
Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Blazer](#) on Mon, 28 Jun 2004 10:11:28 GMT

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

This is a pre-release announcement of the release of Blackhand Studios "Core Patch 1". What is CP1? CP1 will be a release of all of the fixes that we are working on that we have tested and deem worthy of being released to the public.

Below is a list of what is currently planned to be in CP1.

Custom Downloader App

If you have opted to have core patch downloads enabled (in renguard) and the server detects that there is a core patch you dont have, the server will direct renguard to download and run a custom downloader app written by Jonathan Wilson. If you have no core patches, this app will download and apply an "all-in-one" patch to bring you fully up to date. If you have, say, patch 3 and the latest is patch 5, it will download and apply a patch from 3 to 4 then one from 4 to 5. This app is specific to core patch downloading and is not related to downloading maps (other than maps in core patches) or the new downloader in renguard 1.1. The downloader will be used for the game.exe version of Core Patch 1 (the server versions will be distributed differently) and is using PocketSoft RTPatch technology to make the patches as small as possible.

The core patch will also be available stand-alone for those that dont want to download it through RenGuard (e.g. those who have a fast connection on a machine other than the one with RenGuard and Renegade installed)

There will also be a Core Patch 1 for the Windows FDS and one for both versions of the Linux FDS containing the new maps, latest scripts.dll, sound fixes and so on. Basically, everything on this list that applies to the FDS's (including the UDP crash issue fixes)

New FDS Console Commands

[list][*]pamsg - Just like the amsg command, except sent to one specific person. The recipient will receive an in-game fullscreen message window that they must click OK to close. Usage: pamsg <text>. The next version of RenGuard, BRenBot, and djlaptops SSC will utilize pamsg for kick messages instead of relying on public hostmsgs and/or pages.

[*]ppage - Sends a page from the FDS ("Host") to the player. The player will receive a blue page just like the ones from other players, except it will be from the host. THIS ENABLES GSA-MODE SERVERS TO HAVE A PAGE FUNCTION! Usage: ppage <text>

[*]snd - Plays a wav or mp3 sound using Renegades internal sound player. If the sound specified is in always.dat, it will be played from there, otherwise the soundfile will be looked for in the data directory. The sound will be heard by all players who have CP1 installed. Usage: snd <filename>. *Spoiler* I intend to use snd to implement a "2 minute warning" that will play a sound when there is 2 minutes left in the round.

[*]sndp - Just like snd, except only the specified player hears the sound. *Spoiler* I intended to use this to play a jingle when someone gives you a !rec, or when you do something special like kill

a high priced character. Usage: sndp <filename>

[*]team - Force team change of specified player. Usage: team <team id> 0=Nod 1=GDI 2=Neutral

[*]team2 - Same as team command, but also transfers the players current cash and score with them.

[*]id - Prints the playerid of all players, or of a certain player. Usage: id [(partial) name][/list:u]
We also have several other console commands that we have deemed too dangerous to release (such as one that can spawn any preset at the location of any player and one that can give all weapons wioth unlimited ammo to any player) but those wont be in the public release. Some of them may be used for specific things for specific mods and in specific circumstances however (this list superceeds any other lists that may be floating about and contains the final list of what will be public). BHS strongly urges any mod team to contact us regarding special scripts or game enhancements, as we probably allready have something you can use instead of you or someone having to re-code it. If we do not allready have something you can use, we may be able to implement it for you.

Game Engine & FDS Bug Fixes

[list][*] Emoticons - Emoticons will now work for everyone. The emoticons are the small colored icons you see over the heads of players as they use radio commands. For an example of these play Renegade in SP or 1 player LAN mode, put yourself into third-person view, and use the radio commands. The Emoticons are very useful for seeing exactly who is saying "I need repairs!" etc.

[*] Sounds that were previously "host-only" now work in MP. This means you will hear the obelisk chargeup sound, cargo plane propellers, and other sounds normally only heard in SP/host-only mode. Props to SK for this fix, which required creating a new network event to forward the sound events from the FDS to the clients. Script commands which previously did not work in MP that will now function properly are:

Create_Sound
Create_2D_Sound
Create_2D_WAV_Sound
Create_3D_WAV_Sound_At_Bone
Create_3D_Sound_At_Bone
Play_Building_Announcement

This combined with the fixes to the obelisk script in the latest scripts.dll means that the obelisk now works like Westwood intended with working sound and glow animation.

[*] Fixed animations bug. This fixes any script using the Set_Animation_Frame script command for animation to have working animation for all players, not just the host.

[*] strings.tdb fixes - Both Aircraftkillers fixes are in here, as well as fixes that will show whether someone is a "Stealth Blackhand" or a "Blackhand Sniper" instead of the current label of just "Blackhand" (thanks npsmith82).

[*] Fixed GDI Weapons Factory glass (being able to fire through it from one side but not the other). This is a W3D bug, the glass is supposed to be bulletproof on both sides.

[*] New improved version of MSS.DLL. This is an upgrade to the Miles Sound System code that Rengade uses. The benefits of the upgrade include lower CPU usage for mp3 decoding and playback, as well as providing more sound modes like Dolby Surround Sound. Thanks to v00d00 for this fix.

[*] Fixes for two different UDP flood exploits which cause the FDS to crash. (Thanks to Alkaline for providing one of the fixes)[/list:u]

Linux FDS Fixes

[list][*] Independant logging of F2/F3 chat messages via a seperate log file with the name bhs_xxx where xxx is the name of the regular renlog (currently the LFDS randomly does not display them).

[*] Fixed output of IPs in player_info We are working on a fix to make the IP addresses display correctly in the player_info console command in the RH7.3 LFDS but it will probably not be ready for Core Patch 1 and will have to go into Core Patch 2.

[*] The linux version of Core Patch 1 will include the remote admin wrapper written by mac.[/list:u]

scripts.dll 1.7.1

[list][*] BHS Core Patch 1 will contain the latest version of the custom scripts.dll written by Jonathan Wilson[/list:u]

Fixes to Current Westwood Maps

[list][*] Vis fixes.

[*] Fixed bad spawn points (falling through the map when spawn) on Volcano, Field, and Under.

[*] Fix for base-to-base exploit on C&C_Islands. MRLS will no longer be able to hit the Hand of Nod from behind the GDI Barracks (invisible blocker).

[*] Fix for base-to-base exploit on C&C_Field. MRLS will no longer be able to shoot missiles through the mountain to hit Nod base.

[*] Fix to stop "wall jumping/driving" (with a vehicle) on C&C_Mesa, C&C_Walls, and C&C_Walls_Flying. This fix is a bit controversial because some argue that it is a valid tactic, and that they don't mind the jumping and that they prepare for it. BHS view on this is that the map authors *specifically* put vehicle blockers in those exact areas to prevent vehicles from passing those points, and we are simply enforcing that intention, thus fixing a bug/exploit that allows people who know how to get their vehicle past the blockers an unfair advantage.[/list:u]

BHS Map Pack

The BHS Map Pack are maps that BHS has tested and verified to be of high enough quality (little/no vis errors, good gameplay, no exploits) to be released to the public. The included maps are:

C&C_Mutation

C&C_FieldTS

C&C_Siege (new fixed version)

C&C_Snow
C&C_Sand
C&C_Gobi

Note that these are not all the maps we intend to have up for download, there will be more in future releases.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [flyingfox](#) on Mon, 28 Jun 2004 13:25:29 GMT

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

How will you be able to fix the levels client side without renaming them? -- And if so, will the same named maps be updated with the other balance changes later? Supposing someone got those fixed, but chose not to get the balance changes in a later patch, wouldn't they run into problems playing something, let's say "C&C_BHS_Walls" with unfixed changes as opposed to everyone else with the fixes?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Crimson](#) on Mon, 28 Jun 2004 16:20:02 GMT

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

The fixes we have mentioned only have to be on the server-side in order to work. They will over-write the current maps. When and if balance changes occur, they will be under a separate map name.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [{DG}Stryder](#) on Mon, 28 Jun 2004 17:05:53 GMT

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

...spam? lol probably not intentional.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Mon, 28 Jun 2004 18:22:12 GMT

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

Any chance of adding a "Team Chat" command to the FDS so that regulators can chat to either the whole of Nod or all of GDI.

That way I can have events occurring for each team.

Also can you give some more details about the team move commands for example do they work even when team change is off for regular players.

e.g.: If you move a player with the server they cant' just go into the dialog and move themselves back.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [Blazer](#) on Mon, 28 Jun 2004 18:24:13 GMT

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

Team chat was worked on by SK, Im not sure if he got it working or not, I will tell him to reply.

The team move command will move someone regardless of team change being on or off. But it can only be done via the console/FDS command, so players will not be able to move themselves (unless you program your regulator to allow them to do so via chat or page messages).

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [Sir Kane](#) on Mon, 28 Jun 2004 18:28:06 GMT

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

Yeah, I will add a tpage (team message) command.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [YSLMuffins](#) on Mon, 28 Jun 2004 22:35:37 GMT

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

CrimsonThe fixes we have mentioned only have to be on the server-side in order to work. They will over-write the current maps. When and if balance changes occur, they will be under a separate map name.

Server-side only? VIS errors can be fixed server-side only? I'm impressed, I never knew this.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [Sir Kane](#) on Mon, 28 Jun 2004 22:45:14 GMT

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

VIS is client side.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [xptek_disabled](#) on Mon, 28 Jun 2004 22:56:26 GMT

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

Any chance of giving "verified server owners" access to the kill commands?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [{DG}Stryder](#) on Mon, 28 Jun 2004 23:03:17 GMT

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

Kill commands can be made easily... :rolleyes:

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Mon, 28 Jun 2004 23:19:52 GMT

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

CrimsonThe fixes we have mentioned only have to be on the server-side in order to work.

Blazer Props to SK for this fix, which required creating a new network event to forward the sound events from the FDS to the clients.

Does the client need to be updated for this fix too?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Crimson](#) on Mon, 28 Jun 2004 23:33:47 GMT

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

Some are client-side, some are server side. However, none of these fixes will cause a conflict if one side does not have them.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Tue, 29 Jun 2004 00:04:26 GMT

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

xptekAny chance of giving "verified server owners" access to the kill commands?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Blazer](#) on Tue, 29 Jun 2004 00:08:10 GMT

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

We could but we are deliberately not including commands like that in the public release because of the high probability that server owners would abuse them. I realize that most people reading

this are thinking "but I would never do that", and that may be true but I know that I dont want to have someone fussing at me because they were on some server and the admin kept using the kill command on them or teleporting them around etc

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Tue, 29 Jun 2004 00:09:20 GMT

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

So can you give it to us special non-abuse server owners?

I really don't want to attempt to code anything myself.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Tue, 29 Jun 2004 05:57:02 GMT

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

I would genuinely be interested to know what legitimate uses server administrators have for kill/teleport commands.

I can see a possible use for the teleport if someone gets stuck in a map glitch and you want to

I can also see the satisfaction of getting your own back on cheats with commands like this, however it isn't going to last long because the cheat will just quit (and then probably log on as a different name). In other words this command really doesn't give you anything you don't have with the ban command.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Deathgod](#) on Tue, 29 Jun 2004 06:08:21 GMT

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

Having seen it used in Tribes, having a teleport command would be seriously amusing to fuck with people who are cheating, for example, before banning them.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Tue, 29 Jun 2004 07:35:29 GMT

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

gibberish I would genuinely be interested to know what legitimate uses server administrators have for kill/teleport commands.

I can see a possible use for the teleport if someone gets stuck in a map glitch and you want to

I can also see the satisfaction of getting your own back on cheats with commands like this, however it isn't going to last long because the cheat will just quit (and then probably log on as a different name). In other words this command really doesn't give you anything you don't have with the ban command.

- 1.) !killme command that kills a user if stuck.
- 2.) Instead of kicking for a badword, kill.
- 3.) Teleport to a user's location to investigate a possible cheat.
- 4.) Summon a transport helicopter on a map to help get a better perspective of the game.
- 5.) Use a points tool to help clean up after cheaters.
- 6.) Use a credits command to create a donate command.

The list goes on.

I would really like to see this included, or at least given to people that have proof they run a legit server. The new functions were the main reason I was looking forward to this patch. After using DA you get a bit spoiled with the awesome moderation functions.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Blazer](#) on Tue, 29 Jun 2004 08:42:06 GMT

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

That is understandable, and we may make those commands available on a case-by-case basis, but it's not something we want to push out globally to every server, and have to support it and bear the brunt of abuse complaints, etc.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [philip67](#) on Tue, 29 Jun 2004 16:22:17 GMT

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

sounds kinda sexy

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Crimson](#) on Tue, 29 Jun 2004 16:53:46 GMT

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

Yeah, because there's also moving all of your team into a building to destroy it or defend a beacon...

but I thought it might be fun to have a DM where you get randomly summoned to other players and have like, x seconds to kill them before you teleport somewhere else.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [OnfireUK](#) on Tue, 29 Jun 2004 18:28:25 GMT

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

BlazerWe could but we are deliberately not including commands like that in the public release because of the high probability that server owners would abuse them. I realize that most people reading this are thinking "but I would never do that", and that may be true but I know that I dont want to have someone fussing at me because they were on some server and the admin kept using the kill command on them or teleporting them around etc

haha that would be hilarious...

But seriously..

Couldn't you have two different downloads, one with extra commands for server owners and one without ?

Once someone agreed to not abusing the commands in some user agreement that would be their responsibility not yours right ?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [U927](#) on Tue, 29 Jun 2004 18:35:17 GMT

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

DeathgodHaving seen it used in Tribes, having a teleport command would be seriously amusing to fuck with people who are cheating, for example, before banning them.

I would pay a large sum of money to see that happen.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Tue, 29 Jun 2004 19:28:47 GMT

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

dethnfireBlazerWe could but we are deliberately not including commands like that in the public release because of the high probability that server owners would abuse them. I realize that most people reading this are thinking "but I would never do that", and that may be true but I know that I dont want to have someone fussing at me because they were on some server and the admin kept using the kill command on them or teleporting them around etc

haha that would be hilarious...

But seriously..

Couldn't you have two different downloads, one with extra commands for server owners and one without ?

Once someone agreed to not abusing the commands in some user agreement that would be their responsibility not yours right ?

Yeah, but a lot of these 'server admins' are pretty immature and would abuse it.

How about offering it in the server owners forum?

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Sir Kane](#) on Wed, 30 Jun 2004 02:34:14 GMT

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

No.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Wed, 30 Jun 2004 02:38:31 GMT

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

Quote:

You call me n00b? You probably havn't see what I've done. Here's a small sample of my work:

move [X 0] [Y 0] [Z 0] - moves player based on values.

summon [X 0] [Y 0] [Z 0] - teleport player 2 to player 1 +XYZ based on given values.

score - Take or give points from/to a player.

cash - Take or give cash from/to a player.

kill - Kill player.

team <team> - Change the team of the player.

spawn - Create a preset at players position.

n00b - Turns the player into a random, funny looking, model.

teleport [X 0] [Y 0] [Z 0] - Teleport player to XYZ

health - Set the health of the given player.

shield - Set the armor of the given player.

ID [part of playername] - Lists all players or the players which have the specified string in their name. (Probably used for a new player_info).

pt, fly, ab - Temporary commands, to be removed.

pamsg <message> - Sends an AMMSG to a single player.

Parameters in [] are optional.

And not to mention that this will be public available.

And YOU should STFU now.

Don't make false promises next time.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Sir Kane](#) on Wed, 30 Jun 2004 02:39:57 GMT

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

Never said all of them will go public.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Wed, 30 Jun 2004 02:41:05 GMT

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

Then you really should have specified that. I have an entire regulator based around those commands so this isn't a very pleasant surprise.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Sir Kane](#) on Wed, 30 Jun 2004 02:42:10 GMT

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

And I'm pretty sure "And not to mention that this will be public available." was related to the fly shit there.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Wed, 30 Jun 2004 02:45:21 GMT

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

Then why did you have to post the above in the first place? It doesn't make much sense that you talk about those commands through the majority of the post and then address something completely different with a pronoun when you haven't talked about it in the post at all.

You also told me numerous times it would be available after you figure out how to do something involving player names.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Wed, 30 Jun 2004 02:50:19 GMT

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

Silent_Kane: <http://n00bstories.com/image.fetch.php?id=1171752875>

xptek: Awsome

xptek: Can't wait for that.

xptek: Any ETA?

Silent_Kane: If I find a way to put it in something != scripts.dll

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Sir Kane](#) on Wed, 30 Jun 2004 13:04:08 GMT

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

I still don't see where I said I would put all commands in the public build.
And now stop asking for it.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Wed, 30 Jun 2004 16:49:30 GMT

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

Xptek just learn how to code it yourself:

All of the following commands are easy to do with scripts.dll changes:

move
summon
score
cash
kill
spawn
teleport
health
shield
ID

The following are not easy for various reasons:

team <team> - Change the team of the player.

n00b - Turns the player into a random, funny looking, model.

pamsg <message> - Sends an AMMSG to a single player.

Additionally I don't know how SK is intercepting the messages typed into the console however you don't need to do that anyway you can just feed them in from an external program via a socket.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Wed, 30 Jun 2004 20:23:07 GMT

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

If it were that easy I would have done it a long time ago. The only thing I've done scripts.dll related is modify the CTF mod and modify the SSAOW to drop vehicle shells. I have very little C++ knowledge so I don't see how I can do it.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Sir Kane](#) on Wed, 30 Jun 2004 20:34:31 GMT

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

The ID command is NOT something easy to be done.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Thu, 01 Jul 2004 07:22:59 GMT

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

Silent KaneThe ID command is NOT something easy to be done.

Dude its about 1/2 an hours work, and yes I have already written it.

And no I didn't steal your code for it.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Sir Kane](#) on Thu, 01 Jul 2004 07:25:54 GMT

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

You probably don't know what my ID command does.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [xptek_disabled](#) on Thu, 01 Jul 2004 07:39:21 GMT

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

gibberishSilent KaneThe ID command is NOT something easy to be done.

Dude its about 1/2 an hours work, and yes I have already written it.

And no I didn't steal your code for it.

But you know C++, correct? I wouldn't know where to start.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [gibberish](#) on Thu, 01 Jul 2004 17:04:48 GMT

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

xptekBut you know C++, correct? I wouldn't know where to start.

I wasn't born knowing C++. I learn't it.

Hence the place to start would be learning it.

In order to work on scripts stuff you only really need to know C, then if you pick up a very high level view of C++ classes you can do pretty much anything that scripts can do.

And to frank for learning C there is only one book:

The C Programming Language, Second Edition
by Brian W. Kernighan and Dennis M. Ritchie.
Prentice Hall, Inc.
ISBN 0-13-110362-8 (paperback), 0-13-110370-9 (hardback).

A lot of people I know simply call this book: "The Bible"
If there is a better book on the planet for learning C, I am not aware of it.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [xptek_disabled](#) on Thu, 01 Jul 2004 19:45:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks, I think I'll pick up a copy today and see what I can do.

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [Madtone](#) on Tue, 06 Jul 2004 22:51:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe fix some netcode

```
if (j < 0) { // not in the game
    if (netgameoperationmode == 0) {
        if (numplayers == nethostplayers) {
            packbuf[0] = MSG_RSP_GAMEFULL;
            i = 1;
            debugprintf("responding MSG_RSP_GAMEFULL");
        } else {
            i = 0;
            j = netuniqueidtoken++;

            // broadcast the joining of the new player to the rest of the team
            packbuf[0] = 6; // some game-level message specifically used at this point for joiners
            packbuf[1] = j&255;
            packbuf[2] = (j>>8)&255;
            sendpacket(-1,packbuf,3);

            // now add the new player to our game
            multiaddrtostring(&addr, packbuf, 255);
            multiaddplayer(packbuf, j);
            initprintf("A player just joined.\n");
        }
    } else {
        packbuf[0] = MSG_RSP_GAMEINPROG;
        i = 1;
    }
}
```

```
debugprintf("responding MSG_RSP_GAMEINPROG");  
}  
}
```

Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by [SoQgabba](#) on Tue, 20 Jul 2004 21:10:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

We own a 50 player rennie serv but we are getting this message every day again, sometimes 2 or 3 times a day. Is there nothing we can do about this? It really sucks cause the server will be empty after the restart... and stays empty... Maybe it's fixed in the Blackhand Studios Core Patch??...
