Subject: Has the obelisk glow ever worked?
Posted by jonwil on Mon, 17 Apr 2006 04:28:31 GMT
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I am trying to diagnose if the obelisk glow effect (the red cloud thing) has ever worked when playing as someone other than the host.
Does anyone know if it has ever worked (with bhs.dll on the server/client or without) and if so, what versions of scripts.dll were involved. All I know is that I cant make it work unfortunatly and I dont know why

Subject: Re: Has the obelisk glow ever worked?
Posted by icedog90 on Mon, 17 Apr 2006 05:06:22 GMT
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I don't remember which version it was, but I've seen it glow in a public server many times before. I actually thought this was fixed.

What I can tell you is that I had bhs.dll.

Subject: Re: Has the obelisk glow ever worked?
Posted by mision08 on Mon, 17 Apr 2006 05:39:05 GMT
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yes

scripts = 688KB 3/11/2006
BHS = 180KB 3/11/2006

Subject: Re: Has the obelisk glow ever worked?
Posted by jonwil on Mon, 17 Apr 2006 07:02:49 GMT
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So you had that scripts.dll/bhs.dll version and connnected to a server and got the obelisk glow?

Subject: Re: Has the obelisk glow ever worked?
Posted by mision08 on Mon, 17 Apr 2006 07:39:09 GMT
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File Attachments

3) Ob3.JPG, downloaded 718 times

Subject: Re: Has the obelisk glow ever worked?
Posted by havoc9826 on Mon, 17 Apr 2006 07:42:27 GMT
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My client version of scripts.dll and bhs.dll:

I think that's 2.6, but it might be 2.5.2

Server: BCServ4 (Black-Cell.net Marathon)
[00:36:21] <~ccfan4326[Laptop]> it's running 2.2.x

Fraps Video: http://bcserv5.black-cell.net/~pub/havoc9826/obglow.wmv - 2.1 MB

What I find a bit weird is how the obelisk charge sound is at the location of the target, rather than at the obelisk itself, although I certainly like the advantage it gives   Also, in the second part of my video, I'm not sure why the obelisk's so confused as to whether it should be charging or shooting, but maybe that's Renegade's fault.

Subject: Re: Has the obelisk glow ever worked?
Posted by light on Mon, 17 Apr 2006 08:31:48 GMT
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I'm sure i've seen it, running pure Renegade, no bhs.dll or scripts.

Sometimes it will charge but not fire.

Subject: Re: Has the obelisk glow ever worked?
Posted by havoc9826 on Mon, 17 Apr 2006 08:51:58 GMT
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I think the only time I've seen it work in pure Renegade is in Multiplayer Practice. I may be mistaken though, since I haven't been without client-side scripts in over a year and a half.

Subject: Re: Has the obelisk glow ever worked?
Posted by JeepRubi on Mon, 17 Apr 2006 12:19:34 GMT
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Ive never played without client side scripts. So its always worked for me.

Subject: Re: Has the obelisk glow ever worked?
Posted by Renx on Mon, 17 Apr 2006 17:04:39 GMT
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It has worked ever since the first BHS.dll

Subject: Re: Has the obelisk glow ever worked?
Posted by Nightma12 on Mon, 17 Apr 2006 19:25:55 GMT
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i swear its done server side?

Subject: Re: Has the obelisk glow ever worked?
Posted by kopaka649 on Mon, 17 Apr 2006 20:17:03 GMT
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It's always worked fine after using client side scripts.

Subject: Re: Has the obelisk glow ever worked?
Posted by Berkut on Tue, 18 Apr 2006 01:10:30 GMT
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Even before I downloaded RG, I could see the glow. After that, though, it seemed much better.

Subject: Re: Has the obelisk glow ever worked?
Posted by ratty on Tue, 18 Apr 2006 01:43:51 GMT
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It glows but when not using the scripts listen for the sounds then move. Sometimes i forget its charging and move to soon and ZAP!. The sound is key when ob walking on servers that allow it.

Hello ppl im new 2 here....don't hate me yet

Subject: Re: Has the obelisk glow ever worked?
Posted by jonwil on Tue, 18 Apr 2006 12:21:15 GMT
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Ok, turns out that SSAOW (and Dragonade) contain code to do the obelisk glow. This is why so many people see it on their servers (including me on bcsrv5) but I cant make it work in my tests. The answer is that it doesnt work, SSAOW just includes logic to fake it and make it look like it works.
So, it would appear as though there might be something wrong with my animation fix (or with Set_Animation_Frame). Further testing is needed.

Subject: Re: Has the obelisk glow ever worked?
Posted by mision08 on Tue, 18 Apr 2006 16:23:10 GMT
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jonwil wrote on Tue, 18 April 2006 07:21Ok, turns out that SSAOW (and Dragonade) contain code to do the obelisk glow. This is why so many people see it on their servers (including me on bcsrv5) but I cant make it work in my tests. The answer is that it doesnt work, SSAOW just includes logic to fake it and make it look like it works.

So, it would appear as though there might be something wrong with my animation fix (or with Set_Animation_Frame). Further testing is needed.

mm-kay

Welcom Ratty,

Subject: Re: Has the obelisk glow ever worked?
Posted by mac on Mon, 24 Apr 2006 09:39:27 GMT
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Obelisk glowing (the animation) worked since BHS.dll 1.9 (scripts 1.9), try the scripts.dll stuff in CP1..

I remember testing it - no doubt that it worked. if it doesn't work anymore, it might be broken. No SSAOW was needed to make it work.

Subject: Re: Has the obelisk glow ever worked?
Posted by jonwil on Mon, 24 Apr 2006 14:37:59 GMT
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If someone can identify which combination of server (non SSAOW) dll and client dll make the obelisk work, that would be great

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Subject: Re: Has the obelisk glow ever worked?
Posted by danpaul88 on Wed, 26 Apr 2006 09:41:11 GMT
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Well I have the latest client scripts.dll and I have been getting the obelisk glow working properly for a long time, also worked with various older versions of scripts.dll

I always play on TK2 serv, but as far as I know that runs SSAOW (not sure which version)

Subject: Re: Has the obelisk glow ever worked?
Posted by Goztow on Wed, 26 Apr 2006 10:21:55 GMT
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danpaul88 wrote on Wed, 26 April 2006 05:41Well I have the latest client scripts.dll and I have been getting the obelisk glow working properly for a long time, also worked with various older versions of scripts.dll

I always play on TK2 serv, but as far as I know that runs SSAOW (not sure which version) SSAOW 1.5 is on our server.

Subject: Re: Has the obelisk glow ever worked?
Posted by trooprm02 on Wed, 26 Apr 2006 12:47:31 GMT
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It has always worked for me since CP1, and i thought it fixed it because in the readme for CP1, it said it fixed that

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Subject: Re: Has the obelisk glow ever worked?
Posted by jonwil on Wed, 26 Apr 2006 23:19:01 GMT
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I have tried several different versions of scripts.dll on both the server and the client (including both the CP1 and the CP2 versions) and no obelisk glow in my tests.
If someone can find a server that is running a stock scripts.dll version AND has working obelisk glow when used with a given stock scripts.dll version on the client, please point me to it (so I can do further tests)

Subject: Re: Has the obelisk glow ever worked?
Posted by trooprm02 on Wed, 26 Apr 2006 23:54:11 GMT
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My server does