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Subject: Renegade Alert Game Updates

Posted by [Renx](#) on Thu, 23 Sep 2004 18:20:39 GMT

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Version 9935 will feature some great new upgrades to some of the most common things. Some new features will be added in as well.[list]

[\*]HUD: A Completely new HUD is being added, not just a new texture this time. The RADAR will be a minimap of the current map you're on, giving you an overview of your surroundings.

[\*]HUD Icons: Small icons will be added, such as the wrench for repairing your vehicle on the Service Depot, and the dollar sign(\$) for selling you vehicle.

[\*]Vehicle Administrator: You'll be able to open a menu, letting you select who you want to kick out of your vehicle, and who you want to be the gunner. The soldiers in your vehicle will appear as icons in the menu, depending on which character they are.

[\*]Binoculars: Selected Characters will have a set of binoculars. It will work similar to the sniper scope.

[\*]New Network Code: The new netcode will allow for some upgraded functions in-game. It will also help a lot with FDS crashes. This is much more stable than the current netcode.

[/list:u]All of this is being worked on by Silent Kane. He was hoping to have some of this implemented into v9932, but now all of it will be in v9935.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4627&st=0&#entry93355>

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Subject: Renegade Alert Game Updates

Posted by [Renx](#) on Thu, 23 Sep 2004 18:22:21 GMT

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Example of Binoculars so far

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Subject: Renegade Alert Game Updates

Posted by [Vitaminous](#) on Thu, 23 Sep 2004 19:01:42 GMT

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Quote:[16:08] <@Silent\_Kane> Go and reply saying it r0xx!!1  
It r0xx!!1

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Subject: Renegade Alert Game Updates

Posted by [Dan](#) on Thu, 23 Sep 2004 19:06:03 GMT

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Nice, although I can just see that people will be kicking people out of the Chinooks when they are high up :S

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Subject: Renegade Alert Game Updates  
Posted by [YSLMuffins](#) on Thu, 23 Sep 2004 19:30:00 GMT  
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\*excellent\* :thumbsup:

Will the glitchy snipers using scope be fixed?

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Subject: Renegade Alert Game Updates  
Posted by [Vitaminous](#) on Thu, 23 Sep 2004 19:33:08 GMT  
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DanNice, although I can just see that people will be kicking people out of the Chinooks when they are high up :S

Don't give em' ideas you fool!

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Subject: Renegade Alert Game Updates  
Posted by [Oblivion165](#) on Thu, 23 Sep 2004 19:40:57 GMT  
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Nice, But seriously, crop images. And the Circles arent even.

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Subject: Renegade Alert Game Updates  
Posted by [Dan](#) on Thu, 23 Sep 2004 19:48:37 GMT  
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Its an example

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Subject: Renegade Alert Game Updates  
Posted by [PointlessAmbler](#) on Thu, 23 Sep 2004 21:49:08 GMT  
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Dan is correct.

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Subject: Renegade Alert Game Updates  
Posted by [Renx](#) on Thu, 23 Sep 2004 23:04:59 GMT  
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Silent Kane is not our 2d artist....

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Subject: Renegade Alert Game Updates  
Posted by [icedog90](#) on Fri, 24 Sep 2004 00:43:55 GMT  
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I thought you could only use one scope texture, not two?

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Subject: Renegade Alert Game Updates  
Posted by [Vitaminous](#) on Fri, 24 Sep 2004 01:28:10 GMT  
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Scripts > your thoughts.

---

Subject: Renegade Alert Game Updates  
Posted by [icedog90](#) on Fri, 24 Sep 2004 02:35:12 GMT  
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AprimeScripts > your thoughts.

Maybe re-think what I said? I was told by (I think) Jonwil that it is not possible in scripts. I guess he was wrong.

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Subject: Renegade Alert Game Updates  
Posted by [Vitaminous](#) on Fri, 24 Sep 2004 02:51:25 GMT  
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Jonwil has never been able to prove that it was not possible.

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Subject: Renegade Alert Game Updates  
Posted by [Sir Kane](#) on Fri, 24 Sep 2004 05:52:36 GMT  
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Nothing is impossible. I'm working on something, Blazer wanted for ages, right now.

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Subject: Renegade Alert Game Updates  
Posted by [Blazer](#) on Fri, 24 Sep 2004 05:56:28 GMT  
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Subject: Renegade Alert Game Updates  
Posted by [Sir Kane](#) on Fri, 24 Sep 2004 06:02:27 GMT  
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The stuff that prints killer + used weapon (the correct one).

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Subject: Renegade Alert Game Updates  
Posted by [Dan](#) on Fri, 24 Sep 2004 20:00:33 GMT  
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Just out of curiosity, how exactly will you manage to write new netcode? I mean, wont you need the source code to do that?

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Subject: Renegade Alert Game Updates  
Posted by [Nodbugger](#) on Fri, 24 Sep 2004 20:36:15 GMT  
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They need to put in parachutes.

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Subject: Renegade Alert Game Updates  
Posted by [SuperFlyingEngi](#) on Fri, 24 Sep 2004 21:04:02 GMT  
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I second that. Either parachutes or have your character die along with your chopper when it explodes.

---

Subject: Renegade Alert Game Updates  
Posted by [Dan](#) on Fri, 24 Sep 2004 21:37:01 GMT  
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SuperFlyingEngil second that. Either parachutes or have your character die along with your chopper when it explodes.

Well they'll most likely die anyway when the chinook explodes. They'll get fall damage that kills them. Unless it is low to the ground.

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Subject: Renegade Alert Game Updates  
Posted by [Deactivated](#) on Sat, 25 Sep 2004 08:42:35 GMT  
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DanJust out of curiosity, how exactly will you manage to write new netcode? I mean, wont you

need the source code to do that?

Most likely SK disassembled the game code.

---

---

Subject: Renegade Alert Game Updates  
Posted by [Sir Kane](#) on Sun, 26 Sep 2004 08:06:18 GMT  
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Vehicle administration dialog (first version):

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Subject: Renegade Alert Game Updates  
Posted by [Dan](#) on Sun, 26 Sep 2004 08:08:29 GMT  
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How will the driver make this menu pop up?

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Subject: Renegade Alert Game Updates  
Posted by [Sir Kane](#) on Sun, 26 Sep 2004 08:14:13 GMT  
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By pressing a key. I have it bound to O right now.

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Subject: Renegade Alert Game Updates  
Posted by [Spice](#) on Sun, 26 Sep 2004 08:31:30 GMT  
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Wow , that looks great. This must have taken quite a bit of work because I haven't seen anything like this before.

SilentKane > All.

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Subject: Renegade Alert Game Updates  
Posted by [Sir Kane](#) on Sun, 26 Sep 2004 09:24:27 GMT  
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Only the refresh and exit buttons work so far anyhow lol.

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Subject: Renegade Alert Game Updates  
Posted by [MilkyLep](#) on Sun, 26 Sep 2004 14:37:06 GMT  
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...And Renegade Alert reaches a new high of Ownage!!!

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Subject: Renegade Alert Game Updates  
Posted by [Ferhago](#) on Sun, 26 Sep 2004 21:04:44 GMT  
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Man you got my hopes up for a patch release. Please only post in here if the patch is ready otherwise people can just go to the Renalert forums if they feel like seeing what is going on

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Subject: Renegade Alert Game Updates  
Posted by [Havoc 89](#) on Sun, 26 Sep 2004 23:26:57 GMT  
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wow, way to go SK. Keep it up you guys!

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Subject: Renegade Alert Game Updates  
Posted by [PCWizzardo](#) on Thu, 30 Sep 2004 00:41:18 GMT  
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my god, that's amazing! How in the world can you do such a thing without the source code? Hex editing? Resource Hacker (or the like)?

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Subject: Renegade Alert Game Updates  
Posted by [Slash0x](#) on Thu, 30 Sep 2004 06:29:37 GMT  
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Silent Kane is an 1337 H@xor!

(For those of you that don't know sarcasm, I WAS JUST KIDDING! )

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Subject: Renegade Alert Game Updates  
Posted by [\\_ToXiN\\_](#) on Thu, 30 Sep 2004 23:48:04 GMT  
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Slash0xSilent Kane is an 1337 H@xor!

(For those of you that don't know sarcasm, I WAS JUST KIDDING! )

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Actually, I wouldn't call it sarcasm, I'd be proud if someone called me a 31337-Hacker for the right reasons, see what SK is doing here, is actually hacking.

<http://dictionary.reference.com/search?q=hacker>  
<http://www.urbandictionary.com/define.php?term=hacker&r=f>

SK iz ze 31337 hacker!

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**Subject: Renegade Alert Game Updates**  
Posted by [Slash0x](#) on Fri, 01 Oct 2004 03:42:28 GMT  
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But when people that don't know the terminology (SP?) WILL take it the wrong way.

For example, how many people would probably say you cheat if you went into a server and said "hay every! I hacked Renegade!"

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