Subject: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 02:18:15 GMT
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Hello together!

Renegade Resurrection keeps growing. With the latest version, a brand-new Launcher was added which informs about Resurrection and updates, checks for new updates and lets you choose whether you want to use Resurrection or just normal Renegade.

Since the All-Seeing Eye server browser service was shut down this month, I decided to spend Resurrection's new Launcher an ASE-like server browser.
The result can be seen on the following screenshots and will be available to the public soon.

Greetings,
 Yrr

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sat, 31 May 2008 02:26:02 GMT
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Great job m8!

Subject: Re: Renegade Resurrection 1.0.3
Posted by Lone0001 on Sat, 31 May 2008 02:28:32 GMT
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Looks good

Subject: Re: Renegade Resurrection 1.0.3
Posted by nopol10 on Sat, 31 May 2008 03:53:02 GMT
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{SB}Lone0001 wrote on Sat, 31 May 2008 10:28Looks good

Understatement

Subject: Re: Renegade Resurrection 1.0.3
Posted by Lone0001 on Sat, 31 May 2008 04:13:42 GMT
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Looks Cool?

Subject: Re: Renegade Resurrection 1.0.3
Posted by _SSnipe_ on Sat, 31 May 2008 04:29:44 GMT
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love it

Subject: Re: Renegade Resurrection 1.0.3
Posted by Rocko on Sat, 31 May 2008 05:24:51 GMT
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i have to ask

is there any way to get only the ressurection function where you can see the mines in the snow
like on the map glacier, without having to having to install the rest of the add-ons?

Subject: Re: Renegade Resurrection 1.0.3
Posted by mrÃ£Ã§Å·z   on Sat, 31 May 2008 06:53:20 GMT
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Geil

Subject: Re: Renegade Resurrection 1.0.3
Posted by jnz on Sat, 31 May 2008 09:24:39 GMT
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Rocko wrote on Sat, 31 May 2008 06:24i have to ask

is there any way to get only the ressurection function where you can see the mines in the snow
like on the map glacier, without having to having to install the rest of the add-ons?

just talk to scrin.

Nice work as always Yrr.

Subject: Re: Renegade Resurrection 1.0.3
Posted by CarrierII on Sat, 31 May 2008 09:47:48 GMT
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Just a really minor quible with an otherwise brilliant peice of software -

Shouldn't the text after the checkbox "Enable Ressurection" read Quote:
Can be overidden by clicking "Launch Renegade" ...

Subject: Re: Renegade Resurrection 1.0.3
Posted by LR01 on Sat, 31 May 2008 11:24:24 GMT
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wow, really cool

just a little question, what are you planning to add in the future?

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 12:31:47 GMT
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CarrierII wrote on Sat, 31 May 2008 11:47Just a really minor quible with an otherwise brilliant
peice of software -

Shouldn't the text after the checkbox "Enable Ressurection" read Quote:
Can be overidden by clicking "Launch Renegade" ...

Oh, you are right: Depending on whether the checkbox is checked or not, it should be "Launch
Resurrection" or "Launch Renegade"

LR01 wrote on Sat, 31 May 2008 13:24wow, really cool

just a little question, what are you planning to add in the future?

For the Launcher or for Resurrection?
For Resurrection I will make Renegade use DirectX 9 and then I try to write own GUI components,
which will be quite difficult I guess.

Subject: Re: Renegade Resurrection 1.0.3
Posted by mrÃ£Ã§Ã·z   on Sat, 31 May 2008 12:41:26 GMT
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What will DirectX9 do for Renegade? and the GUI thing?

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 12:46:16 GMT
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madrackz wrote on Sat, 31 May 2008 14:41What will DirectX9 do for Renegade? and the GUI thing?
Generally DirectX 9 doesn't change much in the Renegade appearance unless someone uses it's features (Custom Scripts makes Renegade use DX9 for Shaders).
I need to since I'm going to write parts of Resurrection with C# from now on, and the first version of DirectX you can use with managed code like C# is DirectX 9.

If I'm successful with the GUI, I can use it for several things:
- Automatic Content Downloader,
- In-Game RR Configuration
- possibly extending or even replacing the HUD

but that's still in far future unless I got a solid GUI.

Subject: Re: Renegade Resurrection 1.0.3
Posted by mrÃ£Ã§Ä·z   on Sat, 31 May 2008 13:20:43 GMT
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That Sounds Awesome

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sat, 31 May 2008 13:21:24 GMT
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Yep, more than awesome!

Subject: Re: Renegade Resurrection 1.0.3
Posted by Goztow on Sat, 31 May 2008 16:13:01 GMT
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Looking good, Yrr. Care to submit a news item on rencommunity for it? There's a link to do this on the forum index .

Subject: Re: Renegade Resurrection 1.0.3

Posted by EA-DamageEverything on Sat, 31 May 2008 16:14:00 GMT
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Rocko wrote on Sat, 31 May 2008 07:24...where you can see the mines in the snow like on the map glacierWhy not using skins for this? Like glowing mines or the snow surface replacement available on UN?

YRR, good work! Don't forget to build a german GUI -at least for the final.

Oh and I have to say, my ASE is working fine. Were there any issues in the past?

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 16:26:00 GMT
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Goztow wrote on Sat, 31 May 2008 18:13Looking good, Yrr. Care to submit a news item on rencommunity for it? There's a link to do this on the forum index .

I will do when I published it and have time to do so
The RR website could need a new design too, but I'm a single person

EA-DamageEverything wrote on Sat, 31 May 2008 18:14
YRR, good work! Don't forget to build a german GUI -at least for the final.

Oh and I have to say, my ASE is working fine. Were there any issues in the past?
ASE does only show cached servers and favorites. Delete all servers and you will see that they never come back since all ASE scanners were shut down.

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sat, 31 May 2008 17:36:10 GMT
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I just had a question about soemthing. I'm using the latest RR that is on public and when i type !spec fer in game, it says that the feature is not avalable in the server. (nick = ferkhat).
What is the problem?

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 17:38:28 GMT
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THe problem is, that RR had a major rewrite for version 1.0 and that I was too lazy to implement the laggy spectator mode again

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Subject: Re: Renegade Resurrection 1.0.3
Posted by BlueThen on Sat, 31 May 2008 17:51:07 GMT
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Yrr wrote on Sat, 31 May 2008 12:38THe problem is, that RR had a major rewrite for version 1.0 and that I was too lazy to implement the laggy spectator mode again
The spectator mode was useful.

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sat, 31 May 2008 17:54:45 GMT
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Yrr wrote on Sat, 31 May 2008 13:38THe problem is, that RR had a major rewrite for version 1.0 and that I was too lazy to implement the laggy spectator mode again
Will it be fixed in the next version?

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 18:25:59 GMT
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HeavyX101 wrote on Sat, 31 May 2008 19:54Yrr wrote on Sat, 31 May 2008 13:38THe problem is, that RR had a major rewrite for version 1.0 and that I was too lazy to implement the laggy spectator mode again
Will it be fixed in the next version?
No, the next version will be released soon and the spectator mode is a bit complex.

If you want that feature back then, I'll put it on my list.

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sat, 31 May 2008 19:02:55 GMT
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I WANT! I WANT! I WANT HAS IT!
Anyway, please make the !spec command, it would be cool to make vids with it!

Subject: Re: Renegade Resurrection 1.0.3
Posted by mrÃ£Ã§Ä·z on Sat, 31 May 2008 19:06:54 GMT
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I have a Spec command

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sat, 31 May 2008 19:10:16 GMT
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madrackz wrote on Sat, 31 May 2008 21:06I have a Spec command

You can see other ppl zooming with sniper rifle? Ses whether they have first or third person?

Subject: Re: Renegade Resurrection 1.0.3
Posted by CarrierII on Sat, 31 May 2008 20:21:34 GMT
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Yrr wrote on Sat, 31 May 2008 20:10madrackz wrote on Sat, 31 May 2008 21:06I have a Spec command

You can see other ppl zooming with sniper rifle? Ses whether they have first or third person?

Show off.

Subject: Re: Renegade Resurrection 1.0.3
Posted by DutchNeon on Sun, 01 Jun 2008 00:20:12 GMT
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Are the bugs that were in 1.0 Fixed too? The beta was fine for me, but when i switched to the first official, non-beta version, it would screw my game and loads of bugs:

Flamethrower/chemsprayer weps could fire while reloading (pure visual thing, the flames couldn't damage other ppl).

Team counter was glitched, if someone left, it wouldn't count down, so after a while, a 50 ppl server like n00bstories, would show teams like: 49 vs 51 (means around 15+ ppl a team joined after the normal 25 was reached and then joining).

Some FPS drops, can't post any crashdumps as i un-installed Renegade, but there is still a topic about something that might have a RR cause, or pure something with my pc, in the 'Renegade Client' section.

None the less, Great job! I really like all the cool features in RR

Subject: Re: Renegade Resurrection 1.0.3
Posted by _SSnipe_ on Sun, 01 Jun 2008 01:55:39 GMT
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lookin great but i got some suggestions if you dont mind

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sun, 01 Jun 2008 09:01:56 GMT
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DutchNeon wrote on Sun, 01 June 2008 02:20Are the bugs that were in 1.0 Fixed too? The beta was fine for me, but when i switched to the first official, non-beta version, it would screw my game and loads of bugs:
The only non-beta version are alpha, which is lower than beta.

DutchNeon wrote on Sun, 01 June 2008 02:20Flamethrower/chemsprayer weps could fire while reloading (pure visual thing, the flames couldn't damage other ppl).
No-one yet noticed that bug - thanks for reporting
Will look for what's causing that.

DutchNeon wrote on Sun, 01 June 2008 02:20Team counter was glitched, if someone left, it wouldn't count down, so after a while, a 50 ppl server like n00bstories, would show teams like: 49 vs 51 (means around 15+ ppl a team joined after the normal 25 was reached and then joining).
That will be fixed in the next version.

DutchNeon wrote on Sun, 01 June 2008 02:20Some FPS drops, can't post any crashdumps as i un-installed Renegade, but there is still a topic about something that might have a RR cause, or pure something with my pc, in the 'Renegade Client' section.
Latest versions should not have FPS drops anymore. The only FPS drops in earlier versions were caused by a bug in Custom Scripts.

DutchNeon wrote on Sun, 01 June 2008 02:20None the less, Great job! I really like all the cool features in RR
Thanks

SSnipe wrote on Sun, 01 June 2008 03:55lookin great but i got some suggestions if you dont mind
Just post them.

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sun, 01 Jun 2008 13:40:52 GMT
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BUG
I cant buy vehicles The vehicle button on the PTS says "Building...". But when i goto maps where

---

there is no ref,then i could buy only ONE vehicle and that is it, if it is dead then i cant buy no more.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sun, 01 Jun 2008 14:09:47 GMT
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HeavyX101 wrote on Sun, 01 June 2008 15:40*BUG*
I cant buy vehicles The vehicle button on the PTS says "Building...". But when i goto maps where there is no ref,then i could buy only ONE vehicle and that is it, if it is dead then i cant buy no more.

What map?

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sun, 01 Jun 2008 14:24:52 GMT
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Maps where there is no refineries. I did it on C&C_Snow.mix and i could only buy one vehicle and then if it got destroyed, then the pts displays "Building..." and then i cant buy no more vehicles. In normal maps there there are refineries, for example C&C_Walls_Flying.mix, the harvy takes the place of the only vehicle and no one could buy anymore vehicles.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sun, 01 Jun 2008 14:31:47 GMT
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Are you sure that the problem is related to RR?
C&C_Snow and other maps run fine on RR servers with RR clients.
What Scripts version do you have?

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sun, 01 Jun 2008 14:50:49 GMT
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Scripts : 3.4.4
Yep it is RR that is doing it because i tried to buy a veh with regular renegade and the Building.... thing went off and let me buy a veh, but when i use RR , it wont let me.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sun, 01 Jun 2008 14:59:03 GMT

HeavyX101 wrote on Sun, 01 June 2008 16:50Scripts : 3.4.4
Yep it is RR that is doing it because i tried to buy a veh with regular renegade and the Building....
thing went off and let me buy a veh, but when i use RR , it wont let me.
Client-side RR?

On what server does it happen?

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sun, 01 Jun 2008 15:04:53 GMT

On my own server.
And i joined another game and it let me get a veh.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sun, 01 Jun 2008 15:57:36 GMT

HeavyX101 wrote on Sun, 01 June 2008 17:04On my own server.
And i joined another game and it let me get a veh.
Does the server has RR?

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Sun, 01 Jun 2008 16:51:20 GMT

Nope.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Sun, 01 Jun 2008 17:39:13 GMT

Unless it doesn't happen on any other server I doubt that it is a RR bug. If you don't find another
server, let your server run and give me the address, so that I can try it out by myself.

Subject: Re: Renegade Resurrection 1.0.3
Posted by KobraOps on Mon, 02 Jun 2008 03:03:19 GMT

So is this Alpha version out?

I only see the Beta version on your site.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Canadacdn on Mon, 02 Jun 2008 03:07:28 GMT
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KobraOps wrote on Sun, 01 June 2008 22:03So is this Alpha version out?

I only see the Beta version on your site.

Did you even read this topic?

Subject: Re: Renegade Resurrection 1.0.3
Posted by KobraOps on Mon, 02 Jun 2008 03:11:32 GMT
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I skimmed it so stfu nerd. So when its released, the Launc Renegade option instead of Launch RR
will have absolutly no add-ons from RR, to clarify

Subject: Re: Renegade Resurrection 1.0.3
Posted by Spyder on Mon, 02 Jun 2008 09:41:58 GMT
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How come my Renegade Client keeps on crashing when I join the Jelly marathon server while
using Ressurection?

Subject: Re: Renegade Resurrection 1.0.3
Posted by HeavyX101- Left on Mon, 02 Jun 2008 10:42:34 GMT
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TCUSniper wrote on Mon, 02 June 2008 05:41How come my Renegade Client keeps on crashing
when I join the Jelly marathon server while using Ressurection?
Samething happens to me when i join other server. But there are some server that i could play,
and they dont run RR.

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Mon, 02 Jun 2008 11:55:35 GMT
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TCUSniper wrote on Mon, 02 June 2008 11:41How come my Renegade Client keeps on crashing when I join the Jelly marathon server while using Ressurection?

I guess that this is the bug in Custom Scripts I noticed few weeks ago, which sends invalid network packets. Since RR interprets some of the data Custom Scripts sends (such as colored messages and custom sounds), RR crashes when it gets such a damaged packet.
I added a work-around for that which will be included in the next public release.

Subject: Re: Renegade Resurrection 1.0.3
Posted by LR01 on Mon, 02 Jun 2008 15:53:58 GMT
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Yrr wrote on Sat, 31 May 2008 14:46madrackz wrote on Sat, 31 May 2008 14:41What will DirectX9 do for Renegade? and the GUI thing?
Generally DirectX 9 doesn't change much in the Renegade appearance unless someone uses it's features (Custom Scripts makes Renegade use DX9 for Shaders).
I need to since I'm going to write parts of Resurrection with C# from now on, and the first version of DirectX you can use with managed code like C# is DirectX 9.

If I'm successful with the GUI, I can use it for several things:
- Automatic Content Downloader,
- In-Game RR Configuration
- possibly extending or even replacing the HUD

but that's still in far future unless I got a solid GUI.

"- Automatic Content Downloader"
don't we all dream of that?
just imagination...

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Mon, 02 Jun 2008 15:58:07 GMT
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LR01 wrote on Mon, 02 June 2008 17:53Yrr wrote on Sat, 31 May 2008 14:46madrackz wrote on Sat, 31 May 2008 14:41What will DirectX9 do for Renegade? and the GUI thing?
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- possibly extending or even replacing the HUD

but that's still in far future unless I got a solid GUI.

"- Automatic Content Downloader"
don't we all dream of that?
just imagination...

So, and why do you think that?

Subject: Re: Renegade Resurrection 1.0.3
Posted by mrÃ£Ã§Ã·z on Mon, 02 Jun 2008 16:38:46 GMT
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Just Clients with RR get AutoDownloads right?

Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Mon, 02 Jun 2008 16:41:22 GMT
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madrackz wrote on Mon, 02 June 2008 18:38Just Clients with RR get AutoDownloads right?

sure, unless you show me a bug in the Renegade client so that I can break into systems without RR installed

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Subject: Re: Renegade Resurrection 1.0.3
Posted by mrÃ£Ã§Ã·z on Mon, 02 Jun 2008 16:49:56 GMT
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lol that will pwn hard XD

Subject: Re: Renegade Resurrection 1.0.3
Posted by LR01 on Mon, 02 Jun 2008 17:16:02 GMT
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Yrr wrote on Mon, 02 June 2008 17:58LR01 wrote on Mon, 02 June 2008 17:53Yrr wrote on Sat, 31 May 2008 14:46madrackz wrote on Sat, 31 May 2008 14:41What will DirectX9 do for Renegade? and the GUI thing?
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I need to since I'm going to write parts of Resurrection with C# from now on, and the first version

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of DirectX you can use with managed code like C# is DirectX 9.

If I'm successful with the GUI, I can use it for several things:
- Automatic Content Downloader,
- In-Game RR Configuration
- possibly extending or even replacing the HUD

but that's still in far future unless I got a solid GUI.

"- Automatic Content Downloader"
don't we all dream of that?
just imagination...

So, and why do you think that?

it was a question, but just because you can add you own models to a map and lot's of other stuff