Subject: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 01:39:28 GMT
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I have decided to push a release for public testing onto the Renegade Community, originally it was going to be a full public beta, but our installer is not built yet. Not that you guys aren't worth an installer, but I figured I'd let the Renegade community have at the zip beings having Renegade Installed already will avoid most of the issues caused by missing DLLs).

Download Mirriors:
Installer

Game Modes in this release:
*Free For All - This is the main map, where disasters and AI roam free, money rules this domain.
*Mutant Assault - In this game mode Mutants slowly try to push up on the defender's front lines. Their goal is to capture the defender's control points (marked as blue stars on the radar), once all control points are lost are pushed back to the next set of control points. The game mode is lost once the defenders run out of control points. It is won if the defenders manage to hold out long enough for the civilians to evacuate (on most maps this time amount is 30 minutes). Player is on the defender team and AI controls the mutants. Currently supported by five maps.
*Renegade Comet Busters – This is good old atria asteroids, but 3D and with power ups, mini bosses, and other surprises.
*Command and Conquer – Unbalanced and under tested, this game mode hasn't received enough love as I haven't been able to get enough testers together to test it in depth, only supported on 1 map. Plans are if people show enough interest that I will start to change the teams and their units a lot; however, I have released it anyways, and it is playable.
*Death Match – Pretty much your stock death match mode, supported by four maps, featuring random power ups, and a spawn system that does its best to place you were other players would not see you. One map even has vehicles. Kill streaks are programmed in as well.
*Deer Hunter – The most recent addition to ECW's game play modes and only supported on one map. In deer hunter mode, the objective is to kill deer, killing deer earns you points. The player with the most points at the end of the game is the winner.
*Metroid - This is the little single player game made by Canadacdn, however its been polished a lot, and I added in mini bosses, and an end to the game. Difficulty scales with player count. Don't forget to change your solder class with numpad while in the spawn room!

Pictures, because everyone loves pictures:

For (Slightly) more info, our wiki is
http://wiki.expansivecivilianwarfare.com/index.php/Special:AllPages. It has a long way to go, but
there is some stuff to read there all the same, some of it is even useful!

Installation:
*Beings this is just a public beta for the Renegade Community, there is not an installer yet; as
such, all you have to do is extract the zip and run ECW.exe.
*Once the client has been started you can double click on the server, where you will be prompted
with an entry for user name and password (just like XWIS) just enter in any user name and
password. Make sure it is something you like as all player records, perks, favorite
weapons/vehicles, spawn character, and other settings will be stored under this player name.
*I will try to be in game to help any of the new players as they join (the tutorial map is horribly out
of date and would only help players with the very basics of ECW).

System Requirements:
Minimum:
OS: Windows XP, Windows Vista, Windows 7, Windows 8
Processor: Duo Core 2.0 GHz*
Memory: 4 GB RAM
Graphics: GeForce 8000 series or Radeon HD2000 series*
DirectX: Version 9c
Hard Drive: 4 GB available space
Sound Card: Directsound compliant soundcard.
Network: TCP/IP required

Recommended:
OS: Windows 8, Windows 7
Processor: FUTURE TECH (We've tested on 8 core 4.0Ghz processors and still get lag on the
main map unless traffic is completely disabled, perhaps if you use one of those AMD 8 core 5GHz
CPUs you can pull it off but we haven't tested).
Memory: 8 GB RAM
Graphics: NVidia 480 or Radeon HD 5870 CrossFire (CPU is the bottleneck in this game for now).
DirectX: Version 11 (Why not)
Hard Drive: SSD (Rape those load times)
Sound Card: Sound System with Subwoofer (We make use of the bass line for some sounds, like
civilian cars listening to music that is excessively loud).
Network: Connection that supports at least 300Mbps.
Controller: Mouse and keyboard (tracpad and touch screen work but you will be better off with a
mouse).

Additional Notes:
-An IP address (Single player is done through 1Player LAN).
-If your running Windows Vista/7/8 and UAC is on you need to run Config in admin mode, you
may also need compatibility settings for Windows 8.
-You play on-line (Gameplay was designed for multiplayer, and while there are some single player
aspects, it's all better with more players, and way more stable... plus I'd love to see a nice full

game for once).
-Defrag is your friend, this will help load times (Unless you are running an SSD).
-Desert DM likes to lock up if not hosted on a FDS.
-To play Single Player LAN the GameXXXX.exe files are the different view distances (they are hidden; the plan was for the client to have a launch offline button but has not been added yet.
-If you do not like the SMAA shader (or its eating too much of your GRAPHICS) you can disable it by deleting the d3d9.dll.
-VSYNC is highly recommended as frame rates above 60 can cause serious issues, the closer your frame rate is to the server frame rate the better your game will run.
-Additional settings can be changed in Rp2ServerSettings.ini (Data/Rp2ServerSettings.ini) if you are hosting; these can be used to tweak gameplay and even performance.
-Make sure you do a clean install; if you have the old standalone Rp2 do not install over the top of it.

Known issues:
-Currently we do not support wide screen field of views, I recommend playing in windowed mode to avoid graphics stretching (This will be fixed when we move to 4.0).
-Currently people running NVidia cards will notice texture flickering on the ground, this issue was introduced to the game at some point around 2.9.2 update, and will be fixed when we move to 4.0.
-Flying over ladders will get your vehicle stuck in the air; hopefully we will see a fix for this in 4.0.
-FPS and SFPS above and below 60 FPS directly affect gameplay (physics engine has bugs that will cause vehicles to bounce around if the frame rate is low, and if frame rate is extremely low scripts will run slow/stop running).
-Sliding the Geometry Detail slider up to full in game (ESC->Options->Configuration->Expert Mode->Geometry Detail) causes LOD to disable, if you are experiencing bad frame rates try moving the geometry slider down to the middle to re-enable LOD.
-For better particle effects, slide the Particle Detail slider (Config.exe->Performance->Expert Mode->Particle Detail) up to full.
-The physics issue know as Blue Hell (occasionally happens when something collides with something else and pushes either item or both off the map so far that they can't see the map anymore), this will be fixed when we go to 4.0.

Report Issues to:
If you have any problems at all please report them to http://expansivecivilianwarfare.com/community/ or post it in this thread, I will try to keep an eye out for both.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by jonwil on Sun, 02 Mar 2014 02:05:30 GMT
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It is unlikely this mod will move to 4.0, its likely it will move to 4.1 (as 4.1 has a lot of nice

improvements over 4.0
Or its possible that, as this is a stand-alone mod, they will get 4.2 (with whatever changes they need for it)

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 02:20:00 GMT
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jonwil wrote on Sat, 01 March 2014 19:05It is unlikely this mod will move to 4.0, its likely it will move to 4.1 (as 4.1 has a lot of nice improvements over 4.0
Or its possible that, as this is a stand-alone mod, they will get 4.2 (with whatever changes they need for it)

Lol sorry, I'm just used to saying 4.0, I mean the newest version, just got to be a habit because of the time between 3.4.4 and 4.0.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by YazooGang on Sun, 02 Mar 2014 06:33:48 GMT
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Looks pleasing. Downloading now!

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 06:49:16 GMT
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YazooGang wrote on Sat, 01 March 2014 23:33Looks pleasing. Downloading now!
Sweeet hope to see you in game.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 16:08:19 GMT
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I forgot to mention that Canadacdn's Metroid Map is in this package, it has received excessive amounts of work, lots of polishing on the AI, terrain collisions, and even the addition of LOD and vis in an attempt to improve performance. I also went in and added tons of special events, mini-bosses, and even an entire new area so the map has a proper ending.

We actually played through this yesterday with five players and I recorded the whole thing, however it looks like the recording took about 265GB, and was 2 hours long, so whether or not I decide to edit it and make a YouTube vid out of it is another thing.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Stallion on Thu, 06 Mar 2014 16:48:25 GMT
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I got into the game but I keep getting "fogged out" and can't see anything just after I spawn. The color is different and I can still see the words but no matter what I have done I just can't get rid of it. is there something I should be doing just after spawn that I missed?

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Thu, 06 Mar 2014 18:07:14 GMT
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Stallion wrote on Thu, 06 March 2014 09:48I got into the game but I keep getting "fogged out" and can't see anything just after I spawn. The color is different and I can still see the words but no matter what I have done I just can't get rid of it. is there something I should be doing just after spawn that I missed?
Are you getting a message like "Gameplay pending..." (actually its probably like "Oh Shit PLECOS ate your internet!"

If your joining on line and your getting a message similar to those give it a few, ECW is extremely bandwidth intensive, so sometimes it takes a few seconds (longest I've seen is a minute) for the connecting player to catch up.

If nothing else I'll be home in about 4 hours, I can change the map to a low bandwidth map and then you should be able to join with no problem.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by danpaul88 on Thu, 06 Mar 2014 20:04:01 GMT
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FYI your official download link gives;

 The file you are looking for is not found or unreachable at this time. Please try again later and if the problem still persists feel free to contact an Administrator.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Brandan on Fri, 07 Mar 2014 02:00:06 GMT
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Our webhost moved our servers without permission... and of all the files I guess they didnt copy that one. Fixed.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Stallion on Fri, 07 Mar 2014 19:57:32 GMT
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i got into the game fine, but the "fog" didn't stop me from seeing the words, just everything else.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Fri, 07 Mar 2014 21:55:12 GMT
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Stallion wrote on Fri, 07 March 2014 12:57i got into the game fine, but the "fog" didn't stop me from seeing the words, just everything else.
This is on-line right? I'm running the C&C map right now, you should be able to join that fine, once you do feel free to use the phone, call (with the numpad) 5550314, then press enter, when it prompts you enter the number for the map you wish to switch to then press pound (numpad star) then press 1 to confirm your choice.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Brandan on Sun, 09 Mar 2014 12:00:59 GMT
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I'm starting to see a pattern I knew would happen but Jerad wouldn't let me change the registration system. The problem is... people are typing in random usernames and then registering their random username with their computer...

I would rather people register on the website to play online. But Jerad says that would deter people from playing.

Whatcha think? Registration system confusing as hell so should we change it? I think this is the one way to convince him.

I think the top usernames are ASDF and 123 submitted.

To prevent people from hogging usernames, I've made it a one time thing per computer.

Brandan wrote on Sun, 09 March 2014 06:00I'm starting to see a pattern I knew would happen but Jerad wouldn't let me change the registration system. The problem is... people are typing in random usernames and then registering their random username with their computer...

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I think the top usernames are ASDF and 123 submitted.

To prevent people from hogging usernames, I've made it a one time thing per computer.
Yep, 2 of the for were random junk, all 4 got in game as was desired. What I would like is it to say "Password No" for the main server so people don't think they need to get a password to get on line.

I'd also like a launch single player button, and maybe a config button in the middle (this button launches the config.exe in whatever settings the client program is running, thus getting around any admin settings issues).

 If you must have a full blown registration I want it embedded into the client, or a register button that takes you to the registration page on the forums.

File Attachments
1) Untitled.png, downloaded 955 times
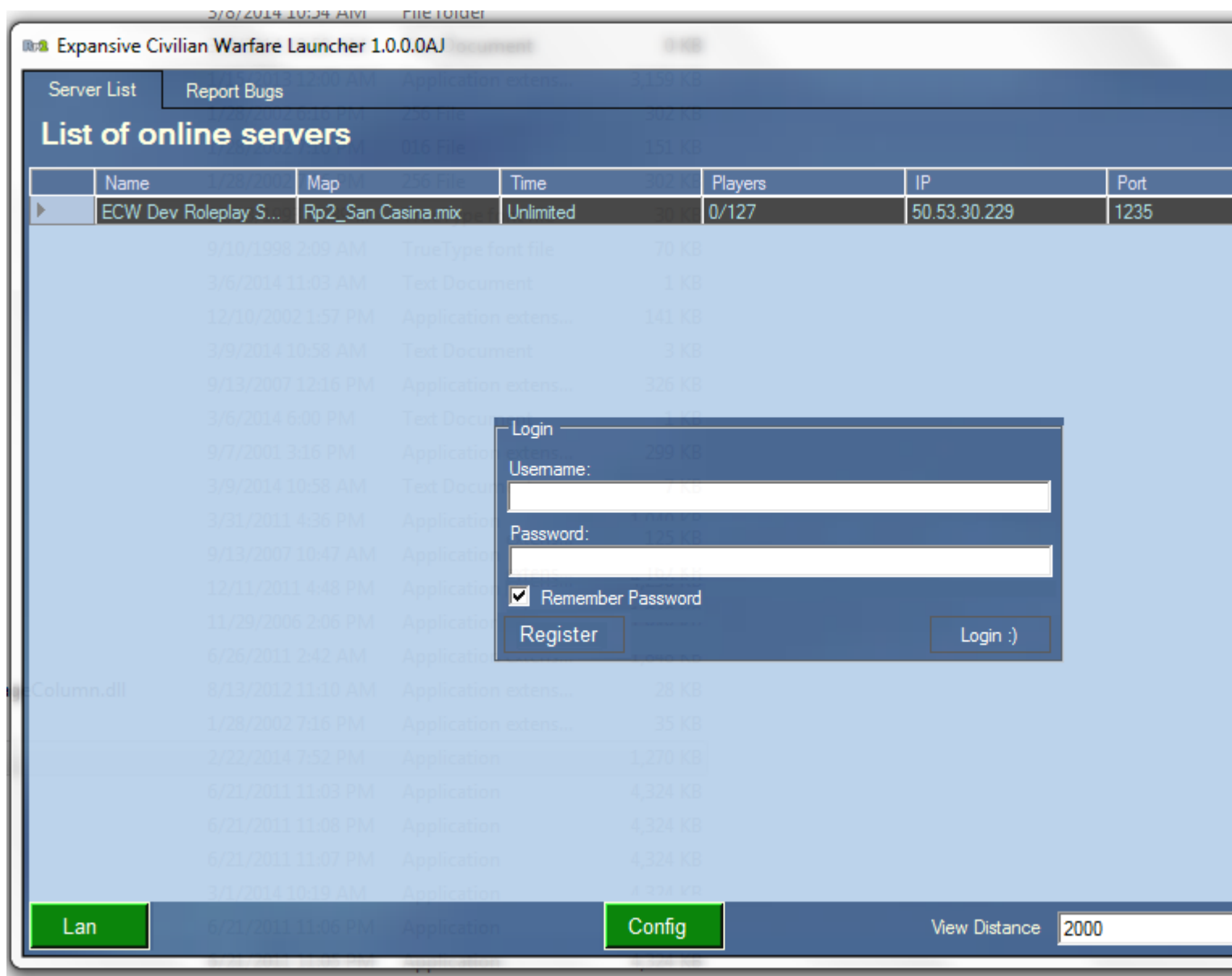
Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Stallion on Tue, 11 Mar 2014 16:26:20 GMT
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it was online, is there a way to connect online? I alt tabbed then went back into game and that fixed it, it happens every time but fixes it every time..

What is there to do in there? so far all i have seen is a bunch of buildings that don't have shit in them except for the starter spot that has the weapons you can buy and some cars in random places that i can't get in.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by danpaul88 on Tue, 11 Mar 2014 16:31:14 GMT
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The way BHPs launcher works is that you can choose to login to your forum account if you want to, but it's entirely optional and you can ignore it if you want.

Regardless of whether you're logged in or not you can pick any nickname you want to use ingame and change it at any time you like via the launcher interface. If you chose to login to your forum account we track your stats against your BHP account ID regardless of what nickname you're actually using in the server, so players are free to play under pseudonyms and their stats will still get recorded as long as they're logged into the launcher.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Tue, 11 Mar 2014 17:02:04 GMT
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Stallion wrote on Tue, 11 March 2014 10:26it was online, is there a way to connect online? I alt tabbed then went back into game and that fixed it, it happens every time but fixes it every time..

What is there to do in there? so far all i have seen is a bunch of buildings that don't have shit in them except for the starter spot that has the weapons you can buy and some cars in random places that i can't get in.
Cars should be driving around and stuff (all AI controlled except the ones you buy unless you kick the drivers out).
You can use the phone to change the map (dial 555-0314 (with the number pad) and then enter the map number you want and press pound (numpad +)).
Here is a list of jobs on the main map, we are currently putting together a tutorial for all game modes but its not ready yet.

What time do you usually get on-line? Normally I get in game in about 4 hours, it'll be easier to walk you though it then.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Tue, 11 Mar 2014 17:03:53 GMT
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danpaul88 wrote on Tue, 11 March 2014 10:31The way BHPs launcher works is that you can choose to login to your forum account if you want to, but it's entirely optional and you can ignore it if you want.

Regardless of whether you're logged in or not you can pick any nickname you want to use ingame and change it at any time you like via the launcher interface. If you chose to login to your forum

account we track your stats against your BHP account ID regardless of what nickname you're actually using in the server, so players are free to play under pseudonyms and their stats will still get recorded as long as they're logged into the launcher.
Yeah that won't completely work for us as I wanted people to be able to host games on LAN and have their stats recorded without having to install a database or having to have a connection to ours. Thus all the player data is recorded in encrypted flat files.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!

Posted by Jerad2142 on Wed, 12 Mar 2014 02:49:23 GMT

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New installer has a patch inside of it, I spent the day trying to get the patcher program to work right but I've finally just gave up, in order to use the update download the installer (sorry for the inconvenience).
Installer

Updates:
*Wanted Levels should now be easier for the player to climb.
*Fire (both placed and burning buildings) now warms up the player.
*The phone number that allows you to donate money to other players has been fixed.
*Fixed GetRandom error spam message on maps besides the main map.
*Updated MA_Frontlines so that it no longer crashes at the final checkpoint.
*Updated MA_Frontlines to have a random delay so that players don't all parachute at the exact same time (hopefully will resolve some of the bugs caused by it).
*UFO is now Immune to EMP.
*Fixed a perk that couldn't be unlocked.
*Message in a bottle system has been fixed (all messages now work).
*Player ancient Message progress has been reset, you will have to relearn the language.
*Translation now takes longer to progress.
*Phone info no-longer tells you how many days your home has left if you have Auto Bill Pay paying its bills.
*War Balloon refactor time.
*Added a panther tank PT to Hell Island.
*House security alarms should no stop when no intruders are in the house.
*Fixed the code for mutants that causes them to die when stuck too long (It was checking the distance from the CP and comparing it to the squared distance against the CP, thus it always was being told it was in the range of a CP).
*Changed the AI to not use pathfind (this will cause some issues but they won't be brain dead and not attack flying objects).
*Actually Fixed infinite spawning cops.
*Flamethrower should now cost 12k on all maps.
*Gave the Ninja a crossbow on MA forest.
*Added a few more spawn locations for the AI on MA_Desert.
*Hopefully fixed a bug with a disaster so it will now end.
*Mutant Assault AI should take bonus control points if they are near by.
*Fixed the code that kills AI if it is stuck in one spot (AI will now be removed if it is unable to move

again).
*MA_Forest - Mutant AI has been improved, should now occasionally try to be more sneaky.
*MA_Forest - Defense AI has been improved and should now do a better job watching the control points at the start.
*MA_Forest - Misnamed teams have been fixed.
*Fixed a crash on Renegade Comet Busters.
*Vehicles should no longer get stuck on the motel pool fence.
*It now costs 10x as much to pay off your crime bounty.
*Jackpot machine is now 10% the original cost (but also has the possibility of stopping half way on a reel thus greatly reducing the chance of winning).
*Pathfind has been redone on the main map, be on your guard!

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by danpaul88 on Mon, 24 Mar 2014 11:52:46 GMT
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Jerad Gray wrote on Wed, 12 March 2014 02:49
*Pathfind has been redone on the main map, be on your guard!

I'm surprised you were able to pathfind an area that big considering the 3gb (with /LAA) cap on LevelEdits memory usage...

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Wed, 26 Mar 2014 07:16:43 GMT
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danpaul88 wrote on Mon, 24 March 2014 05:52Jerad Gray wrote on Wed, 12 March 2014 02:49
*Pathfind has been redone on the main map, be on your guard!

I'm surprised you were able to pathfind an area that big considering the 3gb (with /LAA) cap on LevelEdits memory usage...
I've had it push up to 3.5GB, I also have to remove all textures on the map and add blockers to keep it from trying to pathfind the water, in the end we have the main landmass path finded and parts of the desert.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by danpaul88 on Wed, 26 Mar 2014 09:44:42 GMT
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Removing the textures... now that's a clever trick to save memory usage, I'll have to keep that one in mind next time I get stuck pathfinding one of our gigantanourmous maps for AR

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Wed, 26 Mar 2014 16:41:15 GMT
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Other things you can do:
*Delete all objects from the map excluding tiles and terrain.
*Clearing pathfind doesn't actually work correctly, it continues to use memory, so in order to clear an older pathfind gen (which steals memory from the new) export a map's pathfind that has never been generated before, then import it onto your level.
*Save the map with the view distance turned all the way down and the camera in a spot where it can't see anything, then exit and reopen.

Also generating it with no textures made it generate far faster than normal (normally its like a 4-8 hour task, this last time it was only 2).

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by danpaul88 on Wed, 26 Mar 2014 16:42:21 GMT
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Textures slowing down a task that has nothing to do with textures... gotta love the W3D engine :/

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Wed, 26 Mar 2014 16:43:18 GMT
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danpaul88 wrote on Wed, 26 March 2014 10:42Textures slowing down a task that has nothing to do with textures... gotta love the W3D engine :/
Suppose it made the draw calls easier to generate for the CPU or something.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by danpaul88 on Wed, 26 Mar 2014 16:57:49 GMT
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Jerad Gray wrote on Wed, 26 March 2014 16:43danpaul88 wrote on Wed, 26 March 2014 10:42Textures slowing down a task that has nothing to do with textures... gotta love the W3D engine :/
Suppose it made the draw calls easier to generate for the CPU or something.

Only the W3D engine can manage to stall out a modern processor with draw calls when it's supposed to be doing something completely different

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Canadacdn on Thu, 03 Apr 2014 01:31:57 GMT
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W3D engine is best engine.