Subject: New Roleplay 2 Public Release
Posted by Canadacdn on Tue, 08 Jul 2008 03:56:17 GMT
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http://www.roleplay2.com/downloads/Roleplay2_RC_1.2.rar

Enjoy, lol.

Subject: Re: New Roleplay 2 Public Release
Posted by u6795 on Tue, 08 Jul 2008 04:01:33 GMT
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Fuck yeah, swimming.

Subject: Re: New Roleplay 2 Public Release
Posted by [NE]Fobby[GEN] on Tue, 08 Jul 2008 04:19:43 GMT
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Ownage

Subject: Re: New Roleplay 2 Public Release
Posted by _SSnipe_ on Tue, 08 Jul 2008 04:21:57 GMT
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ABOUT DAMN TIME

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 04:25:56 GMT
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Why do you have to make us wait!?

Subject: Re: New Roleplay 2 Public Release
Posted by _SSnipe_ on Tue, 08 Jul 2008 04:30:20 GMT
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YOU KNOW CANADACDN LOVES TO MAKE PEOPLE SUFFER!

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 04:38:48 GMT
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anticipation
shaking

Subject: Re: New Roleplay 2 Public Release
Posted by _SSnipe_ on Tue, 08 Jul 2008 04:42:30 GMT
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why have to release it at night i have to get to bed for school in 30 minutes ;(

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 04:50:18 GMT
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SSnipe wrote on Tue, 08 July 2008 14:42why have to release it at night i have to get to bed for school in 30 minutes ;(
It's 2:53 pm here in Sydney

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 04:59:01 GMT
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It's been an hour already

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 04:59:12 GMT
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You got one minute.
Edit: Your time's up, where's the freakin mod!?

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 05:03:35 GMT
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 ...*adrenaline*...*boredom*...*adrenaline*...*boredom*...*adrenaline*...*boredom *

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 05:11:46 GMT
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refreshing constantly Come on you son of a bitch!!!

Subject: Re: New Roleplay 2 Public Release
Posted by _SSnipe_ on Tue, 08 Jul 2008 05:11:51 GMT
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damn bed time....

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 05:14:17 GMT
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BlueThen wrote on Tue, 08 July 2008 15:11*refreshing constantly* Come on you son of a bitch!!!
Same here

EDIT: When will my refreshing ever end?

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 05:21:50 GMT
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You're over 20 minutes overdue, cough up the mod!

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 05:22:12 GMT
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GImee!
Maybe it's all a prank!
When will the suffering stop! We needy RP2!

30 mins over-due!

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 05:31:04 GMT

30 minutes overdue, for god's sakes! Put it up1!!

Subject: Re: New Roleplay 2 Public Release
Posted by Gen_Blacky on Tue, 08 Jul 2008 05:31:17 GMT

your late you fail

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 05:36:04 GMT

Failure is not an option
EDIT: 45 minutes overdue and counting

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 05:46:09 GMT

Dthdealer wrote on Tue, 08 July 2008 00:36Failure is not an option
EDIT: 45 minutes overdue and counting
46...
Woohoo! It's here!!111

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Tue, 08 Jul 2008 05:46:38 GMT

Canadacdn wrote on Tue, 08 July 2008
13:56www.roleplay2.com/downloads/Roleplay2_RC_1.2.rar

Enjoy, lol.
YEEEEEEEEEEEEEEEEEEES!

Subject: Re: New Roleplay 2 Public Release
Posted by _SSnipe_ on Tue, 08 Jul 2008 05:51:17 GMT

fuck ya

Subject: Re: New Roleplay 2 Public Release
Posted by BlueThen on Tue, 08 Jul 2008 06:12:09 GMT
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so uh... what's new?

Subject: Re: New Roleplay 2 Public Release
Posted by u6795 on Tue, 08 Jul 2008 06:56:01 GMT
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BlueThen wrote on Tue, 08 July 2008 02:12so uh... what's new?
Swimming, bug fixes, a few secret things, buoys in the water so you don't get lost, new spawn system, different teams can now enter the same vehicle with ease and relatively no glitchyness.. that sort of thing.

Subject: Re: New Roleplay 2 Public Release
Posted by Slave on Tue, 08 Jul 2008 11:27:34 GMT
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Might be just me, but when I quit the mod, and load it for a second time, I crash on swimming. The firts time it works just fine.

Subject: Re: New Roleplay 2 Public Release
Posted by jonwil on Tue, 08 Jul 2008 13:37:16 GMT
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Yet again, there is someone who has released a modified scripts.dll and has not released the source code (as required by the license).
After being told off for it last time, you would think they would have learned.

Subject: Re: New Roleplay 2 Public Release
Posted by cheesesoda on Tue, 08 Jul 2008 13:41:27 GMT
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u6795buoys in the water so you don't get lost
Yeah... I can vouch for how easily it was to get lost.

Jonwil: bitch, bitch, moan. Yes, I get it... they're supposed to release the source. Just don't crash the thread.

Subject: Re: New Roleplay 2 Public Release
Posted by _SSnipe_ on Tue, 08 Jul 2008 14:05:00 GMT
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jonwil wrote on Tue, 08 July 2008 06:37Yet again, there is someone who has released a modified scripts.dll and has not released the source code (as required by the license).
After being told off for it last time, you would think they would have learned.

what will happen if they never release them?

Subject: Re: New Roleplay 2 Public Release
Posted by Lone0001 on Tue, 08 Jul 2008 14:10:50 GMT
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I hope this version of scripts.dll isn't as bad as the last one.

Subject: Re: New Roleplay 2 Public Release
Posted by GEORGE ZIMMER on Tue, 08 Jul 2008 14:13:01 GMT
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jonwil wrote on Tue, 08 July 2008 08:37Yet again, there is someone who has released a modified scripts.dll and has not released the source code (as required by the license).
After being told off for it last time, you would think they would have learned.

http://roleplay2.com/index.php?page=download.php

Bottom part.

Subject: Re: New Roleplay 2 Public Release
Posted by SlikRik on Tue, 08 Jul 2008 15:52:46 GMT
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Glad to see my bouy navigation system got implemented.

Subject: Re: New Roleplay 2 Public Release
Posted by HeavyX101- Left on Tue, 08 Jul 2008 16:11:42 GMT
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Great job, but the thing is RC 1.2
Te full version isnt this one. Lol, but we could wait for it

Subject: Re: New Roleplay 2 Public Release
Posted by Canadacdn on Tue, 08 Jul 2008 16:24:48 GMT
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Cabal8616 wrote on Tue, 08 July 2008 09:13jonwil wrote on Tue, 08 July 2008 08:37Yet again, there is someone who has released a modified scripts.dll and has not released the source code (as required by the license).
After being told off for it last time, you would think they would have learned.

http://roleplay2.com/index.php?page=download.php

Bottom part.

Yeah, that was there along with the release. Maybe you should have checked the site before getting angry at us. Maybe I should have pointed it out at first. Whatever.

Subject: Re: New Roleplay 2 Public Release
Posted by cheesesoda on Tue, 08 Jul 2008 16:35:50 GMT
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Why would you have to point it out? The big thing released wasn't the modified scripts.dll, it was the mod. Jonwil is just a self-righteous asshole.

Subject: Re: New Roleplay 2 Public Release
Posted by GEORGE ZIMMER on Tue, 08 Jul 2008 16:40:13 GMT
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The scripts though are technically under law required to have source with them if released publically, so that OTHER self righteous assholes don't sit there with their scripts and never release source code for them.

In the end, it DOES make sure coder versions of scrin don't exist.

Subject: Re: New Roleplay 2 Public Release
Posted by cheesesoda on Tue, 08 Jul 2008 16:50:06 GMT
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The thing is, the scripts.dll WAS released with the mod. It just wasn't linked to in this thread, which then made jonwil somehow assume that it wasn't released at all.

Subject: Re: New Roleplay 2 Public Release
Posted by GEORGE ZIMMER on Tue, 08 Jul 2008 17:10:56 GMT

cheesesoda wrote on Tue, 08 July 2008 11:50The thing is, the scripts.dll WAS released with the mod. It just wasn't linked to in this thread, which then made jonwil somehow assume that it wasn't released at all.
You mean the source? Yeah, I agree, it's best to search up a bit before making claims like that.

Subject: Re: New Roleplay 2 Public Release
Posted by HeavyX101- Left on Tue, 08 Jul 2008 21:33:06 GMT

Quote:Remember that Roleplay 2 is best played in multiplayer, and we usually have a server hosted by EKT clan up 27/7.

Need another server. EKT server doesnt have fair moderators and they kick people out. 50% of Roleplay2 players are banned from that server, one of them is me. Anyway so solve that problem?

Subject: Re: New Roleplay 2 Public Release
Posted by SlikRik on Tue, 08 Jul 2008 21:49:38 GMT

HeavyX101 wrote on Tue, 08 July 2008 17:33Quote:Remember that Roleplay 2 is best played in multiplayer, and we usually have a server hosted by EKT clan up 27/7.

Need another server. EKT server doesnt have fair moderators and they kick people out. 50% of Roleplay2 players are banned from that server, one of them is me. Anyway so solve that problem?
Correction, EKT server has moderators that don't have tolerance for stupid kids like yourself.

HeavyX101Great job, but the thing is RC 1.2
Te full version isnt this one. Lol, but we could wait for it
Apparently you don't know what "RC" means. RC means Release Candidate, which means this is it. This is more or less what the final will look like. We let the public play on it for a bit to find things that might need fixing or adjusting that the Rp2 staff missed, fix them, then release the final.

Subject: Re: New Roleplay 2 Public Release
Posted by GEORGE ZIMMER on Tue, 08 Jul 2008 22:06:38 GMT

HeavyX101 wrote on Tue, 08 July 2008 16:33

Need another server. EKT server doesnt have fair moderators and they kick people out. 50% of Roleplay2 players are banned from that server, one of them is me. Anyway so solve that problem?

Boohoo. Most people are banned because they break rules. Don't want to be banned? DON'T BREAK THE RULES. They're usually common sense ones, too. No refilling in battle, no !mycar spamming, etc. And yet you pretty much abused every command you could at sometime or another, hence why you were banned. AND you used multiple nicks and such to get AROUND the bans. Then you were banned for not only CONTINUEING to break rules, but also just plain ban evasion.

Normally, I would ignore an idiotic comment like that, but I don't want people to actually think that we're all banhappy people. Granted, I havn't been on in sometime as I've been waiting mostly for this (New rp2 release), but still.

That aside, I always figured rp2 was a project that would never truely be finished. It'd just stopped being worked on.

Subject: Re: New Roleplay 2 Public Release
Posted by HeavyX101- Left on Wed, 09 Jul 2008 00:42:26 GMT
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The last time i got banned from EKT server was for spamming !mycar. It was like a half year ago. So, i wasnt really spaming. It is just my helicopter was getting killed alot so i had to do !mycar to get it again. I got banned after that by a MODERATOR. It wasnt even fair.

Subject: Re: New Roleplay 2 Public Release
Posted by Lone0001 on Wed, 09 Jul 2008 00:49:34 GMT
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I like the way you respawn it's a good way to get where you want fast and I like the way you die when you fall

Overall a good release

PS. One question how do you swim up when you are in water?

Subject: Re: New Roleplay 2 Public Release
Posted by SlikRik on Wed, 09 Jul 2008 00:51:13 GMT
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HeavyX101 wrote on Tue, 08 July 2008 20:42The last time i got banned from EKT server was for

spamming !mycar. It was like a half year ago. So, i wasnt really spaming.
...
 I got banned after that by a MODERATOR.
Well, that's generally how getting banned works. Were you expecting to get banned by another player, or perhaps Chuck Norris?

Also, I fail to understand the logic where if it was spamming over a half year ago, then it's not really spamming.

But anyways, thanks for crapping on yet another Rp2 thread. It would be nice if we could have one complete thread without your shenanigans. Please save yourself the trouble and humiliation by not posting again, and let's maybe get back on topic.

Subject: Re: New Roleplay 2 Public Release
Posted by HeavyX101- Left on Wed, 09 Jul 2008 01:17:31 GMT
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Ok, i will stop.

Subject: Re: New Roleplay 2 Public Release
Posted by Canadacdn on Wed, 09 Jul 2008 01:27:02 GMT
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{SB}Lone0001 wrote on Tue, 08 July 2008 19:49I like the way you respawn it's a good way to get where you want fast and I like the way you die when you fall

Overall a good release

PS. One question how do you swim up when you are in water?

Space bar, it controls like a VTOL.

Subject: Re: New Roleplay 2 Public Release
Posted by Muad Dib15 on Wed, 09 Jul 2008 01:31:50 GMT
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where is the train?
Why does the dojo link me to the water hell?
is there a manual

Subject: Re: New Roleplay 2 Public Release
Posted by Lone0001 on Wed, 09 Jul 2008 01:58:28 GMT

Canadacdn wrote on Tue, 08 July 2008 21:27{SB}Lone0001 wrote on Tue, 08 July 2008 19:49I like the way you respawn it's a good way to get where you want fast and I like the way you die when you fall

Overall a good release

PS. One question how do you swim up when you are in water?

Space bar, it controls like a VTOL.

OHHHH I feel stupid now

Subject: Re: New Roleplay 2 Public Release
Posted by Veyrdite on Wed, 09 Jul 2008 06:04:44 GMT

Muad Dib15 wrote on Wed, 09 July 2008 11:31where is the train?
Why does the dojo link me to the water hell?
is there a manual

 Hopefully it's just hidden or buyable.
 Same here. I thought it was a corrupt download.
 Manual what? If a manual car, then no.

The hover-craft explodes when it hits land. You need to edit the surface properties so it doesn't when it hits buoys and pillars.

Also because of the animation, your feet get stuck in the buoy.

Subject: Re: New Roleplay 2 Public Release
Posted by Canadacdn on Wed, 09 Jul 2008 06:59:43 GMT

Muad Dib15 wrote on Tue, 08 July 2008 20:31where is the train?
Why does the dojo link me to the water hell?
is there a manual

1. Not in this release, it'll be in 1.3 hopefully
2. Glitch, my bad
3. Check out Roleplay 2's entry on Renegade wiki for some useful stuff

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Subject: Re: New Roleplay 2 Public Release

Posted by Muad Dib15 on Wed, 09 Jul 2008 22:44:42 GMT

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Dthdealer wrote on Wed, 09 July 2008 01:04Muad Dib15 wrote on Wed, 09 July 2008 11:31where is the train?
Why does the dojo link me to the water hell?
is there a manual

 Hopefully it's just hidden or buyable.
 Same here. I thought it was a corrupt download.
 Manual what? If a manual car, then no.

The hover-craft explodes when it hits land. You need to edit the surface properties so it doesn't when it hits buoys and pillars.

Also because of the animation, your feet get stuck in the buoy.

I meant where and what you can do.

Subject: Re: New Roleplay 2 Public Release
Posted by Canadacdn on Fri, 11 Jul 2008 03:56:31 GMT

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Thanks to extensive testing done by the public in this release candidate, we have been able to fix a lot of bugs. Look for 1.2.1 coming up soon.