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Subject: Re: Renegade resurrection?

Posted by [Yrr](#) on Thu, 12 Apr 2007 11:51:10 GMT

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Jonty wrote on Thu, 12 April 2007 09:18: It works really well for me, it even seems to have made Ren a bit faster, although I have yet to try it on APB. It really usefully adds sounds for different kinds of message and puts [Team] or something in front of team messages (and similar for other types of message).

One problem, though;

If you try and start a Multiplayer Practice game, it freezes for a while, then loads some random map with no sound and "Gameplay Pending"

Faster? No idea. I try to replace as much functions from the original Renegade code as possible. The more I replace, the better I can optimize it.

Thanks for the information about the broken multiplayer training.

Jonty wrote on Thu, 12 April 2007 09:18: Be sure to take a backup of your binkw32.dll, as that's the only file it seems to replace from original Renegade.

There is no need to backup this file, because binkw32-rml.dll is the original binkw32.dll from Renegade. The new binkw32.dll is a 'module loader' I coded, which loads any .dll files from the 'modules' directory.

@cmatt42:

Have you got any error message for me? Or even better - a crash dump?

Additionally, there is a bug in scripts up to version 3.2.1, which will be fixed in 3.2.2 (a bug which occurs more often when Resurrection is used, and that's not my fault )

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