

---

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Mon, 24 Jan 2005 14:00:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

After long hours of testing, Server Side Core Patch 1 Version 1.3 is finished.

Changelog:

BRenBot 1.41:

Fixed various half renguard issues (spamming, not properly detecting etc)

Fixed cpu lockup/cpu performance issues

Added !rgplayers and !nonrgplayers

Added support for configurable minelimit via scripts.dll 2.0

Added support for donation limitations

Added support for crate messages in gamelog in SSAOW

Added modules !kickmessage and cratemsg, to filter specific gamelog messages

SSAOW 1.3.3:

Ported SSAOW to scripts.dll 2.0

All "under attack" sounds are team specific now

Crates (original code by vloktboky from dragonade, additions and bugfixes by mac & v00d00, see crates.txt for details)

Vehicle Wreckages (original code by vloktboky from dragonade)

RenegadeServer.exe v1.1 (win32 only):

An enhanced version of westwoods exe, created by v00d00. From the help screen

(RenegadeServer -h):

Syntax: RenegadeServer <priority> <affinity>

Priority: 0=IDLE, 1=BELOWNORMAL 2=NORMAL, 3=ABOVENORMAL 4=HIGH, 5=REALTIME

Affinity: 1=CPU0, 2=CPU1, 4=CPU2, 8=CPU3, etc

Can allow multiple CPU's by adding the values.

ie: to allow it use CPU0 or CPU2, affinity would be 5

The command line options are NOT required. It will work fine using your old shortcuts. The new options simply allow for easier tweaking of the process priority and CPU affinity.

Quote:

Crate odds revamp:

Weapon (15% chance)

Free weapons (10% per gun)

minigun (10%)

shotgun (10%)

flamethrower (10%)

grenade launcher (10%)

repair gun (10%)

- remote c4 (10%)
- 1st class weapons (5% per gun)
  - chaingun (5%)
  - rocket launcher (5%)
  - chem sprayer (5%)
  - tiberium rifle (5%)
- 2nd class weapons (3% per gun)
  - sniper rifle (3%)
  - laser chaingun (3%)
  - laser rifle (3%)
  - rocket launcher (gunners) (3%)
  - tiberium flechette gun (3%)
- Hero class weapons (1% per gun)
  - personal ion cannon (1%)
  - railgun (1%)
  - ramjet (1%)
  - volt auto rifle (1%)
  - volt auto rifle (1%)

(De)Money (13% chance)

- 100 credits (40%)
- 250 credits (30%)
- 500 credits (20%)
- 1000 credits (10%)

(De)Points (13% chance)

- 50 points (40%)
- 125 points (30%)
- 250 points (20%)
- 500 points (10%)

Vehicle (10% chance)

- GDI Humvee, Nod Buggy (12.5% each)
- GDI APC, NOD APC, GDI MRLS, Nod Mobile Artillery (10% each)
- GDI Medium Tank, Nod Light Tank (7.5% each)
- Nod Flame Tank, Nod Stealth Tank, GDI Mammoth Tank, Nod Recon Bike (5% each)

Death (6% chance)

TiberiumDeath (6% chance)

Ammo (5% chance)

(De)Armor (5% chance)

- Full Armor (50%)
- DeArmor (50%)

(De)Health (5% chance)

Full Health (50%)

DeHealth (50%)

Character (4% chance)

GDI:

Officer, Rocket Soldier (20% each)

Sydney, Deadeye, Gunner, Patch (10% each)

Havok, Prototype Sydney, Mobius, Hotwire (5% each)

Nod:

Officer, Rocket SOLDier (20% each)

Chem Warrior, Blackhand Sniper, Laser Chaingunner, Stealth Black Hand (10% each)

Sakura, Raveshaw, Mendoza, Technician (5% each)

ButterFingers (3% chance)

Refill (3% chance)

Beacon (2% chance)

Getting a beacon (50%)

Having an air strike called in (50%)

God (3% chance)

Spy (2% chance)

Stealth (3% chance)

Thief (2% chance)

= 100%

Download here:

Windows:

<http://download.blackhand-studios.org/SS-CP1.3.exe>

<http://download.renguard.com/SS-CP1.3.exe>

Linux:

<http://download.blackhand-studios.org/ss-cp1.3.tar.gz>

<http://download.renguard.com/ss-cp1.3.tar.gz>

---