade terminology.

Subject: Re: ETA OF PATCH
Posted by [HaTe](#) on Sat, 09 Apr 2011 18:54:55 GMT
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earlier at today morning I played Renegade. Is that the correct usage?

Subject: Re: ETA OF PATCH
Posted by [Omar007](#) on Sat, 09 Apr 2011 22:22:14 GMT
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Starbuzz wrote on Sat, 09 April 2011 19:20The good news when I logged in with my main old nick
is that I find my nick to be YELLOW!
Welcome to the group fellow CommWarrior

Subject: Re: ETA OF PATCH
Posted by [Jamie or NuneGa](#) on Tue, 12 Apr 2011 20:38:42 GMT
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I heard from a top secret source who remains unnamed that TT is going to be released the day
after tomorrow!

Subject: Re: ETA OF PATCH
Posted by [a000clown](#) on Tue, 12 Apr 2011 20:52:42 GMT
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I heard it's going to be released the day after the day before the day after it's ready.

Subject: Re: ETA OF PATCH
Posted by [Spyder](#) on Tue, 12 Apr 2011 21:58:48 GMT
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I heard, from an extremely reliable source, that it will be released when it's done.

Subject: Re: ETA OF PATCH
Posted by [Gen_Blacky](#) on Tue, 12 Apr 2011 22:57:18 GMT
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Spyder wrote on Tue, 12 April 2011 14:58 I heard, from an extremely reliable source, that it will be released when it's done.

Your sources are wrong.

Subject: Re: ETA OF PATCH
Posted by [HaTe](#) on Tue, 12 Apr 2011 23:38:27 GMT
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Gen_Blacky wrote on Tue, 12 April 2011 15:57 Spyder wrote on Tue, 12 April 2011 14:58 I heard, from an extremely reliable source, that it will be released when it's done.

Your sources are wrong.

True. When it's done it will be tested for weeks/months. Then it will be video'd and screen shotted to mock everyone who does not have it. Then there there will be some huge glitch or issue found with it, and it will never be released. I'm usually right about these sort of predictions too.

Subject: Re: ETA OF PATCH
Posted by [NACHO-ARG](#) on Wed, 13 Apr 2011 05:49:00 GMT
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dont know if you guys know this cause i havent seen a post in the mod release forums that speak about it, but APB GAMA was released like 2 days ago and that mod uses scripts 4.0 soo i think scripts it has been already released in some way.

Subject: Re: ETA OF PATCH

Posted by [EvilWhiteDragon](#) on Wed, 13 Apr 2011 07:04:56 GMT

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NACHO-ARG wrote on Wed, 13 April 2011 07:49dont know if you guys know this cause i havent seen a post in the mod release forums that speak about it, but APB GAMA was released like 2 days ago and that mod uses scripts 4.0 soo i think scripts it has been already released in some way.

Shouldn't be hard to find out, do F8 then type in version in multiplayer practise or in a 1 player server.

Subject: Re: ETA OF PATCH

Posted by [Spyder](#) on Wed, 13 Apr 2011 07:21:23 GMT

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NACHO-ARG wrote on Wed, 13 April 2011 07:49dont know if you guys know this cause i havent seen a post in the mod release forums that speak about it, but APB GAMA was released like 2 days ago and that mod uses scripts 4.0 soo i think scripts it has been already released in some way.

If it does, I wonder if it would be possible to just grab the scripts and drop 'm in your ren folder and play ren with 4.0.

Subject: Re: ETA OF PATCH

Posted by [EvilWhiteDragon](#) on Wed, 13 Apr 2011 07:29:00 GMT

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If it does, I wonder if it would be possible to just grab the scripts and drop 'm in your ren folder and play ren with 4.0.

If it really is scripts 4.0 then yes, certainly.

Subject: Re: ETA OF PATCH

Posted by [saberhawk](#) on Wed, 13 Apr 2011 07:31:18 GMT

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Spyder wrote on Wed, 13 April 2011 03:21NACHO-ARG wrote on Wed, 13 April 2011 07:49dont know if you guys know this cause i havent seen a post in the mod release forums that speak about it, but APB GAMA was released like 2 days ago and that mod uses scripts 4.0 soo i think scripts it has been already released in some way.

If it does, I wonder if it would be possible to just grab the scripts and drop 'm in your ren folder and play ren with 4.0.

It does use scripts 4.0, but using that build of scripts 4.0 with anything besides APB Gamma is unsupported.

Subject: Re: ETA OF PATCH

Posted by [Spyder](#) on Wed, 13 Apr 2011 08:21:18 GMT

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Subject: Re: ETA OF PATCH

Posted by [EvilWhiteDragon](#) on Wed, 13 Apr 2011 08:44:30 GMT

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If it does, I wonder if it would be possible to just grab the scripts and drop 'm in your ren folder and play ren with 4.0.

It does use scripts 4.0, but using that build of scripts 4.0 with anything besides APB Gamma is unsupported.

Means as much as, we don't know if it does not work properly works with Renegade because no proper tests it's locked to APB and because of iffy AC.
Iffy AC as it currently requires very specific versions of the original Renegade files. That is, when

playing on a 4.0 server.

If I wouldn't be @ internship (or had working RDP access here)I would download Gamma and put an "unofficial" TT release together, because this is absolute rubbish.

Edit: Update because of new info.

Subject: Re: ETA OF PATCH

Posted by [jonwil](#) on Wed, 13 Apr 2011 15:21:37 GMT

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Some facts:

The build of scripts.dll APB has is deliberately locked to the APB mod to prevent its use with Renegade and with other mods (mostly because its not ready for Renegade use yet although I want to release for renegade just as much as you guys want it released)

The file-hash anti-cheat system we have implemented (the one which server owners can turn on and off) is based on comparing the hash (no I wont say what sort of hash algorithm we are using) of the file on the client with the hash of the file on the server.

To allow for the different language versions of renegade (and the fact that individual server owners may want to approve e.g. non-cheat 3rd party model replacements) we support an ini file called anticheat.ini which goes on the server and matches file-names to hashes. So if the client sends a hash matching one in anticheat.ini, its considered valid. There is also a tool called achash.exe that generates the hashes for anticheat.ini.

The tool I am working on at the moment though is something that will be run by the scripts 4.0 installer when you install 4.0. What it does is to use the official anticheat.ini (the one that contains all the hashes for all the different language versions of renegade) and checks important Renegade games files against those hashes. If the hashes don't match, the file is moved to a backup folder and the relevant file for your version of Renegade (English, French, German, whatever) will be downloaded from a TT server.

This tool will also identify if you are not running patch 1.037 and if you are not, will download some files and set some registry keys to correctly set up 1.037

Do note that there are other anti-cheat changes in scripts 4.0 (including a number of features ported across from BIATCH) and that all of the anti-cheat features previously handled by RenGuard are now covered by the new 4.0 anti-cheat.

Subject: Re: ETA OF PATCH

Posted by [Gen_Blacky](#) on Wed, 13 Apr 2011 22:06:26 GMT

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good stuff , I was hoping something like anticheat.ini would be implemented so owners can easily customize what files are allowed and what are not. This exactly what I wanted btw. Keep up the good work.

Subject: Re: ETA OF PATCH
Posted by [Ox90](#) on Sat, 16 Apr 2011 01:40:20 GMT
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"i installed a brand new, hardcore lock @ my home and i wont tell you what it is but: here, im gonna release a whole set of keys that would fit to my door and if thats not enough: here you got a negative so you can make your own keys for my door. BUT I WONT EFFIN TELL YOU WHAT LOCK IT IS!"

funny

Subject: Re: ETA OF PATCH
Posted by [Generalcamo](#) on Sat, 16 Apr 2011 03:22:22 GMT
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When is that guy getting banned?

Subject: Re: ETA OF PATCH
Posted by [Ox90](#) on Sat, 16 Apr 2011 03:31:12 GMT
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Generalcamo wrote on Sat, 16 April 2011 05:22When is that guy getting banned?

as soon as banging your mom is illegal i guess.
JK

Subject: Re: ETA OF PATCH
Posted by [halo2pac](#) on Sat, 16 Apr 2011 04:58:58 GMT
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Generalcamo wrote on Fri, 15 April 2011 23:22When is that guy getting banned?

As soon as you physically take his computer, most likely.
You might have to call his mom.

1 866 901 3825

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Subject: Re: ETA OF PATCH

Posted by [HaTe](#) on Sat, 16 Apr 2011 20:31:14 GMT

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0x90 wrote on Fri, 15 April 2011 18:40"i installed a brand new, hardcore lock @ my home and i wont tell you what it is but: here, im gonna release a whole set of keys that would fit to my door and if thats not enough: here you got a negative so you can make your own keys for my door. BUT I WONT EFFIN TELL YOU WHAT LOCK IT IS!"

funny

It was my understanding that said lock would not try to be unlocked by you, no matter what keys were given...? Unless i was misinformed?

Subject: Re: ETA OF PATCH

Posted by [Tunaman](#) on Sun, 17 Apr 2011 00:10:46 GMT

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HaTe wrote on Sat, 16 April 2011 16:310x90 wrote on Fri, 15 April 2011 18:40"i installed a brand new, hardcore lock @ my home and i wont tell you what it is but: here, im gonna release a whole set of keys that would fit to my door and if thats not enough: here you got a negative so you can make your own keys for my door. BUT I WONT EFFIN TELL YOU WHAT LOCK IT IS!"

funny

It was my understanding that said lock would not try to be unlocked by you, no matter what keys were given...? Unless i was misinformed?

To be honest, I've never heard of a lock that tried to be unlocked by someone, lol. But that's kind of besides my point.

jonwil basically just described how his lock works.. which happens to be a pretty common type of lock, so an experienced locksmith wouldn't have much difficulty getting past it.

analogies are weird

Subject: Re: ETA OF PATCH

Posted by [HaTe](#) on Sun, 17 Apr 2011 00:23:04 GMT

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Quote:To be honest, I've never heard of a lock that tried to be unlocked by someone

Sorry, I'm not following...?

Subject: Re: ETA OF PATCH
Posted by [halo2pac](#) on Sun, 17 Apr 2011 05:57:00 GMT
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For those who didnt get that analogy ... any body with a good disassembler and knowledge of cracking applications can unlock it. Since, the dll is locked to specific applications - namely APB / reborn Server.dat.

Though the only 3 people I can think of who can do such a feat would be JNZ, hex, and fairly likely 0x90.
As for me ... i'm waiting - AS SHOULD YOU. Go out side, get a job, do something constructive while you wait. I am. I'm getting a degree and working for a programming company. (also Rene-Buddy/RenX when I can).

Just let it go guys. All the programmers know how long it takes to code extensive modules and applications... Those who just play the game get a little impatient yet have no idea how long things like this take - try it for your self?

Subject: Re: ETA OF PATCH
Posted by [halo2pac](#) on Sun, 17 Apr 2011 22:01:42 GMT
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grant89uk wrote on Sun, 17 April 2011 12:16FUCK THE POLICE
I don't get it.

Subject: Re: ETA OF PATCH
Posted by [Distrbd21](#) on Mon, 18 Apr 2011 06:19:03 GMT
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0x90 wrote on Fri, 15 April 2011 20:40"i installed a brand new, hardcore lock @ my home and i wont tell you what it is but: here, im gonna release a whole set of keys that would fit to my door and if thats not enough: here you got a negative so you can make your own keys for my door. BUT I WONT EFFIN TELL YOU WHAT LOCK IT IS!"

funny

and the sad part is he will make a new aimbot for renegade even though its pretty much dead as it is...

Subject: Re: ETA OF PATCH
Posted by [robbyke](#) on Wed, 11 May 2011 14:56:28 GMT
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Rule number 1 in a gamers manual:

if you cant win try to cheat
if you cant cheat rage quit

those who dont live by this rule are officially grown up gamers

rule number in grown up gamers manual:

don't cheat only children do that

Subject: Re: ETA OF PATCH

Posted by [ChewML](#) on Sun, 22 May 2011 16:31:02 GMT

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Yea, I am late to this party... don't keep up on much here anymore.

Logically the year will never end, if you believe in the arrow never hits the target crap. Too bad those assholes never let you shoot an arrow at them though.

I just leave that random thought here, some will understand...

Subject: Re: ETA OF PATCH

Posted by [renalpha](#) on Sun, 21 Aug 2011 21:47:35 GMT

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halo2pac wrote on Sat, 16 April 2011 06:58Generalcamo wrote on Fri, 15 April 2011 23:22When is that guy getting banned?

As soon as you physically take his computer, most likely.
You might have to call his mom.

1 866 901 3825

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that girl is candy. i want to do her.

Subject: Re: ETA OF PATCH

Posted by [iRANian](#) on Sun, 21 Aug 2011 22:37:04 GMT

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THANKS FOR THE INFO

Subject: Re: ETA OF PATCH
Posted by [halo2pac](#) on Mon, 22 Aug 2011 04:21:54 GMT
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renalpha wrote on Sun, 21 August 2011 17:47that girl is candy. i want to do her.

lol shes probably got 3 kids in a trailer by now cause some guy from da internets got to her before you.

also, whats with the random reply? you might as well have said "IS IT DONE YET DAD".

Subject: Re: ETA OF PATCH
Posted by [Tunaman](#) on Mon, 22 Aug 2011 04:51:57 GMT
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Hitman wrote on Wed, 06 April 2011 15:02this year yes or no

figure it may be worth asking again

Subject: Re: ETA OF PATCH
Posted by [jonwil](#) on Mon, 22 Aug 2011 05:08:20 GMT
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I can tell you that we are working on 4.0 as fast as we can and that we will release it when we have fixed the bugs and are satisfied that it is stable and bug free enough for a release.

I want 4.0 out as much as everyone but asking about the release date will not help get it out any faster.

Subject: Re: ETA OF PATCH
Posted by [Spyder](#) on Mon, 22 Aug 2011 09:18:24 GMT
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We won't have it before the 2012 apocalypse. Maybe in the afterlife.

Subject: Re: ETA OF PATCH
Posted by [Goztow](#) on Mon, 22 Aug 2011 10:47:28 GMT
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Tunaman wrote on Mon, 22 August 2011 06:51Hitman wrote on Wed, 06 April 2011 15:02this year yes or no

figure it may be worth asking again

I can't speak for TT, as I'm not part of their team, but I have a good feeling about a public beta this year .

Subject: Re: ETA OF PATCH

Posted by [Tunaman](#) on Wed, 24 Aug 2011 01:19:27 GMT

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jonwil wrote on Mon, 22 August 2011 01:08I can tell you that we are working on 4.0 as fast as we can and that we will release it when we have fixed the bugs and are satisfied that it is stable and bug free enough for a release.

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Yeah, I realize and I applaud your efforts in working on this project. Thanks.

I was just curious if you considered it close, although I do realize that other things may come up. Is there actually a way that I can help?(being serious here, that could sound rude but that's not my intention)

Subject: Re: ETA OF PATCH

Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 05:41:06 GMT

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Judging from what I see as a tester, it's running really well. Bugs are fixed quickly. New functionality is added. I would not be surprised if we had a release within two months.

Subject: Re: ETA OF PATCH

Posted by [Gohax](#) on Wed, 24 Aug 2011 06:52:29 GMT

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Aircraftkiller wrote on Tue, 23 August 2011 22:41Judging from what I see as a tester, it's running really well. Bugs are fixed quickly. New functionality is added. I would not be surprised if we had a release within two months.

Best thing I've seen in this forum. Hopefully it's true.

Subject: Re: ETA OF PATCH

Posted by [Goztow](#) on Wed, 24 Aug 2011 07:10:07 GMT

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Tunaman wrote on Wed, 24 August 2011 03:19jonwil wrote on Mon, 22 August 2011 01:08I can tell you that we are working on 4.0 as fast as we can and that we will release it when we have fixed the bugs and are satisfied that it is stable and bug free enough for a release.

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You could sign up as a private beta tester, though I'm unsure on what criteria candidates are judged.

Subject: Re: ETA OF PATCH

Posted by [Jerad2142](#) on Wed, 31 Aug 2011 20:43:20 GMT

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Goztow wrote on Wed, 24 August 2011 01:10Tunaman wrote on Wed, 24 August 2011 03:19jonwil wrote on Mon, 22 August 2011 01:08I can tell you that we are working on 4.0 as fast as we can and that we will release it when we have fixed the bugs and are satisfied that it is stable and bug free enough for a release.

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And where do we sign up exactly?

Subject: Re: ETA OF PATCH

Posted by [Caveman](#) on Wed, 31 Aug 2011 21:09:06 GMT

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Jerad Gray wrote on Wed, 31 August 2011 21:43Goztow wrote on Wed, 24 August 2011 01:10Tunaman wrote on Wed, 24 August 2011 03:19jonwil wrote on Mon, 22 August 2011 01:08I can tell you that we are working on 4.0 as fast as we can and that we will release it when we have fixed the bugs and are satisfied that it is stable and bug free enough for a release.

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You could sign up as a private beta tester, though I'm unsure on what criteria candidates are judged.
And where do we sign up exactly?

PM Zunnie.

Subject: Re: ETA OF PATCH
Posted by [EvilWhiteDragon](#) on Wed, 31 Aug 2011 23:26:30 GMT
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Or me, or JW...

Edit:
Although you could be wasting your time.

Subject: Re: ETA OF PATCH
Posted by [Jerad2142](#) on Thu, 01 Sep 2011 03:17:01 GMT
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EvilWhiteDragon wrote on Wed, 31 August 2011 17:26Or me, or JW...

Edit:
Although you could be wasting your time.
Yeah I'll just save my 4.0 Testing time for Rp2 I suppose.

Subject: Re: ETA OF PATCH
Posted by [Goztow](#) on Thu, 01 Sep 2011 06:07:49 GMT
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I think what he meant is that you may as well wait for the public beta now.

Subject: Re: ETA OF PATCH
Posted by [EvilWhiteDragon](#) on Thu, 08 Sep 2011 12:53:37 GMT
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NOW!

Subject: Re: ETA OF PATCH
Posted by [Prulez](#) on Thu, 08 Sep 2011 20:39:44 GMT
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WHERE DO I SIGN UP???

Subject: Re: ETA OF PATCH
Posted by [halo2pac](#) on Fri, 09 Sep 2011 00:07:47 GMT
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its public beta.
<http://www.tiberiantechologies.org/downloads>

Subject: Re: ETA OF PATCH
Posted by [Prulez](#) on Sat, 10 Sep 2011 07:16:17 GMT
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halo2pac wrote on Fri, 09 September 2011 02:07:its public beta.
<http://www.tiberiantechologies.org/downloads>
