
Subject: Ok Its Feb 2005... where is CP2??
Posted by [Alkaline](#) on Tue, 15 Feb 2005 01:39:03 GMT
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First of all, I think I should make the map list
2nd, what is the eta on in it?
ONLY servers I know running cp1 maps are the unrules default, jellygames, and I think Fanmaps.

Subject: Ok Its Feb 2005... where is CP2??
Posted by [IRON FART](#) on Tue, 15 Feb 2005 03:31:01 GMT
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Yes, there needs to be some better maps in CP2. Sand and Snow suck horribly.

Gobi is ok though.

I think Conquest Winter should be in there, and Forest Trail too if it had some improvements like ability to buy characters and limited vehicles.

Subject: Ok Its Feb 2005... where is CP2??
Posted by [mac](#) on Tue, 15 Feb 2005 07:13:49 GMT
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No CP until RenGuard is done.

Subject: Ok Its Feb 2005... where is CP2??
Posted by [Alkaline](#) on Tue, 15 Feb 2005 09:07:01 GMT
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huh?
Its been for a while...or I am not getting your point

Subject: Ok Its Feb 2005... where is CP2??
Posted by [mac](#) on Tue, 15 Feb 2005 09:12:25 GMT
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RenGuard 1.04 has features we need for a future CP, plus it takes priority..

Subject: Ok Its Feb 2005... where is CP2??
Posted by [Majiin Vegeta](#) on Tue, 15 Feb 2005 21:26:11 GMT

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Alkalinehuh?

Its been for a while...or I am not getting your point

its done when its done

Subject: Ok Its Feb 2005... where is CP2??

Posted by [Buavey](#) on Wed, 16 Feb 2005 02:18:10 GMT

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IRON-FART

I think Conquest Winter should be in there, and Forest Trail too if it had some improvements like ability to buy characters and limited vehicles.

Yo Unless you have a nasty GFX Conquest Winter just lags like hell cause its so big! Granted it probably one of the best maps ever made, not many Comps can handle! Definently calls for a Geforce 6800 GT which I have!

Subject: Ok Its Feb 2005... where is CP2??

Posted by [IRON FART](#) on Wed, 16 Feb 2005 02:40:42 GMT

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I have an FX 5200 wich is far from top of the line, and i've been able to play with 12 people in it just fine. Great for tank battles though. Really fun with a stank.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [ghostSWT](#) on Wed, 16 Feb 2005 06:07:30 GMT

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IRON-FARTI have an FX 5200 wich is far from top of the line. That card is like the botom of the line in DirectX9 compatable cards. I know i have it. Disabling V sync, Antialiasing and Anisotropic increased fps for me by a lot.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [Rex](#) on Wed, 16 Feb 2005 08:10:29 GMT

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I would like to help with RenGuard if possible

Subject: Ok Its Feb 2005... where is CP2??

Posted by [reborn](#) on Thu, 24 Feb 2005 08:38:01 GMT

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dre4mteam.com AOW marathon server has C&C_FieldTS.mix and C&C_Mutation_Redux.mix in rotation, and I am going to add C&C_Gobi.mix tonight as these two maps hasn't had any real loss effect in player counts on the server.

And I am inclined to agree with Alk to a degree, although I don't think he should make the map list for the core patch two , I do think that it would be nice if server owners actually running core patch maps had more of a say in what goes in before it is released, as we are more likely to host the maps.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [Renx](#) on Thu, 24 Feb 2005 12:04:18 GMT

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I really think Tropics(TS?) needs to be in there. That map kicks so much ass.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [Aircraftkiller](#) on Fri, 25 Feb 2005 10:03:13 GMT

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No, it doesn't. It sucks, I know because I made the damn thing.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [trunkskgb](#) on Wed, 09 Mar 2005 03:17:07 GMT

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As much as I'd like to come back to Renegade, it's never gonna get funner if people keep running the standard maps. I like Tropics, but it sucks graphically. No offense ACK.

When I ran my server for DA, I tried to choose maps that ran at a steady FPS. My maximum FPS is 85. If a map stayed at that, or above 70... I was satisfied.

There's so many fun maps out there and if people just went back and edited them, they could have real potential.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [reborn](#) on Wed, 09 Mar 2005 08:20:17 GMT

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your FPS is never going to be higher than that of the servers, which is a maximum of 60 SFPS.

Unless I am mistaken, but I think i'm right.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [trunskgb](#) on Thu, 10 Mar 2005 02:53:27 GMT

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Your mistaken...well, kinda. The SFPS will never go above 60. Your FPS can go as high as your video card/monitor can handle.

I have a Radeon 9600pro and when I install my Omega drives, they give me the option up to 120 FPS. However, I can only get 85 out of it. Someone said that most monitors can't handle that refresh rate so that's why.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [Majiin Vegeta](#) on Thu, 10 Mar 2005 04:16:41 GMT

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trunskgbYour mistaken...well, kinda. The SFPS will never go above 60. Your FPS can go as high as your video card/monitor can handle.

SFPS has a max of 62

its rare

Subject: Ok Its Feb 2005... where is CP2??

Posted by [Crimson](#) on Thu, 10 Mar 2005 04:48:45 GMT

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SFPS can go higher than 60(62) if you are playing a non-dedicated server and you have a higher mHz.

Subject: Ok Its Feb 2005... where is CP2??

Posted by [IRON FART](#) on Thu, 10 Mar 2005 05:24:39 GMT

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I've played on a non-dedicated with an SFPS of 85. The guy had a really good computer. It was only for one game though. Mind you this was about a year ago.

Subject: Ok Its Feb 2005... where is CP2??
Posted by [reborn](#) on Thu, 10 Mar 2005 07:36:30 GMT
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So am I right in saying that the clients FPS can never be higher than that of the SFPS?

I know that it can display that you have a FPS of say 70, but I was told that althou it displays this, it actually can't be higher than the SFPS.

I ran my renegade windowed mode two days ago, and it told me I had an FPS of over 200 (i have a 9800xt) but didnt really seem to have much difference then when i have 60 FPS.

Subject: Ok Its Feb 2005... where is CP2??
Posted by [trunkskgb](#) on Fri, 11 Mar 2005 16:19:07 GMT
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Majiin VegetatrunkskgbYour mistaken...well, kinda. The SFPS will never go above 60. Your FPS can go as high as your video card/monitor can handle.

SFPS has a max of 62

its rare

Ohhh, I was off by 62...sowwy :rolleyes:

Subject: Ok Its Feb 2005... where is CP2??
Posted by [Jzinsky](#) on Mon, 28 Mar 2005 01:31:44 GMT
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Aircraftkiller a.k.a. ACKNo, it doesn't. It sucks, I know because I made the damn thing.

Well, why not try and improve on it? Or have I missed the point?

Subject: Ok Its Feb 2005... where is CP2??
Posted by [Vitaminous](#) on Mon, 28 Mar 2005 05:54:06 GMT
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Aircraftkiller a.k.a. ACKNo, it doesn't. It sucks, I know because I made the damn thing.

Care to explain why it sucks?

Subject: Ok Its Feb 2005... where is CP2??

Posted by [mripirate](#) on Tue, 29 Mar 2005 19:43:54 GMT

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RebornSo am I right in saying that the clients FPS can never be higher than that of the SFPS?

I know that it can display that you have a FPS of say 70, but I was told that althou it displays this, it actually can't be higher than the SFPS.

I ran my renegade windowed mode two days ago, and it told me I had an FPS of over 200 (i have a 9800xt) but didnt really seem to have much difference then when i have 60 FPS.

To a human eye, there's not much difference between 60 FPS and 200 FPS. I belive the client FPS is independent of the SFPS.
