Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Wed, 13 Oct 2004 16:13:08 GMT

Beta Release of RenRevolver

I am releasing my work as of now, in hopes of some people wanting to join me and help with the mod. Its playable, but not very good yet.

play maps:

Desert Town, Test1 and Bridge.

Neither are real maps, just ones i put together for this release. Also health settings arent "True" yet. Like the bridges fall in three shots....

http://www.dr-oblivion.com/RenRev.exe 73.8 Mb

****
If you have problems with myfile copier, then simply Copy all the files in your Renegade Dir (Not the folders) and paste them in your RenRevolver Folder.
****

Subject: Beta Release, RenRevolver
Posted by Doitle on Wed, 13 Oct 2004 20:29:44 GMT

Downloading as we type. I look forward to seeing it.

Subject: Beta Release, RenRevolver
Posted by Doitle on Wed, 13 Oct 2004 20:34:51 GMT

Hmm I can't seem to get it working. I got the setup, it did it's thing. A window popped up asking for my Renegade Dir, so I sent it to C:/Westwood/Renegade/

It popped up something else that ran through all the files, said Install Complete and added a Ren Revolver link to my desktop. The link doesn't work, and I can't find anything in my renegade folder or anywhere that shows it even put anything in.

Subject: Beta Release, RenRevolver
Posted by Toolstyle on Wed, 13 Oct 2004 21:42:32 GMT
View Forum Message <> Reply to Message

Doesn't work for me either, it says it can't find Renegade.exe and tells me to insert the disk even though it is already in.

Subject: Beta Release, RenRevolver
Posted by Slash0x on Wed, 13 Oct 2004 23:49:25 GMT
View Forum Message <> Reply to Message

I recommend zipping it. Direct exes have weird glitches over the internet sometimes...

Subject: Beta Release, RenRevolver
Posted by glyde51 on Wed, 13 Oct 2004 23:50:56 GMT
View Forum Message <> Reply to Message

You need to go into the Revolver directory and use game.exe/game.exe 2 to make it work. The other one on the destktop doesn't work. Also, the AD keys don't seem to work.

Needs work, but that's why it a beta, I like it!

Subject: Beta Release, RenRevolver
Posted by Doitle on Thu, 14 Oct 2004 00:27:44 GMT
View Forum Message <> Reply to Message

I got it working and am hosting a server for it right now for a while! Me and Ex Death are in here shooting it up right now. If you can't get it to straife or jump, change the key settings. When you install it it changes the key binds. Come on in and shoot it up!

Subject: Beta Release, RenRevolver
Posted by Vitaminous on Thu, 14 Oct 2004 20:35:04 GMT
View Forum Message <> Reply to Message

Looks more like a pre-alpha than a beta to me...

You can do better than that. :0

Subject: Beta Release, RenRevolver
Posted by Doitle on Thu, 14 Oct 2004 20:43:52 GMT
View Forum Message <> Reply to Message

Oblivion if you want any help, hit me up. I really liked this beta even though its a tad crude. I will gladly help. After playing I got inspired and modeled this 1851 Colt Navy. If you want it, I'll give you it for the mod when it's finished up and textured.

Subject: Beta Release, RenRevolver
Posted by WNxCABAL on Thu, 14 Oct 2004 21:36:39 GMT
View Forum Message <> Reply to Message

im having trouble getting it to load...

Subject: Beta Release, RenRevolver
Posted by Sanada78 on Thu, 14 Oct 2004 23:39:42 GMT
View Forum Message <> Reply to Message

My Ren install is now fooked. I can't even install it again because the same problem with the text not appearing is still there.

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Fri, 15 Oct 2004 04:53:12 GMT
View Forum Message <> Reply to Message

Yeah it still needs lots of work. sorry if it messed up your system but, it shouldnt. My installer should of made: C:\Westwood\Renegade\RenRevolver

Then extracted the Data folder into that dir.

Then my File Copier pops up (Made in Visual Basic) And copies everything in your renegade folder (i.e) Game.exe

So if the Program didnt work, just copy everything in your renegade folder (Not data Folder) and should run.

****
That is a great picture you made there, though i have to say, thats renegades A.i., so thats not my

---

fault

Plus i was never tallented in the first place, and i made this mod on my own. I will take any help anyones got. I dont know if you noticed but it has alot of interactive scenery. Suc has that tree you can shoot down to cross the canyon. This mod will have SinglePlayer Levels.

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Fri, 15 Oct 2004 04:57:34 GMT
View Forum Message <> Reply to Message

Sanada78

My Ren install is now fooked. I can't even install it again because the same problem with the text not appearing is still there.

Sorry about that, but i dont think its possible with my installation. All that below is every line of code. It doesnt really do anything that can cause that.

```
Private Type BrowseInfo
    hWndOwner As Long
    pIDLRoot As Long
    pszDisplayName As Long
    lpszTitle As Long
    ulFlags As Long
    lpfnCallback As Long
    lParam As Long
    iImage As Long
End Type
Const BIF_RETURNONLYFSDIRS = 1
Const MAX_PATH = 260
Private Declare Sub CoTaskMemFree Lib "ole32.dll" (ByVal hMem As Long)
Private Declare Function lstrcat Lib "kernel32" Alias "lstrcatA" (ByVal lpString1 As String, ByVal lpString2 As String) As Long
Private Declare Function SHBrowseForFolder Lib "shell32" (lpbi As BrowseInfo) As Long
Private Declare Function SHGetPathFromIDList Lib "shell32" (ByVal pidList As Long, ByVal lpBuffer As String) As Long

Private Sub Command1_Click()
If Command1.Caption = "Start Install" Then
Timer1.Enabled = True
Command1.Caption = "Stop"
Else
Timer1.Enabled = False
End If
End Sub
```

```vb
Private Sub Form_Load()
MsgBox "Please Select your Renegade Folder"
 Dim iNull As Integer, lpIDList As Long, lResult As Long
    Dim sPath As String, udtBI As BrowseInfo

    With udtBI
        'Set the owner window
        .hWndOwner = Me.hWnd
        'lstrcat appends the two strings and returns the memory address
        .lpszTitle = lstrcat("C:\", "")
        'Return only if the user selected a directory
        .ulFlags = BIF_RETURNONLYFSDIRS
    End With

    'Show the 'Browse for folder' dialog
    lpIDList = SHBrowseForFolder(udtBI)
    If lpIDList Then
        sPath = String$(MAX_PATH, 0)
        'Get the path from the IDList
        SHGetPathFromIDList lpIDList, sPath
        'free the block of memory
        CoTaskMemFree lpIDList
        iNull = InStr(sPath, vbNullChar)
        If iNull Then
            sPath = Left$(sPath, iNull - 1)
        End If
    End If

    File1.Path = sPath
    Text3 = sPath
    On Error Resume Next
    MkDir (Text3 & "\RenRevolver")
End Sub

Private Sub Timer1_Timer()
On Error Resume Next
File1.ListIndex = Text2
Text1 = File1.ListCount - 1
Text2 = File1.ListIndex
If Text1 = Text2 Then
MsgBox "Install Complete"
End
Else
Text2 = Val(Text2) + 1
FileCopy Text3 & "\" & File1, Text3 & "\RenRevolver\" & File1
End If
End Sub
```

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Fri, 15 Oct 2004 04:59:37 GMT
View Forum Message <> Reply to Message

DoitleOblivion if you want any help, hit me up. I really liked this beta even though its a tad crude. I will gladly help. After playing I got inspired and modeled this 1851 Colt Navy. If you want it, I'll give you it for the mod when it's finished up and textured.

Thats great, thank you, Hard to find any good help these days

---

Subject: Beta Release, RenRevolver
Posted by Ferhago on Fri, 15 Oct 2004 10:24:21 GMT
View Forum Message <> Reply to Message

Aprime just about summed it up. Kudos to you that had me laughing my ass off

---

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Fri, 15 Oct 2004 10:32:53 GMT
View Forum Message <> Reply to Message

Everything but the texture quality, and missing sun glare effect is westwood. it has nothing to do with my mod. The A.I. was westwood. The shadows are Westwood. The "Quick Sand" is westwood. The camera angles are westwood.

Subject: Beta Release, RenRevolver
Posted by WNxCABAL on Fri, 15 Oct 2004 12:00:22 GMT
View Forum Message <> Reply to Message

Any idea why mine crashes on map load?

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Fri, 15 Oct 2004 13:06:41 GMT
View Forum Message <> Reply to Message

no idea, works on all of my computers here. try filemon.

http://www.sysinternals.com/ntw2k/source/filemon.shtml

set it to Game.exe and it will tell you what its trying to load.

Subject: Beta Release, RenRevolver
Posted by Sanada78 on Fri, 15 Oct 2004 17:05:33 GMT
View Forum Message <> Reply to Message

Everything seems to be okay now after I restarted the computer.

Subject: Beta Release, RenRevolver
Posted by Vitaminous on Fri, 15 Oct 2004 21:31:29 GMT
View Forum Message <> Reply to Message

oblivion165Everything but the texture quality, and missing sun glare effect is westwood. it has nothing to do with my mod. The A.I. was westwood. The shadows are Westwood. The "Quick Sand" is westwood. The camera angles are westwood.

No, you placed the spawn points, you forgot the add the sun's texture/model (not sure on that one), you made the buildings too small for the 3rd person camera view, and you used their A.I.

Subject: Beta Release, RenRevolver
Posted by htmlgod on Fri, 15 Oct 2004 21:43:16 GMT
View Forum Message <> Reply to Message

oblivion165Everything but the texture quality, and missing sun glare effect is westwood. it has nothing to do with my mod. The A.I. was westwood. The shadows are Westwood. The "Quick Sand" is westwood. The camera angles are westwood.

Don't get me wrong, because I played your miniature mod and found it to be not only original, but also moderately interesting, if not terribly well made. But isn't one of the most crucial jobs of the modder, in making his or her project, to work to correct some of the problems in the game with which they're working? And if your answer to that was no, then you still suck, because the few things that you did do - gun model and texture, character model modifications, and maps, were pretty poorly done.

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Fri, 15 Oct 2004 22:24:44 GMT
View Forum Message <> Reply to Message

Aprimeoblivion165Everything but the texture quality, and missing sun glare effect is westwood. it has nothing to do with my mod. The A.I. was westwood. The shadows are Westwood. The "Quick Sand" is westwood. The camera angles are westwood.

No, you placed the spawn points, you forgot the add the sun's texture/model (not sure on that one), you made the buildings too small for the 3rd person camera view, and you used their A.I.

Spawn points are not my concern, they do what their supposed to. I cant make the building 30

---

feet tall for 3rd person. And yes i used their a.i.

Yes i forgot about the Lense Glare Texture. Fixed it. I also am looking for help on this mod. Im not patient enough to make qualtiy

(I.E.) I followed the tutorial on Renhelp for Gun animations and such, 1000 times, never works.

Subject: Beta Release, RenRevolver
Posted by htmlgod on Sat, 16 Oct 2004 15:24:19 GMT
View Forum Message <> Reply to Message

If you're not patient enough to make quality, you're in the wrong business. Go to china and make happy meal toys for McDonalds. There is no point in producing something like this unless you're going to do it well. If you spend all your time and do something for public release, what is the point if it does not assert an opinion or give people pleasure?

I guess this does not necessarily apply to Reborn, since they were led by AoD, who said "I dont give a shit about the opinion of the Renegade community; I only care about the opinion of Reborn members." So yeah, unless you're like AoD, who makes mods only for the pleasure of the mod team, you're gonna want to do this with as much quality as possible.

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Sat, 16 Oct 2004 19:38:53 GMT
View Forum Message <> Reply to Message

htmlgodIf you're not patient enough to make quality, you're in the wrong business. Go to china and make happy meal toys for McDonalds. There is no point in producing something like this unless you're going to do it well. If you spend all your time and do something for public release, what is the point if it does not assert an opinion or give people pleasure?

I guess this does not necessarily apply to Reborn, since they were led by AoD, who said "I dont give a shit about the opinion of the Renegade community; I only care about the opinion of Reborn members." So yeah, unless you're like AoD, who makes mods only for the pleasure of the mod team, you're gonna want to do this with as much quality as possible.

I wasnt aware you were getting paid for this? Well im not. I made the mod to please my interest in a certain time period. If i was paid for doing the mod, i would take time in my work, till then i got to much of a life to spend to all of my time on a game. Looks like you can take that task with little effort. When i get out of Devry ill happily take more time on game development.

oh and most mcdonalds toys are Made in Taiwan.

Subject: Beta Release, RenRevolver
Posted by icedog90 on Sat, 16 Oct 2004 19:48:00 GMT
View Forum Message <> Reply to Message

He's not getting paid. Neither am I.

Subject: Beta Release, RenRevolver
Posted by Oblivion165 on Sat, 16 Oct 2004 21:05:29 GMT
View Forum Message <> Reply to Message

then its not a buisness, is it?