
Subject: xmas break project update

Posted by [jonwil](#) on Thu, 22 Dec 2005 23:35:10 GMT

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Over the xmas break, I am (hopefully) going to do the following things for renegade:

1.Any general help I can give to anyone including reborn (like I always do)
2.Possible new leveledit update (1.0.0.5 or so) which would make .dep files not get exported to a mix file and also I want to see what happens with regards to the exporting of mix files and which files leveledit pulls in (if the files it is not pulling in are being ignored because of a bug, I want to fix it and if they are being ignored because its designed that way, I want to look into possible ways around that).

3.Work on scripts.dll 2.2.3.

So far, this will contain any fixes for the ID console command

Plus fixes for the nickname exploit stuff

And a fix for JFW_Console_Input_On_Custom.

4.Work on Core Patch 2 (waiting for other people on that right now)

and 5.Watch the RenAlert team (and any other mod team that makes a release) for any scripts.dll licence violations.

Subject: Re: xmas break project update

Posted by [TD](#) on Fri, 23 Dec 2005 00:16:03 GMT

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Will this new scripts version fix the 'take over nicks that are in the server'problem? And also display the IP @IRC if someone tries to hack hostname? Also, hostname exploit seems to crash server if they join and the fix crashes their renegade. But not always.

If this info reveals bad stuff you could remove it and/or quote in SO section.

Subject: Re: xmas break project update

Posted by [jonwil](#) on Fri, 23 Dec 2005 06:47:38 GMT

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I plan to fix any issues with the nickname fixes I am able to fix.

Subject: Re: xmas break project update

Posted by [TD](#) on Fri, 23 Dec 2005 13:59:53 GMT

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Can't wait to download it.
