
Subject: Renegade ressurection?

Posted by [Goztow](#) on Tue, 10 Apr 2007 20:56:10 GMT

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I just got this from rencommunity mail and was wondering if any of u knew what it was and if it's trustworthy? (maybe someone can test it?)

Quote:<http://www.icefinch.net/>

As you probably know, there are many different Renegade modifications available, offering you a variety of new features and bug fixes. The goal of Renegade Resurrection (RR) is to create a modification, which implements a great variety of new features and bug fixes combined together in a high quality. The main targets of RR are bug fixes, anticheating and a great list new features. RR is operating at a very low level, allowing changes deep inside the original Renegade code. RR does not to rely on other modifications like Custom Scripts and does not rely on Renegade output like game log and results. Currently the modification is "alpha", what means that things have been implemented, but it can happen that Renegade is not working as expected (e.g. the game could crash). If you want to participate in the alpha test phase of Renegade Resurrection, just download and install it.

Subject: Re: Renegade ressurection?

Posted by [Carrierll](#) on Tue, 10 Apr 2007 21:14:15 GMT

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I'm running it. It just fixes bugs and things like "XXX Killed -->himself<--" to "XXX Killed Theirself" (So female players aren't incorrectly labelled "he". Stuff like that, look at the readme.

Subject: Re: Renegade ressurection?

Posted by [Goztow](#) on Wed, 11 Apr 2007 07:01:27 GMT

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It runs with renguard, I suppose?

Subject: Re: Renegade ressurection?

Posted by [Carrierll](#) on Wed, 11 Apr 2007 08:18:31 GMT

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Yeah.

Subject: Re: Renegade ressurection?

Posted by [Cat998](#) on Wed, 11 Apr 2007 12:12:11 GMT

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It's getting developed by Neku (alias Timefx) and it's 100% trustworthy You can join my linux server on WOL or GSA (a0000000k) if you want to test it

Subject: Re: Renegade ressurection?

Posted by [Yrr](#) on Wed, 11 Apr 2007 22:31:17 GMT

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CarrierII wrote on Tue, 10 April 2007 23:14I'm running it. It just fixes bugs and things like "XXX Killed -->himself<--" to "XXX Killed Theirself" (So female players aren't incorrectly labelled "he". Stuff like that, look at the readme.

liar

Are you sure it's called "<player> killed theirself"? I thought that 'theirself' is for more than one person.

@Goztow:

It should work with RenGuard until the next larger update. I didn't test it by myself since I didn't use RG for about a year - I dislike it.

@Goztow:

It's called "Resurrection", not "ressurection"

Subject: Re: Renegade ressurection?

Posted by [rm5248](#) on Wed, 11 Apr 2007 23:11:57 GMT

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Neku wrote on Wed, 11 April 2007 17:31liar

Are you sure it's called "<player> killed theirself"? I thought that 'theirself' is for more than one person.

Well, to be grammatically correct, it should be himself or herself.

Subject: Re: Renegade ressurection?

Posted by [CarrierII](#) on Wed, 11 Apr 2007 23:41:38 GMT

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Yeah, but seeing "XX killed his or herself" all the time is annoying. It should probably use "XX

killed theirselves"... "XX Killed Themselves" would be the plural.

Subject: Re: Renegade ressurection?
Posted by [jnz](#) on Wed, 11 Apr 2007 23:45:46 GMT
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xxx died?
xxx committed suicide?

Subject: Re: Renegade ressurection?
Posted by [CarrierII](#) on Wed, 11 Apr 2007 23:47:38 GMT
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There are several ways of doing it... rotate them for variety?

Subject: Re: Renegade ressurection?
Posted by [cmatt42](#) on Thu, 12 Apr 2007 01:44:40 GMT
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That garbage made all of my Renegade games not work

Subject: Re: Renegade ressurection?
Posted by [R315r4z0r](#) on Thu, 12 Apr 2007 01:52:40 GMT
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CarrierII wrote on Wed, 11 April 2007 19:41It should probably use "XX killed theirselves"... "XX Killed Themselves" would be the plural.

Well, actually Theirself isn't a word.. neither is themself... so the only word that could really be used is themselves.

But that doesn't sound right when used singular. I mean it sounds ok when you say "XX Killed themselves", but if you were to say "Bob killed themselves" it doesn't really make sense..

Subject: Re: Renegade ressurection?
Posted by [Goztow](#) on Thu, 12 Apr 2007 06:52:43 GMT
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cmatt42 wrote on Thu, 12 April 2007 03:44 That garbage made all of my Renegade games not work

This is the kind of things I want to see: does it or does it not work correctly. If enough people say it's good, I'll probably add it to rencom.

Subject: Re: Renegade resurrection?

Posted by [Jonty](#) on Thu, 12 Apr 2007 07:18:14 GMT

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It works really well for me, it even seems to have made Ren a bit faster, although I have yet to try it on APB.

It really usefully adds sounds for different kinds of message and puts [Team] or something in front of teammessages (and similar for other types of message).

One problem, though;

If you try and start a Multiplayer Practice game, it freezes for a while, then loads some random map with no sound and "Gameplay Pending"

Be sure to take a backup of your binkw32.dll, as that's the only file it seems to replace from original Renegade.

Subject: Re: Renegade resurrection?

Posted by [Yrr](#) on Thu, 12 Apr 2007 11:51:10 GMT

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Jonty wrote on Thu, 12 April 2007 09:18 It works really well for me, it even seems to have made Ren a bit faster, although I have yet to try it on APB.

It really usefully adds sounds for different kinds of message and puts [Team] or something in front of teammessages (and similar for other types of message).

One problem, though;

If you try and start a Multiplayer Practice game, it freezes for a while, then loads some random map with no sound and "Gameplay Pending"

Faster? No idea. I try to replace as much functions from the original Renegade code as possible. The more I replace, the better I can optimize it.

Thanks for the information about the broken multiplayer training.

Jonty wrote on Thu, 12 April 2007 09:18 Be sure to take a backup of your binkw32.dll, as that's the only file it seems to replace from original Renegade.

There is no need to backup this file, because binkw32-rml.dll is the original binkw32.dll from Renegade. The new binkw32.dll is a 'module loader' I coded, which loads any .dll files from the 'modules' directory.

@cmatt42:

Have you got any error message for me? Or even better - a crash dump?

Additionally, there is a bug in scripts up to version 3.2.1, which will be fixed in 3.2.2 (a bug which occurs more often when Resurrection is used, and that's not my fault)

Subject: Re: Renegade ressurection?

Posted by [Jonty](#) on Thu, 12 Apr 2007 14:28:20 GMT

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Neku wrote on Thu, 12 April 2007 12:51Jonty wrote on Thu, 12 April 2007 09:18Be sure to take a backup of your binkw32.dll, as that's the only file it seems to replace from original Renegade.

There is no need to backup this file, because binkw32-rml.dll is the original binkw32.dll from Renegade. The new binkw32.dll is a 'module loader' I coded, which loads any .dll files from the 'modules' directory.

Ah, I see how that works, pretty much the same way scripts.dll works I believe. Clever.

Subject: Re: Renegade ressurection?

Posted by [cmatt42](#) on Thu, 12 Apr 2007 22:20:45 GMT

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Neku wrote on Thu, 12 April 2007 06:51

@cmatt42:

Have you got any error message for me? Or even better - a crash dump?

Additionally, there is a bug in scripts up to version 3.2.1, which will be fixed in 3.2.2 (a bug which occurs more often when Resurrection is used, and that's not my fault)

Unfortunately I don't, and I don't remember what the error was either. I copied my Renegade folder to test it with great optimism, but when it failed to load, I deleted the folder. As for the issue with the scripts- I'll try it again when 3.2.2 is out.

Subject: Re: Renegade ressurection?

Posted by [Renx](#) on Fri, 13 Apr 2007 05:24:02 GMT

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Quote:There is no need to backup this file, because binkw32-rml.dll is the original binkw32.dll from Renegade. The new binkw32.dll is a 'module loader' I coded, which loads any .dll files from the 'modules' directory.

My Binkw32.dll is 299Kb, your Binkw32-rml.dll is 124Kb.

Subject: Re: Renegade ressurection?
Posted by [Carrierll](#) on Fri, 13 Apr 2007 08:46:00 GMT
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Quote:
I replaced some of the original functions...

That could be the cause of the size difference?

Subject: Re: Renegade ressurection?
Posted by [Cat998](#) on Fri, 13 Apr 2007 09:39:39 GMT
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Does it even matter what filesize it is, as long as it works ?

Subject: Re: Renegade ressurection?
Posted by [Jonty](#) on Fri, 13 Apr 2007 10:48:11 GMT
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Incidentally, I just realised you can edit all the strings like "xxx killed theirself" and whatnot by going into the Resurrection/en-US/ folder and changing Strings.ini.
Sorry if it's in the manual and everyone already knows this, but I haven't installed a PDF reader on this install yet (I'm just recovering from being infected with that virus called Vista).

EDIT: And, therefore, I'm thinking of making a BF2/2142-style one, like "Player1 [Assault Rifle] Player2" and "Player1 [Teamkills] Player2"

EDIT EDIT: Well, it seems that not all the Strings options change ingame stuff, like xxx kills xxx. The [Radio] and stuff ones work though. Or I'm just doing something wrong.

Subject: Re: Renegade ressurection?
Posted by [Yrr](#) on Fri, 13 Apr 2007 13:08:34 GMT
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Renx wrote on Fri, 13 April 2007 07:24Quote:There is no need to backup this file, because binkw32-rml.dll is the original binkw32.dll from Renegade. The new binkw32.dll is a 'module loader' I coded, which loads any .dll files from the 'modules' directory.

My Binkw32.dll is 299Kb, your Binkw32-rml.dll is 124Kb.

I packed the original binkw32.dll with UPX, that's why the file is smaller.

@CarrierII:

I only replaced Renegade functions, but nothing within any DLL files.

@Jonty:

Detecting the correct weapon a player used to kill anything is still difficult. strings.ini loads when Renegade starts up, so you have to restart the game when modifying strings.

Subject: Re: Renegade ressurection?

Posted by [CarrierII](#) on Fri, 13 Apr 2007 14:14:25 GMT

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Cat998 wrote on Fri, 13 April 2007 04:39 Does it even matter what filesize it is, as long as it works ?

If it looks like it works and it feels like it works, then it works. Snow Patrol.

Nice mod neku, updates please!

Subject: Re: Renegade ressurection?

Posted by [jnz](#) on Fri, 13 Apr 2007 15:14:10 GMT

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How do i know if it is running or not? it doesn't make any diffrence to my rene.

Subject: Re: Renegade ressurection?

Posted by [Jonty](#) on Fri, 13 Apr 2007 16:18:17 GMT

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gamemodding wrote on Fri, 13 April 2007 16:14 How do i know if it is running or not? it doesn't make any diffrence to my rene.

Oh, but it does.

Join any online game and it'll say "Welcome \$playername! You fight for \$team."

@Neku: I changed ID 33 to read as so:

33 = \$0 [Kills] \$1.

But ingame it still shows up as the original;

33 = \$0 kills \$1.

I made my "mod" by duplicating the en_US folder, renaming it to en_Jonty and putting that into the Settings file.

Am I doing everything right? I can post/PM the Strings file I modified if you want.

Subject: Re: Renegade resurrection?

Posted by [Carrierll](#) on Fri, 13 Apr 2007 21:51:14 GMT

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gamemodding: Check for subtle differences, like the scoreboard:

On the original, it would go like this:

1 GDI XX

1 Nod YY

With mod:

1x GDI XX

1x Nod YY

Also, make a game in XWIS for -->two<-- players, and see if you get gameplay pending with just yourself in there.

Subject: Re: Renegade resurrection?

Posted by [Yrr](#) on Sat, 14 Apr 2007 03:40:24 GMT

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Jonty wrote on Fri, 13 April 2007 18:18@Neku: I changed ID 33 to read as so:

33 = \$0 [Kills] \$1.

But ingame it still shows up as the original;

33 = \$0 kills \$1.

I made my "mod" by duplicating the en_US folder, renaming it to en_Jonty and putting that into the Settings file.

Am I doing everything right? I can post/PM the Strings file I modified if you want.

You cannot use other folders than en_US and de_DE, so you have to change their 'strings.ini'.

With the next release, the folders will be renamed to enUS and deDE and can no longer be chosen via settings file (it will be auto-detected using your renegade's language).

Currently I'm completely rewriting my mod's netcode, so next version needs more time to be done than the last ones. My next target is to leave the alpha phase and go for the public beta.

Subject: Re: Renegade resurrection?

Posted by [Jonty](#) on Sat, 14 Apr 2007 06:43:05 GMT

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Ah, that explains it. Thanks.

Netcode? Does this mean we might finally be able to play a game of Renegade that doesn't lag into a tree?

If so, I love you.

Subject: Re: Renegade ressurection?

Posted by [Viking](#) on Sat, 14 Apr 2007 06:46:46 GMT

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Jonty wrote on Sat, 14 April 2007 01:43Ah, that explains it. Thanks.

Netcode? Does this mean we might finally be able to play a game of Renegade that doesn't lag into a tree?

If so, I love you.

That is a dream of many here!

Subject: Re: Renegade ressurection?

Posted by [Cat998](#) on Sat, 14 Apr 2007 13:03:24 GMT

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No, that means he is just rewriting the netcode his mod is using

Subject: Re: Renegade ressurection?

Posted by [Carrierll](#) on Sat, 14 Apr 2007 16:20:03 GMT

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Is is possible to rewrite Renegade's netcode and have an FDS serve "Netcode 2.0 Clients" as well as regular ones? (I'm looking at jonwil and the BI people here)

Subject: Re: Renegade ressurection?

Posted by [Yrr](#) on Sat, 14 Apr 2007 20:54:39 GMT

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Jonty wrote on Sat, 14 April 2007 08:43Netcode? Does this mean we might finally be able to play a game of Renegade that doesn't lag into a tree?

If so, I love you.

No, currently I'm working on the NetCode of my mod.

To do something against the lag is planned for later, but this would require both, client and server, to use the mod.

Two hints which should reduce lag as much as possible for standard Renegade:

- Client and server 'net update rate' should be at maximum (30).
- sbbo shouldn't be too low.

Subject: Re: Renegade resurrection?

Posted by [EvilWhiteDragon](#) on Sat, 14 Apr 2007 23:05:46 GMT

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CarrierII wrote on Sat, 14 April 2007 18:20Is it possible to rewrite Renegade's netcode and have an FDS serve "Netcode 2.0 Clients" as well as regular ones? (I'm looking at jonwil and the BI people here)

It is probably possible, but it is a whole lot of work. Perhaps even a better idea to get another game and mod that to get as close as possible to renegade.

Also this would increase the server's CPU usage, which is imho already pretty high.

Jonty wrote on Sat, 14 April 2007 08:43Ah, that explains it. Thanks.

Netcode? Does this mean we might finally be able to play a game of Renegade that doesn't lag into a tree?

If so, I love you.

Well play on a server which is located as near as possible to your home (so for you atleast EU based) and prefferably has a NUR of 30 and has the wallag fix.

Im not sure which servers are getting close to that specification, but I know the BI server does.

Subject: Re: Renegade resurrection?

Posted by [Goztow](#) on Mon, 16 Apr 2007 06:36:27 GMT

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Added to Renegadecommunity.com .

Subject: Re: Renegade resurrection?

Posted by [Yrr](#) on Tue, 24 Apr 2007 12:22:51 GMT

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I'm currently aiming at a stable beta release. I plan to make configuration files for the client- and server-side mods so that verious features can be configured and enabled/disabled. The current changelog and a list of all changes can be found here.

Until beta release, I need more feedback about features, bugs and the compatibility to other mods.

The latest version can be found at www.icefinch.net. Version .0030 will be released soon.

Subject: Re: Renegade Ressurrection?

Posted by [Yrr](#) on Thu, 26 Apr 2007 13:22:41 GMT

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Version .0030 is out! A major compatibility problem with custom scripts (game crash at startup) should be fixed.

One new feature is a simple server-side BigHead detection. Please inform me about any false positives.

Changelog:

(RR) Fixed crash when mounting a turrets.

(Server) It is now possible to defuse own C4.

(RR: Server) Improved DamageHack detection.

(Server) Added a simple BigHead detection.

(Server) Players will now see a host message every time a cheat has possibly been detected. This will be tested and removed later, if there are too many false positives.

(RR: Server) Players without RR will now see the extended kill messages as host messages. Improved compatibility to Custom Scripts:

The `game_info` command should no longer display 0/0 players and `plimit` command will work again.

Fixed crash when using shaders.

The poked event should now work correctly.

(Server) Fixed broken connection message.

Added new console command 'version' to display the installed RR version. Additionally, servers will display all player's RR version.

Duplicate console commands will now be executed. If there is more than one command with the same

name, all of them will be executed. There are exceptions where RR disallows other commands with the same

name: hud, map, nextmap, page (Linux)

Recoded the help console command list. The list is now wider and shows command aliases.
