
Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Aircraftkiller](#) on Fri, 16 Apr 2004 02:44:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, this works in MP. Tried it with mac just a few minutes ago.

It's totally server-side right now.

FPS is because of taking a few too many screenshots in a short period of time.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Griever92](#) on Fri, 16 Apr 2004 02:48:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

very nice

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Majiin Vegeta](#) on Fri, 16 Apr 2004 02:50:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

w00t can't wait for the sound

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [xptek_disabled](#) on Fri, 16 Apr 2004 02:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice

Will the be implimented as scripts.dll, objects.ddb, or....

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Try_lee](#) on Fri, 16 Apr 2004 03:02:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it's a scripts.dll thing, now if only they can get the SBH to scream when it dies

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [cowmisfit](#) on Fri, 16 Apr 2004 03:03:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

thats awesome

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [xptek_disabled](#) on Fri, 16 Apr 2004 03:06:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Vehicle destruction animations would be nice too

Probably is possible if this is.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [drunkill](#) on Fri, 16 Apr 2004 03:37:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

hehe cool, thats good.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [SS217](#) on Fri, 16 Apr 2004 04:28:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Vehicle destruction animations are already on Black-Cell servers.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [YSLMuffins](#) on Fri, 16 Apr 2004 04:29:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Try_leel think it's a scripts.dll thing, now if only they can get the SBH to scream when it dies

That's happened to me quite occasionally, and I wasn't even the host. :-\

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Blazer](#) on Fri, 16 Apr 2004 04:39:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes a lot of things are possible, just wait and see what we fix next

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [z310](#) on Fri, 16 Apr 2004 04:52:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

kwel

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Aircraftkiller](#) on Fri, 16 Apr 2004 05:34:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

SS217Vehicle destruction animations are already on Black-Cell servers.

Except they'll actually be on other servers, not just Black Cell.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [NHJ BV](#) on Fri, 16 Apr 2004 08:21:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Neat

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Nightma12](#) on Fri, 16 Apr 2004 09:14:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Majiin Vegeta](#) on Fri, 16 Apr 2004 11:15:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

YSLMuffinsTry_leel think it's a scripts.dll thing, now if only they can get the SBH to scream when it dies

That's happened to me quite occasionally, and I wasn't even the host. :-\

my charcter always screams when im planting a beacon and i am killed

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Deactivated](#) on Fri, 16 Apr 2004 11:21:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, have you noticed that the Chem Warrior and Flame troop don't have an explosion in online games?

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [MrBob](#) on Fri, 16 Apr 2004 12:23:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow, I never noticed that this stuff wasn't in MP. Probably because I haven't touched Renegade for about 6 months.

Keep the work up!

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [dommafia](#) on Fri, 16 Apr 2004 13:52:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

what servers are running the obelisk charge up? or is it not out yet

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Dante](#) on Fri, 16 Apr 2004 16:33:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlazerYes a lot of things are possible, just wait and see what we fix next

just don't take a couple months do it, people lose interest fast

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [z310](#) on Fri, 16 Apr 2004 17:04:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

i wish i knew how to do stuff like that... are there tutorials or something???

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [npsmith82](#) on Fri, 16 Apr 2004 19:29:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Will the firing warm-up bug be fixed too?

In single player, you step out, it charges, you hide. If you pop your head back out again it will need to do a 2 second recharge again before firing.

In multiplayer, you step out, it "charges", you hide. If you pop your head back out again, it'll zap you without recharging at all (unless you wait nearly 20 seconds or so for it to lose interest).

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Creed3020](#) on Fri, 16 Apr 2004 19:50:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerSS217Vehicle destruction animations are already on Black-Cell servers.

Except they'll actually be on other servers, not just Black Cell.

Excactly. Called sharing.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Javaxcx](#) on Fri, 16 Apr 2004 19:58:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've got a question:

What about the (I assume it's a glitch) when you evade the Obelisk's fire by taking cover while it charges up, then you wait for it to tone down, step out, and promptly get blasted?

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [z310](#) on Fri, 16 Apr 2004 21:41:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

that would be alot better

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Phoenix - Aeon](#) on Sat, 17 Apr 2004 00:25:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:(unless you wait nearly 20 seconds or so for it to lose interest).
lol, I love the idea of an OL getting "bored"

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [cmdr1337](#) on Sat, 17 Apr 2004 00:55:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerSS217Vehicle destruction animations are already on Black-Cell servers.Except they'll actually be on other servers, not just Black Cell.
Except they are; hazteam & twa servers.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 01:00:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

WOWZOR!

That's a total of three server groups out of a LOT more than those three!

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [xptek_disabled](#) on Sat, 17 Apr 2004 01:02:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, it'll be nice for servers besides the BC cronniees to have some nice additions to gameplay.
Now we need some dynamic weather

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [cmdr1337](#) on Sat, 17 Apr 2004 01:05:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

cronniees? if you didn't fight with them all the time and just asked..

:rolleyes:

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [xptek_disabled](#) on Sat, 17 Apr 2004 01:07:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I did ask, they said no.. so I'm counting on BHS for some nice stuff.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 01:08:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

They refuse to do anything but sit in their little hidey-holes and copy everything done by BR\RenGuard\n00bstories.

So it's pointless to ask.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Scrumfy](#) on Sat, 17 Apr 2004 01:39:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerThey refuse to do anything but sit in their little hidey-holes and copy everything done by BR\RenGuard\n00bstories.

So it's pointless to ask.

Well that makes a whole heap of sense, since we have all the features...And you have an obelisk animation. We sure copied you and your nonexistent server-side mods... :rolleyes:

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [xptek_disabled](#) on Sat, 17 Apr 2004 01:42:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

We'll get there, eventually.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Scrumfy](#) on Sat, 17 Apr 2004 01:47:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

xptekWe'll get there, eventually.

Maybe...But the point was that ACK's accusations are again false and baseless. What's new...

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [cmdr1337](#) on Sat, 17 Apr 2004 01:53:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

..Not to mention DragonServ was the first to have an IRC interface, an identify feature to stop moderator impersonation, the first working poll/vote system. I would go on, but arguing with ACK is like arguing with a child.. You can't win unless you give in.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [npsmith82](#) on Sat, 17 Apr 2004 02:07:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Javaxcxl've got a question:

What about the (I assume it's a glitch) when you evade the Obelisk's fire by taking cover while it charges up, then you wait for it to tone down, step out, and promptly get blasted? How about you give a question, that hasn't already been asked 29 minutes earlier? :rolleyes::wink:

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 02:50:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, most of that was done first by BR, and none of it would have been possible had Blazer not lobbied Steve Tall to get log output from the FDS enabled.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [Crimson](#) on Sat, 17 Apr 2004 21:07:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

GameBot was the first to have an IRC relay of game messages. msgtpain's Gamebot beat DS by at least a month and a half.

And as ACK said, none of this would have been possible if not for Blazer lobbying WS to add console logging in an FDS release.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [cowmisfit](#) on Sat, 17 Apr 2004 21:55:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

This rules, It makes an awesome sound.

Subject: Black Hand Studios Presents Working Obelisk Charge-up
Posted by [cmdr1337](#) on Sat, 17 Apr 2004 23:08:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimsonas ACK said, none of this would have been possible if not for Blazer lobbying WS to add console logging in an FDS release.

Not debating that fact. Everyone that hosts on WOL benefits from that, but what the hell does that have to do with false accusations that Black-Cell copies BR/NS/ect.

If building a tool to moderate ones server effectively because the third party publically released tool by another isn't up for the job, wouldn't BRenBot be the same? ones made by Dante (BR.net), the other is by Blazer.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Crimson](#) on Sat, 17 Apr 2004 23:11:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

It would be difficult to find exact timelines, but as Blazer was developing BRenBot, mere hours after he added a feature, the same feature would appear on DS. Many people saw it.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Scrumfy](#) on Sun, 18 Apr 2004 02:52:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

CrimsonIt would be difficult to find exact timelines, but as Blazer was developing BRenBot, mere hours after he added a feature, the same feature would appear on DS. Many people saw it.

Who cares who made an interface first? Besides, if you want to argue, I could say that you're all copying us now by trying to create server-side mods using scripts.dll...Oh look, you're even copying destroyed vehicles! Then again, I don't really care either...Have fun gloating about creating the first, second, whatever, version of an IRC interface.

"WOWZOR!"

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Crimson](#) on Sun, 18 Apr 2004 10:16:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually I'm not... because I am not msgtpain and had no hand in creating GameBot... What sort of glory is there for me in saying that GameBot came first?

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Blazer](#) on Sun, 18 Apr 2004 13:47:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

xptekYeah, it'll be nice for servers besides the BC cronniees to have some nice additions to gameplay. Now we need some dynamic weather

Dynamic weather as well as all the other stuff BC does is easy to do (btw dynamic weather is in jonwils scripts.dll 1.6), and always has been...just nobody thought to try tinkering with server side scripts.dll stuff until vlokbtoky did. There is lots of things that can be done there, as witnessed on the BC servers.

However, adding bells and whistles is not our primary goal. Our current primary goal besides RenGuard is fixing the various bugs in Renegade. The obelisk glow/charge and Emoticons are just the first that we tackled. Look for more fixes soon.

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Brutus](#) on Sun, 18 Apr 2004 14:58:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Emoticons?

Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [xptek_disabled](#) on Sun, 18 Apr 2004 15:12:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

BrutusEmoticons?

The little symbols that show over soldiers heads when they're spamming "OMG LEIK BUILDING NEEDZ REPAIR".

Quote:Dynamic weather as well as all the other stuff BC does is easy to do (btw dynamic weather is in jonwils scripts.dll 1.6), and always has been...just nobody thought to try tinkering with server side scripts.dll stuff until vloktboky did. There is lots of things that can be done there, as witnessed on the BC servers.

Hmm... I'm going to have to look into implementing it.. it adds a little to the gameplay.
