Subject: Black Cell Scripts
Posted by team4200r on Sat, 31 Jul 2004 07:43:57 GMT
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I was just wondering,if Black Cell can create all of their custom scripts,which by the way are really cool,why can't Black Hand Studios create the same scripts and perhaps even better ones,being that all of you know more about renegade than anyone else(except Westwood)???????????

Subject: Black Cell Scripts
Posted by egg098 on Sat, 31 Jul 2004 13:20:38 GMT
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There are already new commands that are completed, some of which will be in Core Patch 1

Subject: Black Cell Scripts
Posted by team4200r on Sun, 01 Aug 2004 07:55:22 GMT
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Yeah, I read about those new commands. I'm talking about the commands that are especially in "BCSERV5" ????? Have You ever played on that server?

Subject: Black Cell Scripts
Posted by egg098 on Sun, 01 Aug 2004 10:25:27 GMT
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Yeah, that's Dragonade, a Black-Cell set of scripts etc. for their servers that add some cool features into the game.

Subject: Black Cell Scripts
Posted by team4200r on Sun, 01 Aug 2004 11:25:29 GMT
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Yeah Dragonade,I know. I'm not sure you understand what i'm asking though? " Why can't Black Hand Studios create the same scripts and perhaps even better ones" and release them to all FDS owners so that we could set our servers up just like BCServ5 ?????? I think that would totally kick ass !!!!!!!!!!

Subject: Black Cell Scripts
Posted by Sir Kane on Sun, 01 Aug 2004 14:00:20 GMT

Because it would be lame to copy and then release the stuff.
And I don't think you will have that stuff unless they decide to release it or someone dicides to clone it.

Subject: Black Cell Scripts
Posted by icedog90 on Sun, 01 Aug 2004 19:42:33 GMT

When is Core Patch 1 going to be released into RenGuard?

Subject: Black Cell Scripts
Posted by snipesimo on Mon, 02 Aug 2004 02:49:19 GMT

Beta CP1 was released a while ago, I'm not sure whats holding it up.

I could clone it, but I really don't see the need.

Subject: Black Cell Scripts
Posted by jonwil on Mon, 02 Aug 2004 04:41:02 GMT

mainly we are waiting for some fixes for the WS maps.
And a few other things.

Subject: Black Cell Scripts
Posted by snipesimo on Mon, 02 Aug 2004 05:06:58 GMT

So the VS errors I posted will be included?

Subject: Black Cell Scripts
Posted by jonwil on Mon, 02 Aug 2004 09:53:05 GMT

not for CP1.

Subject: Black Cell Scripts
Posted by snipesimo on Mon, 02 Aug 2004 15:24:25 GMT
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Then whats the point of waiting?