
Subject: Core Patch Review

Posted by [Gizbotvas](#) on Sat, 04 Dec 2004 16:45:08 GMT

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First off, let me say I think Renguard is amazing. The patch I am sure was necessary, and I appreciate the time and effort put into it's developement and distribution.

The addition of the beacon countdown and C4 timers is great. Many of us had them anyway, so this is a neat way to provide the mod without compromising renguard.

But there are aspects to the Patch of which I am very critical. It seems things were unnecessarily added or changed that only detract from the game.

Namely, three things.

First, the font. I am not sure why renguard-developers felt it necessary to change the font. It is more difficult for me to read, and I feel the new font is less appealing, even distracting. Now I sometimes find myself at a Purchase Terminal reviewing chat in a font I can read. you see, Purchase Terminal Chat List is still in the older, easier-to-read font.

Secondly, the screams instead of the "boink"s. Why was that changed? Was the idea to make Renegade seem more "realistic"? I think Renegade does fine with it's cartoony violence, and the screams don't tell me if I killed a player or not. Now I have to now read the chat (in the new font-ug) to see if I got the kill credit or the other player got it.

Finally, "What is with all the noises"? Seriously... I am trying to listen for specific sounds ingame: footsteps, stank engines, APC sounds, and now they are drowned out by the "Building Destruction Eminent" (even if the building is already gone), "Prayer sessions have been moved foward one hour...", C130 engines, Ob charging, and other strange unidentifiable sounds.

I understand that the personal preferences of programmers will be integrated.... but was all that cacophany really essential?

It is the same with the GREAT addition of the red cross that appears over a character crying out "I need repairs"- it is helpful indeed. But then why place icons over a player for "Building Needs Repair"? Why do that? It doesnt help the game in any way. It provides no more information or assistance than the voice command. So the addition is merely ascthetic? Does anyone feel we really needed those?

Subject: Core Patch Review

Posted by [SuperTech](#) on Sat, 04 Dec 2004 16:55:22 GMT

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Wow, you echoed my thoughts exactly! Scary! It would be nice during the patching to pick and choose what add-ons you want (these are add-ons after all).

Speaking of nosies...when the aircraft carrier drops cargo it makes a very annoying noise! Why was this added?

I do, however, love the building needs repaired/has been repaired and beacon countdown mod. The !donate function is also very cool.

Subject: Core Patch Review

Posted by [glyde51](#) on Sat, 04 Dec 2004 17:01:36 GMT

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The radio emoticons are turned on and off by one parameter I guess...

Subject: Core Patch Review

Posted by [snipesimo](#) on Sat, 04 Dec 2004 17:10:40 GMT

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The font change HAD to be done to get the patch out the door now instead of later, if you don't like it, try the search function and change it back instead of whining about it.

Subject: Core Patch Review

Posted by [mac](#) on Sat, 04 Dec 2004 17:14:59 GMT

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Take a look at a 1player LAN Game - CP1 tries to mimic that. There you have the same emoticons, the same death sounds, the same cargo plane sounds etc.

Besides, it's the SSAOW Server side mod doing the sounds, not CP1. CP1 just makes you hear them

Subject: Core Patch Review

Posted by [SuperTech](#) on Sat, 04 Dec 2004 22:24:05 GMT

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snipesimoThe font change HAD to be done to get the patch out the door now instead of later, if you don't like it, try the search function and change it back instead of whining about it.

Listen Charlie, I didn't ask for the patch to be installed. It installed itself! The ability to change the font should be documented in the release notes.

Subject: Core Patch Review

Posted by [mac](#) on Sat, 04 Dec 2004 22:42:17 GMT

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Yes, you did.

You could opt-out here.

On first RenGuard startup, it asked you if you wanted updates from Blackhand Studios.

Subject: Core Patch Review

Posted by [mac](#) on Sun, 05 Dec 2004 03:08:17 GMT

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Let me explain how CP1 works technically.

There are two parts - client and server side.

We have fixed two bugs on the client. Emoticons and Sound transmitting over the network.

That is why you hear the obelisk chargeup now, because the FDS is able to tell your client to play that sound. Always has been that way. It's just the client had a bug that prevented sound transmitting.

The other sounds are produced server side by a modification, called SSAOW - Server Side All Out War. A very popular mod. It's included in SSCP1.

SSAOW is sending over the network certain sounds - like building destruction imminent, the cargo plane, building repaired, turret/harvester under attack etc..

So - in short. We're fixing a bugs in renegade, which allow you to hear new sounds. The sounds are coming from the server.

SSAOW is mimicking host-"MP"-mode. That is when you are hosting from the client a game.

You've got the same emoticons there. Even the emoticon for "Building needs repair".

You've got the obelisk chargeup there.

You've got the cargo plane there.

You've got the "Harvester Under Attack" sound there

You've got death screams, plus the usual boink.

You've got "random building announcements"

etc.

Open up a 1Player LAN Game with any map, and verify this, if you want.

All we are doing is to make renegade like it was intended by Westwood. These are no additions, these are bugfixes. They're new for you, because you didn't know they were there the first place. We did.

If you don't like a particular sound, you can place a 0byte -wav file with the particular name into

your data dir, muting this sound. I can post filenames, if requested.

And by the way, this is NOT a RenGuard patch. This patch was produced by BlackHand Studios and is completely independent from RenGuard except that we used RenGuard to push the patch. People who don't use RenGuard are able to get the patch in a separate installer available for download.

Subject: Core Patch Review

Posted by [Majin Vegeta](#) on Sun, 05 Dec 2004 03:54:16 GMT

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bring back the boinks

oh i miss my boinks

very good work btw =)

Subject: Core Patch Review

Posted by [SuperTech](#) on Sun, 05 Dec 2004 04:59:09 GMT

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Well, all this makes sense now, but you really cannot sit there and say you are innocent of the problems that are caused by the core patch. If Renguard and Blackhand Studios are two completely different animals then why are you pushing down their modifications to us? How am I suppose know what "core patches" are? I thought core patches were code updates done to RenGuard.

In terms of presenting to us what Westwood "intended": the game has been out for over 2 years and Westwood never addressed these things (probably because they didn't need to be addressed), so I'm not convinced you are fulfilling their intentions.

If someone can tell me how to get rid of the screams and the cargo noise, I would appreciate that!

Thanks.

Subject: Core Patch Review

Posted by [mac](#) on Sun, 05 Dec 2004 05:11:49 GMT

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These things (death sounds and cargo plane sounds) are working in hosting mode. Thus, it was intended, but never fixed, as many things.

BHS has produced RenGuard as well as CP1, but these are different projects, not related to each other. I just want to point out that this is not a "RenGuard Patch", but a Renegade Patch. It patches renegade, not RenGuard

I think the original popup question that RenGuard does specifically states that these are updates for Renegade, not RenGuard. RenGuard's auto update feature cannot be disabled, since its automatic.

And no, we're not sitting back, as you can see.

If you want to remove emoticons and working MP-sounds (and all other engine bugfixes), you can make a copy of scripts.dll, and rename scripts2.dll to scripts.dll. Voila, no more sounds for you.

Subject: Core Patch Review

Posted by [glyde51](#) on Sun, 05 Dec 2004 05:16:28 GMT

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One: WestWood is dead.

Two: RenGuard is OWNED by BlackHand Studios.

Three: It is the way it was supposed to be with Core Patch One in affect. There is a problem with the original WW patches, but WW was dying, and EA wanted Renegade dead.

You see, BlackHand Studios knows this game better than anyone. No one knows it better, except for the defeated programmers and WW staff that are now fired.

Subject: Re: Core Patch Review

Posted by [Blazer](#) on Sun, 05 Dec 2004 08:35:03 GMT

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First I will start off with the saying, "You cannot please all of the people all of the time". In other words no matter how carefully we surveyed all the players to see what they wanted, no matter how many seemed to agree, there are always going to be a few who complain about things. This being said, Im not surprised that you don't love every aspect of CP1, but you may be suprised that the majority of people like the majority of things in CP1.

GizbotvasFirst, the font. I am not sure why Renguard-developers felt it necessary to change the font. It is more difficult for me to read, and I feel the new font is less appealing, even distracting. Now I sometimes find myself at a Purchase Terminal reviewing chat in a font I can read. you see, Purchase Terminal Chat List is still in the older, easier-to-read font.

We have provided an explanation as to why the font was changed, as well as instructions to revert it back to normal. I think in CP2 we will take a different approach with the loadscreen text, and go back to the default font.

GizbotvasSecondly, the screams instead of the "boink"s. Why was that changed? Was the idea to make Renegade seem more "realistic"? I think Renegade does fine with it's cartoony violence,

and the screams don't tell me if I killed a player or not. Now I have to now read the chat (in the new font-ug) to see if I got the kill credit or the other player got it.

The boinks were not removed, the screams are extra sounds heard locally when someone dies near you. The boink is still there and not changed.

GizbotvasFinally, "What is with all the noises"? Seriously... I am trying to listen for specific sounds ingame: footsteps, stank engines, APC sounds, and now they are drowned out by the "Building Destruction Eminent" (even if the building is already gone), "Prayer sessions have been moved foward one hour...", C130 engines, Ob charging, and other strange unidentifiable sounds. I understand that the personal preferences of programmers will be integrated.... but was all that cacophany really essential?

The new sounds have nothing to do with prefernces of the programmers...in fact I dont like the interior building sounds myself. However, we fixed a bug that was previously preventing these sounds from broadcasting from the server to the clients, so it enabled a whole array of sounds, from the obelisk charging to the plane engines. These sound events were already in the game and Greg Hjelstom himself once told me it was a bug that was keeping these things from playing in MP mode. A bug they intended to fix but never happened since as we all know Westwood got shut down.

GizbotvasIt is the same with the GREAT addition of the red cross that appears over a character crying out "I need repairs"- it is helpful indeed. But then why place icons over a player for "Building Needs Repair"? Why do that? It doesnt help the game in any way. It provides no more information or assistance than the voice command. So the addition is merely ascthetic? Does anyone feel we really needed those?

The emoticons are an all-or-nothing thing. We simply enabled them as they should be. We didn't pick which ones, or the icons themselves. What you see is what Westwood intended.

Again to reiterate the "you cannot please all of the people all of the time", if we somehow could remove the building needs repair emoticon just to satisfy you, there will surely be 3 other people ready to voice their complaint as to why they want it to stay in there.

Subject: Core Patch Review

Posted by [Blazer](#) on Sun, 05 Dec 2004 08:39:16 GMT

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SuperTechIn terms of presenting to us what Westwood "intended": the game has been out for over 2 years and Westwood never addressed these things (probably because they didn't need to be addressed), so I'm not convinced you are fulfilling their intentions.

Westwood never addressed them because they got shut down over a year ago! And I have documented proof that everything we fixed were known bugs to Westwood that they intended to fix, had they stayed in business. We simply fixed the things that were supposed to work.

SuperTechIf someone can tell me how to get rid of the screams and the cargo noise, I would appreciate that!

Don't forget that the screams do not replace the boink, they are extra sounds you hear if someone dies close to you. If you really want to get rid of them we can post the filenames and you can put a 0 byte file with that name in your data directory and they will be gone.

Subject: Core Patch Review
Posted by [Slash0x](#) on Sun, 05 Dec 2004 09:48:54 GMT
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Giz, the footsteps could be heard before the patch. Lol. That's how come people go "WTF?" when I snipe them as SBHs.

Subject: Core Patch Review
Posted by [exnyte](#) on Sun, 05 Dec 2004 16:14:38 GMT
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He knows that. What he's saying is now, with the new sounds playing, he can't hear them.

Subject: Core Patch Review
Posted by [Gizbotvas](#) on Mon, 06 Dec 2004 17:30:37 GMT
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thanks Blazer. You have explained a lot.

Subject: Core Patch Review
Posted by [Jecht](#) on Mon, 06 Dec 2004 18:13:40 GMT
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ya, i still get my boinks

Subject: Core Patch Review
Posted by [Alkaline](#) on Tue, 07 Dec 2004 06:00:28 GMT
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The biggest problems with CP1 are the buggy Server side scripts and the Poor selection of maps which didn't include maps from Titan, SlashOx, Sanda, Halo38, SomeRhino and other excellent mappers.

I say CP2 be include only maps chosen by people and mandatory has 4 maps by Titan, cause they rock.

Subject: Core Patch Review

Posted by [Jecht](#) on Tue, 07 Dec 2004 06:38:49 GMT

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i like Slash0X's work, love the darkness and the ability to hide and snipe, really gives a whole new dimension to sniping.

Subject: Core Patch Review

Posted by [Crimson](#) on Tue, 07 Dec 2004 08:48:02 GMT

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SomeRhino fixed the bugs in Siege.

Subject: Core Patch Review

Posted by [Hulkcore](#) on Wed, 08 Dec 2004 02:31:39 GMT

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While the new font IS ugly, I do like that all the morons with the l10oOlll etc... names are now simply to read and kick when needed. I know this was intended, and in my opinion is appreciated.

Also, I don't have a link to, but if someone does, Blazer's BlazeRotate is an easy way to change sounds around, although I don't know if the MP sounds that got fixed are in it.

Subject: Core Patch Review

Posted by [mision08](#) on Wed, 18 May 2005 23:42:10 GMT

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Quote:If you don't like a particular sound, you can place a 0byte -wav file with the particular name into your data dir, muting this sound. I can post filenames, if requested.

Please post the cargo plane and where i can find it.

Subject: Core Patch Review

Posted by [flyingfox](#) on Thu, 19 May 2005 11:58:26 GMT

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I'd tell you to use private messaging instead of bumping this old post but....you can't even spell mission right....and your post makes no sense, it doesn't look like you really read what you are quoting.

Subject: Core Patch Review

Posted by [dead6re](#) on Thu, 19 May 2005 16:50:53 GMT

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Westwood never addressed them because they got shut down over a year ago! And I have documented proof that everything we fixed were known bugs to Westwood that they intended to fix, had they stayed in business. We simply fixed the things that were supposed to work.

This doc public, or able to to be released. i wouldnt mind reading what they wanted to fix.

Subject: Core Patch Review

Posted by [mision08](#) on Thu, 19 May 2005 22:20:00 GMT

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I did try a private message but have not received a response. Also, mision08 was already taken but I'm sure that I would have misspelled it anyway. Thank you for your response Richard. I mean DICK

Subject: Core Patch Review

Posted by [dead6re](#) on Fri, 20 May 2005 12:12:31 GMT

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mision08I did try a private message but have not received a response. Also, mission08 was already taken but I'm sure that I would have misspelled it anyway. Thank you for your response Richard. I mean DICK

Richard A is not a dick, if he is you will never recover the old name.

Subject: Core Patch Review

Posted by [mision08](#) on Fri, 20 May 2005 22:36:36 GMT

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dead6re

if he is you will never recover the old name.

What?

First of all, Richard is to Dick as William is to Bill. I have no idea who flyingfox is or what his name is. I don't care either. He does not know me from Adam. Yet, he will assume I have not tried to send a private message or obtain the answer in another way. Then he continues to assume that I can not spell mission correctly, the whole time convincing me that he is a total DICK. I will agree that I did not make the post as clear as I could have. However, I hope that I would not try to assume so much from 1 post that I read.

And really, was it that hard to understand?

Quote:If you don't like a particular sound, you can place a 0byte -wav file with the particular name into your data dir, muting this sound. I can post filenames, if requested.

Please post the cargo plane and where i can find it.

Particular sound = cargo plane or c_130 or that loud ass noise from the propeller when a vehicle is being dropped.

With Dick's intelligence I was sure this would be easy to figure.
I know that I am a dumbass for asking "where I can find it"
There is no point in living now, please kill me.

Subject: Core Patch Review
Posted by [flyingfox](#) on Fri, 20 May 2005 22:47:54 GMT
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well fcking hell.

sure is a quick way to judge someone, I mean a few lines of post, you must know someone from just that. your post did look very stupid reviving a 5 month old thread....you should have posted a new topic, your question had nothing to do with what the original thread was about and your quote was a fragment.

here, just to shut you up:
download the XCC mixer, use it to browse westwood\renegade\data\always.dat, and look through every sound there if you need to.....you will find the file eventually...hard workers never quit, so if you post again whining, you haven't worked hard enough to find the sound.

Subject: Core Patch Review
Posted by [mision08](#) on Sat, 21 May 2005 07:44:24 GMT
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Hmm, how can I put this nicely? Go F**k yourself, get aids and die. I actually posted a new topic for this on May 12. All this F***ing bullshit to find out you don't even know the filename. Why did you bother to reply if you didn't understand my confusing question? I was trying to get a response from someone who knows the filename for the cargo plane so that I can eliminate it. Instead I get a Dick that wants to bitch about bumping an old topic as if it were the end of the world. Forget about it.

Subject: Core Patch Review
Posted by [mision08](#) on Sat, 21 May 2005 21:05:37 GMT

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ghostSWTi think yo uare talking about >>> c130_loop.wav if you hear a loud ass sound when the plane flys by then c130_loop.wav is the one you need

Thanks to ghostsSWT
