
Subject: Re: Renegade Ressurrection?

Posted by [Yrr](#) on Thu, 26 Apr 2007 13:22:41 GMT

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Version .0030 is out! A major compatibility problem with custom scripts (game crash at startup) should be fixed.

One new feature is a simple server-side BigHead detection. Please inform me about any false positives.

Changelog:

(RR) Fixed crash when mounting a turrets.

(Server) It is now possible to defuse own C4.

(RR: Server) Improved DamageHack detection.

(Server) Added a simple BigHead detection.

(Server) Players will now see a host message every time a cheat has possibly been detected.

This will be tested and removed later, if there are too many false positives.

(RR: Server) Players without RR will now see the extended kill messages as host messages.

Improved compatibility to Custom Scripts:

The game_info command should no longer display 0/0 players and plimit command will work again.

Fixed crash when using shaders.

The poked event should now work correctly.

(Server) Fixed broken connection message.

Added new console command 'version' to display the installed RR version. Additionally,

servers will display

all player's RR version.

Duplicate console commands will now be executed. If there is more than one command with the same

name, all of them will be executed. There are exceptions where RR disallows other commands with the same

name: hud, map, nextmap, page (Linux)

Recoded the help console command list. The list is now wider and shows command aliases.
