Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by EvilWhiteDragon on Tue, 22 Mar 2011 08:45:16 GMT

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grant89uk wrote on Tue, 22 March 2011 02:01NACHO-ARG wrote on Mon, 21 March 2011 23:00i think he means the litle box at the right of conect buton if you let it uncheked you will join whitout RR coding features, and 1 of the cualitys of join by resurrection is the speed even doesnt have to wait for testing badwhit, and the niks of the player spawn at the top of the head and some otters thing i like obout RR that makes my lobe it. to bad that will not work whit TT

I meant clarification on whether joining with that box unchecked WOULD make it work with 4.0 or if its the whole RR program in general.
No idea. Depends on whether RR still hooks some things or not. Is the serverlist think a different executable which one can also use when RR is not installed? If so, it would work. If it still hooks some bits then it's likely to not work, but even then it might be possible.

KobraOps wrote on Tue, 22 March 2011 00:29EvilWhiteDragon wrote on Mon, 21 March 2011 01:30HaTe wrote on Mon, 21 March 2011 04:46So I'm curious to as why this wasn't/isn't a priority? Around 25% of the Renegade community having to uninstall it because of the scripts seems as if it would be a bit concerning to the TT team? If it's going to be possibly added on by a later update, it's obviously possible, right?
I knew this would turn in a ragefest. It is pretty much impossible to fix certain things without rewriting some other bits. If RR is hacking into those bits, RR or TT will break. It's not something we can avoid, not if we want to fix the bug/issue in that bit of code.
Also forcerr will NOT be needed anymore because the AC is way ahead of what RR currently does. (Actually it proves that 0x90 isn't interested in Renegade anymore, but besides that it's of no use when TT is out).

If there are specific features from RR then it *MIGHT* be possible to include them in TT, but no guarantees and this will certainly not be allowing RR to work with TT. THAT IS IMPOSSIBLE.

Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers.

HaTe is using calm complete sentences with grammar, I wouldn't exactly call that a ragefest.

Rhetorical statistics aside, RR is important to the renegade community.

It would be impossible for TT to still be compatible (if it is so different from 3.4.4 as it sounds). So the only thing that could be done now is for Yrr (if I remember correctly the author of RR) to rewrite RR to be compatible with 4.0
Ok, agreed on the calm and complete sentences, but still it's not like he's explaining what he wants, besides RR. Which, as stated more than once, cannot work with TT unless, as you mentioned, Yrr updates TT.

I'm personally unsure how RR will be important to Renegade AFTER the release of TT, as I think most features/bugfixes RR has are implemented in TT (and often enough improved/extended).

Nightma12 wrote on Tue, 22 March 2011 03:38o ffs guys...

What features do you want to keep that are in RR? Ask... and if enough people want them it will be added to TT.

Now stop bitching.

kthx.
^^ With Nightma12. We can't make RR work with TT, but if there are (useful) functions in RR that you really want ported, it might be possible to do so. If you really want RR to work with TT, you should bug Yrr I'm afraid.

Gohax wrote on Tue, 22 March 2011 07:19Will ANY Direct connects be able to work? (RenIP, renlist, etc) If so, I may end up joining the server for the next couple weeks and help test it. Other than that, can't join, as I use RR.
Learn to read please. We did NEVER state that direct connect would not work anymore. The only thing that will not work is RR because of the things it does with the Renegade executable/scripts. Those bits are incompatible, not direct connect.

Spyder wrote on Tue, 22 March 2011 09:05Nightma12 wrote on Tue, 22 March 2011 03:38o ffs guys...

What features do you want to keep that are in RR? Ask... and if enough people want them it will be added to TT.

Now stop bitching.

kthx.

The serverlist and direct-connect function is most important to me and apparently to most other people here too.
Serverlist: idk, perhaps we could do something with the launcher, but really depends on the time it would take.
Direct connect: will definitively work.