Subject: Renegade Resurrection 1.0 alpha test
Posted by Yrr on Fri, 30 Nov 2007 14:01:01 GMT
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Hello together!

I'm working hard on Renegade Resurrection and completely rewrote the source code. It will still take much time to release 1.0 and I offer you to participate in the alpha test. You can track development and stay up-to-date by using the new AutoUpdate feature.

If you don't yet know Renegade Resurrection, you can find a list of previously implemented features and bugfixes here.

New changes are for example:The source code and RR netcode was rewritten completely.
AutoUpdate for windows client and server (the server does still need user interaction to accept the update, this will be fixed before release)
FireRate cheat detection (does still but rarely cause false positives through lag - I'm working on it)
(so long, the detection does not kick any players and does not affect gameplay. it simply outputs the detection to console)
bugfixes: obelisk walk (server side), purchase terminal bug after connection loss (client side), maps can now be added without having to restart, ...
for modders: if you enable revivable buildings in configuration, buildings will not go below 0.5 hp for non-RR clients, so that you can revive the building server-side by attaching the RR_ReviveBuilding script:
Commands->Attach_Script (building, "RR_ReviveBuilding");
(detailed changelog follows)
(other features follow)

Info: The spectator mode is not yet available.

Submit bugs and suggestions to Resurrection Forums.

Download: www.icefinch.net

A public server using latest RR 1.0 alpha:
 - Renegade Community Marathon
 - Game address: 87.118.118.234:4200
 - GameSpy/ASE address: 87.118.118.234:25302

Greetings,
 Yrr