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Subject: Core Patch Review

Posted by [mac](#) on Sun, 05 Dec 2004 03:08:17 GMT

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Let me explain how CP1 works technically.

There are two parts - client and server side.

We have fixed two bugs on the client. Emoticons and Sound transmitting over the network.

That is why you hear the obelisk chargeup now, because the FDS is able to tell your client to play that sound. Always has been that way. It's just the client had a bug that prevented sound transmitting.

The other sounds are produced server side by a modification, called SSAOW - Server Side All Out War. A very popular mod. It's included in SSCP1.

SSAOW is sending over the network certain sounds - like building destruction imminent, the cargo plane, building repaired, turret/harvester under attack etc..

So - in short. We're fixing a bugs in renegade, which allow you to hear new sounds. The sounds are coming from the server.

SSAOW is mimicking host-"MP"-mode. That is when you are hosting from the client a game.

You've got the same emoticons there. Even the emoticon for "Building needs repair".

You've got the obelisk chargeup there.

You've got the cargo plane there.

You've got the "Harvester Under Attack" sound there

You've got death screams, plus the usual boink.

You've got "random building announcements"

etc.

Open up a 1Player LAN Game with any map, and verify this, if you want.

All we are doing is to make renegade like it was intended by Westwood. These are no additions, these are bugfixes. They're new for you, because you didn't know they were there the first place. We did.

If you don't like a particular sound, you can place a 0byte -wav file with the particular name into your data dir, muting this sound. I can post filenames, if requested.

And by the way, this is NOT a RenGuard patch. This patch was produced by BlackHand Studios and is completely independent from RenGuard except that we used RenGuard to push the patch. People who don't use RenGuard are able to get the patch in a separate installer available for download.

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