Subject: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 01:44:45 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 Brandan on Sun, 02 Mar 2014 02:15:01 GMT
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IF you have any questions or suggestions about server side, accounts, website, client, etc. I would

be the one to ask.

If you have any bugs you would like to report there is a tracker here (http://expansivecivilianwarfare.com/bug) and in the client.

Wiki is here
http://wiki.expansivecivilianwarfare.com/index.php/Special:AllPages

The website isn't entirely complete and wont be until the end of the month, expecting to release some very powerful/cool tools to manage gameplay.

The login system is pretty simple, type in a username and password, if there isn't an account already created it would create one. This system may change where its required to register with the forums first.

Our server is suppose to support upto 127 players, but if we get 127 players I highly doubt it will be a smooth ride.

Remember our forums is a place to go for support or discussions.
http://expansivecivilianwarfare.com/community/

Although above it says the recommended requirements I would personally recommended a super computer for best results.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 02:16:50 GMT
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Brandan wrote on Sat, 01 March 2014 19:15
Our server is suppose to support upto 127 players, but if we get 127 players I highly doubt it will be a smooth ride.[/url]

Lol, had 350 bots running around it yesterday and besides only having 19 fps it wasn't so bad

(Infinite cop bug was fixed).

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Brandan on Sun, 02 Mar 2014 02:29:30 GMT
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Also another thing is to consider this server is hosted in Portland, Oregon on a 35/35 Mbps connection with an i5 Processor.

So if you're in Australia dont expect the best pings; however good news is we've already thought of this. Sometime after the official release there will be a server installer package also. This will allow you to create your own server and your own custom features at will. (I was told nope)

However if something goes wrong, I wont support your sever if its modified. Only modify/script your servers if you are experienced in doing so.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Lone0001 on Sun, 02 Mar 2014 03:02:39 GMT
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This looks cool, I remember seeing that video with the deer and having a good laugh. I'll be sure to try this out when I get a chance.

Oh and mirror for you right here.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Blazea58 on Sun, 02 Mar 2014 03:05:25 GMT
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This even came unexpected to me, but I have been wanting a new public release for a long time now. There was still a large project under construction to add an industrial area, but since I kept holding off and adding other things it can wait. Will be nice seeing some new players , as we have kept our team of testers small over the last few years.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 15:21:42 GMT
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Blazea58 wrote on Sat, 01 March 2014 20:05This even came unexpected to me, but I have been wanting a new public release for a long time now. There was still a large project under construction to add an industrial area, but since I kept holding off and adding other things it can wait. Will be nice seeing some new players , as we have kept our team of testers small over the last few years.

Surprise because I pushed it out without an installer or surprise because I actually made a partial release near the date I choose? lol

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Sun, 02 Mar 2014 16:00:41 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.

Its come a long way, even people that used to hate it play it now (although that might just be to unlock the perks).

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 iRANian on Sun, 02 Mar 2014 17:14:44 GMT
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Looks pretty cool.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Canadacdn on Sun, 02 Mar 2014 19:07:29 GMT
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Holy shit you actually released this mod!

Jerad Gray wrote on Sun, 02 March 2014 09:00I 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.

I should also mention that this map has almost nothing to do with the metroid games, aside from some loose map design inspiration I took from the series while making this map, back when I was like 16 years old...

It's still a lot of fun though, and absurdly difficult without a good team helping you.

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Gen_Blacky on Sun, 02 Mar 2014 22:45:11 GMT
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Finally , Nice Work

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by nopol10 on Mon, 03 Mar 2014 00:04:50 GMT
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Finally!

Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Wed, 12 Mar 2014 02:50:10 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!