
Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Crimson](#) on Mon, 04 Apr 2005 05:40:49 GMT

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

Work is currently underway for Core Patch 2, now with no Trans Fat! Here's what's on the way...

Engine Changes/Bugfixes, such as even faster map loadtimes, spawn with a fully-loaded pistol (hopefully), and PNG format screen shots instead of TGA for better file size and better compatibility with your current image software. We're also fixing the "invisible harvester" bug where new harvesters created after the Power Plant is destroyed are invisible. We are also going to add client chat logging so you can find messages you missed, and use the logs when you post on forums and web sites.

Several New Console Commands for Server admins, though mostly for regulator software, including map name display, mod package name display, map number display, map list display, get radar mode, music, no music, music private, no music private, get server bhs.dll version, mine limit display, current mine display, eject (remove a vehicle thief from a vehicle), map list changing, snd3dt (Sound 3D team), emoticon display, and currently playing song.

GUI/Interface changes include new Purchase Icons, "Logan" maps, where CP2 users will be able to purchase "Logan" as an alternate for "Deadeye" with the same stats and weapon, so long as the server and client both have CP2 installed. We're also replacing the font with the standard one... Just when you got used to the "new" font from CP1. We'll also be changing the load screen.

We're also adding new voice messages by djlaptop, to be used in BRenBot, and on the server side, we're featuring a new SSAOW Version which includes CTF and Sniper Game Modes, plus new BRenBot 1.42 version which features a permission system and a plugin system.

And, as usual, new maps will be released to CP2 users. We'll be adding 4-5 maps, which you, the community, will vote on, with the following restrictions:[list]

- [*]20-25mb

- [*]at least one flying map

- [*]no deathmatch/other game mode maps, only AOW

- [*]Base Defense maps vs No Base Defense ratio should be even

[/list:u]

We also have some map-specific fixes that we've been asking for your help to locate for a while.

The list includes the following:[list]

- [*]Volcano : Fix VIS glitches in the tunnels between Power Plants

- [*]Volcano : Fix gap in invisible wall at ledge or the ramp at the lava area

- [*]FieldTS : Block buggies entering tunnels

- [*]FieldTS : Fix glitched area at the obelisk where vehicles getting stuck.

- [*]Islands : Fix all reported spots where base 2 base is possible

- [*]Mesa : Fix VIS glitch standing at AGT looking at Bar.

- [*]City(Flying) : Fix VIS glitch at Hand front when in APC

- [*]Canyon : Block ability to get on the side of WF

- [*]Canyon : Fix VIS glitch with Light Tank and bridge near GDI refinery

- [*]Complex : Fix base 2 base ability (need screenshot of location)

- [*]Snow : Fix Base 2 Base ability

- [*]Under: Fix bad spawn point on the Hand Of Nod
- [*]Under: Fix various VIS glitches in the tunnels
- [*]All Maps : Fix WF vehicle construction zone is too large
- [*]All Maps : Fix MCT aggregate in the Nod Refinery
- [*]Non-Flying Maps : Block ability to get on top of the Refineries

[/list:u]
--- Other Announcements ---

Another important change here at Blackhand Studios is that we have added an official support leader. He is the ever-helpful zunnie. Please give him a warm welcome!

We will keep you updated on our progress. Look for a poll very soon to start voting on maps to include in the patch!

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [xptek](#) on Mon, 04 Apr 2005 05:43:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Question for jonwil: Will the new console commands write their output to renlog?

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [jonwil](#) on Mon, 04 Apr 2005 05:58:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

They should write their output to the same place as the standard console commands (if they dont, thats not something I can fix)

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [reborn](#) on Mon, 04 Apr 2005 06:38:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

CP2 sounds great, I never actually thought you would get around to porting the scripts to sniper mode or CTF, so nice one people
And also the file output format for screenshots is a great idea, i know some people dis-agree, but not me. Niceone.
Also im so pleased that those annoying vis settings are now being sorted out.
will BrenBot 1.42 resolve the case sensitive issue in the masters/admins file?

Congratulation to Zunnie for joining the BHS team, if anyone deserved it it was you, and congratualtions to the BHS team for gaining Zunnie, we all know how much the guy owns and always seems to have an answer, he really can offer allot and is the most helpful person I know.
Good choice

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [IRON FART](#) on Mon, 04 Apr 2005 07:14:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice one.
Zunnie, we still owe you one

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [N00bish_One](#) on Mon, 04 Apr 2005 07:40:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

so does this mean a new version of renguard is imminent :biggrin:

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [mac](#) on Mon, 04 Apr 2005 07:41:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

RenGuard and core patches are separate projects and have nothing to do with one another other than the fact that RenGuard is being used to push core patches to the user.

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [IRON FART](#) on Mon, 04 Apr 2005 07:45:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

By the way, can we have the option to keep screenshots as TGA files if we want to?
I prefer them to PNG and I use photoshop a lot anyway.

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [jonwil](#) on Mon, 04 Apr 2005 08:02:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a command to switch between TGA and PNG.
PNG is the default if you have never used the command before.
If you use the command it will be saved in the registry.

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [Dan](#) on Mon, 04 Apr 2005 08:17:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

so.. can you tell us the command?

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [RTsa](#) on Mon, 04 Apr 2005 08:25:31 GMT

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

Good improvements!

Except on one, I disagree...

Quote:spawn with a fully-loaded pistol (hopefully)

Nooooooo.....!!! It's just great when you always have to load your pistol when you spawn. If you don't do it, you're going to come to a situation, where you hope you had done it. I love it when ppl switch to pistol and start reloading it when I'm shooting at them! (I'm glad it's only hopefully)

Other than that, it sounds great! The new map restrictions sound great too. I just hope you won't be adding too many of those infantry only maps...but it's up to us this time, so I have no complaints! Thanks!

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [WNxTilly](#) on Mon, 04 Apr 2005 08:37:10 GMT

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

Nice work,

Zunnie great work mate. Help them out as much as you can

Tilly

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [jonwil](#) on Mon, 04 Apr 2005 13:35:03 GMT

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

Unless v00d00 shows up or I can otherwise get some help, I wont be able to make the pistol reload work.

But, I do have another surprise in store. I have made the infantry death sound and powerup collection sound play on the client (only if both server and client have bhs.dll 2.1) and plan to make the infantry hurt sound play on the client too (its just a matter of writing the right ASM hacks and stuff to pull it off).

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Nightma12](#) on Mon, 04 Apr 2005 13:39:41 GMT

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

jonwil, can you fix those options in server2.ini that crash the server?

or would it be mac that fixes them?

they worked on earlier SSAOW versions... but as soon as it came into a Server Side Core Patch,

they crashed =/

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [mac](#) on Mon, 04 Apr 2005 13:56:31 GMT

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

Keep feature requests out of this thread please, and make a separate thread.

And no, provide me with a fix and I'll put it in the current tree.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [N00bish_One](#) on Mon, 04 Apr 2005 17:29:05 GMT

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

macRenGuard and core patches are separate projects and have nothing to do with one another other than the fact that RenGuard is being used to push core patches to the user.

ok thanx

the reason i asked was 2 of your replies in another thread

macNo CP until RenGuard is done.

macRenGuard 1.04 has features we need for a future CP, plus it takes priority..

thus making me think renguard v1.04 was imminent my bad

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Nightma12](#) on Mon, 04 Apr 2005 17:32:49 GMT

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

macKeep feature requests out of this thread please, and make a separate thread.

And no, provide me with a fix and I'll put it in the current tree.

i cant code in C++!

<http://web.black-cell.net/ssaow.zip>

i fixed version is in there though ^^

its gotta be something you changed (or someone else from BHS changed) coz it was working b4 it was built into server side core patches

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [dead6re](#) on Mon, 04 Apr 2005 17:37:11 GMT

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

Nightma12macKeep feature requests out of this thread please, and make a seperate thread.

And no, provide me with a fix and I'll put it in the current tree.

i cant code in C++!

<http://web.black-cell.net/ssaow.zip>

i fixed version is in there though ^^

its gotta be something you changed (or someone else from BHS changed) coz it was working b4 it was built into server side core patches

I cant use visual basic .net to complie the sever side script, ./ otherwise i would try to find the error

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Renx](#) on Mon, 04 Apr 2005 19:17:49 GMT

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

About the logging. You mean it will log all events(text, kills, vehicle kills, building kills, etc) into a txt file somewhere? If so there should also be an option to toggle it on and off. And any idea if using this will cause any additional (noticeable)amount of CPU usage/FPS lag?

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Dan](#) on Mon, 04 Apr 2005 19:39:10 GMT

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

maybe this should be off by default, so that only the people who actually want it, enable it if they want. Otherwise you'd have people showing up going "OMFG RENGUARD IS LOGGING OUR CHATS SO IT CAN BNA US MOFG!!" or something like that...

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Creed3020](#) on Mon, 04 Apr 2005 21:29:54 GMT

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

Cool, I was looking forward to this thread to see what was to come. I am really anxious for the new version of BRenBot. The plug-in system will be a great addition and the permission system is long overdue.

Also congrats to Zunnie, excellent choice!

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [jonwil](#) on Mon, 04 Apr 2005 22:45:18 GMT

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

Logging only happens on the game server and on the clients.
The client only logs chat (which is something people requested)

The server logs the same things it has always logged (including chat).
The difference is that as well as going into renlog, the chat stuff also goes into bhs_renlog.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [cmatt42](#) on Tue, 05 Apr 2005 02:26:49 GMT

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

Great job, guys. Keep up the good work.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [jonwil](#) on Tue, 05 Apr 2005 03:56:48 GMT

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

A little bit of bad news

I cant make the infantry hurt/pain sound play on the client.

Basicly, what happens is that when the infantry damage related code runs, it says "Have I been damaged" and if it has, it goes into the code to do the pain sound etc. If the code doesnt detect that it has been damaged, it doesnt go into the pain sound code.

Problem is, on the client, it doesnt recognize it has been damaged at that point in the code (like the cargo plane object not existing on the client at the time the cargo plane sound plays). Like the cago plane sound, this would require source code access to fix (or alternatively a HUGE amount of effort).

Both the death sound and powerup collect sound do work though.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Dave Mason](#) on Tue, 05 Apr 2005 13:53:17 GMT

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

I havnt played renegade in months but if I'm not mistaken, B2B is possible on walls aswell by shooting the HON through the gap in the cliff atop GDI's wall.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Kanezor](#) on Tue, 05 Apr 2005 21:39:56 GMT

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

DJMI havnt played renegade in months but if I'm not mistaken, B2B is possible on walls aswell by shooting the HON through the gap in the cliff atop GDI's wall.Indeed. It is possible to get a number of vehicles on that wall, including a MRLS, Hummvee, Medium tank, APC, and such. I've heard of a mammoth getting up there, but I haven't actually been able to do it myself; my guess is that you'd have to airlift the mammoth there (similar to airlifting a hummvee to the middle rock). I haven't tried it on Nod's walls nor with Nod's vehicles, but I'm sure you could stop such things with a simple block.

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [xalterego](#) on Sat, 16 Apr 2005 12:21:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok I know im going to sound like a n00b but... lol you mean to tell me you can air lift vehicals ??

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [jonwil](#) on Sat, 16 Apr 2005 12:47:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont know for sure exactly what was fixed but we did add what is labeled in all the notes and sutff I have as "block vehicles from getting on the walls in walls & walls flying"...

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [Spooky_old](#) on Sat, 16 Apr 2005 13:00:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

This new "eject" command is a great idea, but quick question: are they "qkicked" from the vehicle or "temp-banned" from it

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [Kanezor](#) on Sat, 16 Apr 2005 13:42:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

xalteregoOk I know im going to sound like a n00b but... lol you mean to tell me you can air lift vehicals ?? Yes, it's entirely possible to air lift vehicles on certain maps. It's hard to do, though. I've seen buggies, artilleries, hummvees, MRLSs, and a medium tank on the middle mountain on Walls_Flying. I've heard of a Mammoth being up there once..., but that it took several hours to get it right.

Subject: Core Patch 2 Official Announcement and BHS updates
Posted by [jonwil](#) on Sat, 16 Apr 2005 13:51:42 GMT

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

eject simply calls the same engine function that is ultimately called when you exit a vehicle yourself, i.e. it just kicks them from the vehicle. There is nothing stopping them from going back into it (implementing further stuff on top of eject is the job of makers of regulators and stuff)

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Kanezor](#) on Sat, 16 Apr 2005 13:56:16 GMT

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

I can just imagine someone accidentally ejecting themselves, and then getting pissed off because BRenBot (for example...) keeps on ejecting them every time they get back in. Hehehe! "I can't get in my vehicle because the server sucks and is laggy and omg nooo that SBH just took it!!!! NOOOOO!!!!!!!"

Although, is it possible to keep tabs on who bought which vehicle? If that's the case, then BRenBot could create a "!ejectmine" which ejects everyone out of the last vehicle you purchased.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Renx](#) on Sat, 16 Apr 2005 15:56:47 GMT

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

Kanezor!ve heard of a Mammoth being up there once..., but that it took several hours to get it right.

Look, we did in less than 5 minutes!

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Nightma12](#) on Sat, 16 Apr 2005 16:31:06 GMT

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

wtf?

how did you do that!!!

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Sir Kane](#) on Sat, 16 Apr 2005 16:32:14 GMT

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

Wtf dude, how did you do this?

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Dan](#) on Sat, 16 Apr 2005 16:46:29 GMT

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

!teleport

>

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [matty3k10](#) on Sat, 16 Apr 2005 17:09:43 GMT

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

They drove a mammy on top of an orca or tranport...You should be able to figure it out from there.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [WNxCABAL](#) on Sat, 16 Apr 2005 20:48:40 GMT

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

lol, an old trick!

But still good

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [JPNOD](#) on Sun, 17 Apr 2005 18:31:32 GMT

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

Getting a arty on there

but this

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [IRON FART](#) on Sun, 17 Apr 2005 22:33:12 GMT

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

matty3k10They drove a mammy on top of an orca or tranport...You should be able to figure it out from there.

...And how do you drive it on top of an Orca? (Where can you do that?)

By the way, that is a great point whoring spot.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Kanezor](#) on Sun, 17 Apr 2005 23:17:44 GMT

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

My guess is either of the two sides ... put the orca just below the drop off from the ramp to the outside of base area, and drive the mammoth onto it.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [WNxCABAL](#) on Sun, 17 Apr 2005 23:59:15 GMT

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

One orca/chinook is too weak for one mammoth.

It takes two baby!

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Creed3020](#) on Mon, 18 Apr 2005 02:47:29 GMT

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

I used to do this for our back in the day with my old clan just for fun. It consumed us for hours lol, though we never were able to get a mammy up. The mammy was always such a pain to get up, we never managed to accomplish what was done in the SS.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [flyingfox](#) on Mon, 18 Apr 2005 14:02:49 GMT

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

I've tried a mammoth too....was too heavy for double transports. How could an orca work? If it was orcas you used, the game is broken because they would definitely be lighter than transports.

Me and sniper12p have managed hummvees, buggies, sedans and artillery.

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [noodles](#) on Fri, 22 Apr 2005 00:57:41 GMT

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

Nice, you guys don't give up working on Renegade...

BIG thanks for all that!!!

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [-MP-recon](#) on Sun, 01 May 2005 23:20:30 GMT

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

i know im late but

keep up the good work havoc ^^

Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 13 May 2005 00:01:07 GMT

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

I think it would be cool if you could sell your vehicles in this version, like recieve half of the amount of credits you bought it for. It's happened a lot of times where I purchase the wrong vehicles
