
Subject: Some questions/suggestions

Posted by [Spyder](#) on Fri, 25 Sep 2009 11:10:25 GMT

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Here are some questions and suggestions for you.

Some questions might have been answered already, but I didn't really feel like searching for it

1. Multicore support (dualcore/quadcore/*hexacore*). Will this be supported? And, if Renegade already supports this, will this feature be enhanced?
2. I read something about textures like stealth skins being auto-disabled by TT. Still I don't believe this is going to work very well, since it is possible to change the texture names inside the models, using a simple hex editor. Will you also take care of this problem, or can the system still be bypassed using this method?
3. Bumpmapping. Yes, i'm referring to my current thread in the mod section. Will it be supported or do we still have to use lightmapping?
4. Always.dat cleaning. As multiple people have stated already, there's a bunch of unused files in the current always.dat, which include sound files, models and textures. Will those files be removed or will you keep the always.dat in it's original state?
5. Advanced buildings. In some other thread I read that the current multiplayer buildings are actually dummy buildings. I would love to see them replaced with the "real" buildings. I loved Field_TS with the elevators and the tunnels, and I think it would improve gameplay, since it will be add some difficulty to the game, reduce the spawnkilling possibilities. (This is just a suggestion, think about it)
6. Disappearing c4's. Everyone has probably seen this happen while playing. There is a c4 on your tank, you get out of it, and you go like: "WTF! Where has that c4 gone?". Yep, c4's disappearing in the tanks meshes or just turning completely invisible when you enter your OWN base. It's rather annoying and I would like to know if there will be a fix for this.
7. New Renegade players. How will you be introducing this patch to them? Most players who've bought the "First Decade" pack don't know a thing about Core Patches, Scripts or anything related to it. How will you ensure they get the TT patch? (Without having them download a bunch of updates/patches before they can install TT).
8. Spam filter. Auto message a player after typing the same message for 4 times or so?
9. Radio spam reduction. I had this idea that might just work. Most people usually spam a radio command to inform their team about something. At this time we will still see about 8 lines of: "Affirmative!". And we will also hear the same sound 8 times. Most of the time, when multiple players do this, it will lag the server. Not because of the sounds, but because of the messages. So I was thinking about 1 line of text per 2 commands. So instead of 8 lines of text and 8 sounds, you will hear 8 sounds and only see 4 lines of text, reducing the lag created by the radio spam.

These are just some questions and suggestions.
Please look into it and share your opinion.

Subject: Re: Some questions/suggestions
Posted by [Ghostshaw](#) on Fri, 25 Sep 2009 11:53:13 GMT
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1. No, Renegades engine is inherently single threaded, changing that would be too much work.
 2. Editing models will be disallowed.
 4. We will probably not do this.
 5. There is some advanced building stuff in the work, and we already have had some experimentation going on with spawned buildings. We probably won't change the standard maps though.
 6. Someone was working on a fix for this, dunno how far they got exactly.
 7. The Patch will be spread through the XWIS/WOL autoupdater.
 8. Maybe in SSGM
 9. Same as above.
-

Subject: Re: Some questions/suggestions
Posted by [StealthEye](#) on Fri, 25 Sep 2009 13:03:29 GMT
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6. is fixed.
 8. I prefer an earlier idea I had to group radio messages into "Building needs repair! (4)" if 4 messages are sent in one batch.
-

Subject: Re: Some questions/suggestions
Posted by [Spyder](#) on Fri, 25 Sep 2009 13:52:38 GMT
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- StealthEye wrote on Fri, 25 September 2009 15:036. is fixed.
8. I prefer an earlier idea I had to group radio messages into "Building needs repair! (4)" if 4 messages are sent in one batch.

I like that one better than my own idea

Now, I was thinking. And yes, this is another question.
Will it be possible for Renegade to handle models with a higher poly count? So let's say, for example a character with 6000 polies?

Subject: Re: Some questions/suggestions
Posted by [Sladewill](#) on Fri, 25 Sep 2009 14:20:32 GMT

The plan at this point is to have 2 anti-cheat modes, mode 1 means all "cheat sensitive" files are enforced by the server (which includes ALL w3d files), mode 2 means no file enforcement at all.

If the server considers a file "valid", it will be accepted by the anti-cheat.

Skins are not going to be cheat checked except for the sniper scopes and the stealth effect. No audio is cheat checked at all.

Subject: Re: Some questions/suggestions
Posted by [Spyder](#) on Tue, 29 Sep 2009 09:55:05 GMT
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jonwil wrote on Tue, 29 September 2009 11:29sniper scopes

Many people use clear scope nowadays, so can we really see this as an advantage skin?

Subject: Re: Some questions/suggestions
Posted by [Goztow](#) on Tue, 29 Sep 2009 10:01:34 GMT
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DimitryK wrote on Tue, 29 September 2009 11:55jonwil wrote on Tue, 29 September 2009 11:29sniper scopes

Many people use clear scope nowadays, so can we really see this as an advantage skin?

Well, yes, as many more don't use it at all.

Or maybe we should also allow transparent doors and while we're at it transparent walls?

Which part of a part of the screen being normally black becomes transparent is not an advantage?

Subject: Re: Some questions/suggestions
Posted by [Reaver11](#) on Tue, 29 Sep 2009 10:52:18 GMT
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jonwil wrote on Tue, 29 September 2009 04:29The plan at this point is to have 2 anti-cheat modes, mode 1 means all "cheat sensitive" files are enforced by the server (which includes ALL w3d files), mode 2 means no file enforcement at all.

If the server considers a file "valid", it will be accepted by the anti-cheat.

Skins are not going to be cheat checked except for the sniper scopes and the stealth effect. No

audio is cheat checked at all.

What happens if the server is running a pkg file (which the client has the same version of course) and you are running your server at mode 1 (all file enforcement)?

Subject: Re: Some questions/suggestions
Posted by [StealthEye](#) on Tue, 29 Sep 2009 11:11:55 GMT
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We will most likely replace .pkg files with TT package files completely. That means full file enforcement will work just fine.

Subject: Re: Some questions/suggestions
Posted by [Reaver11](#) on Tue, 29 Sep 2009 12:27:30 GMT
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So thats like a new kind of pkg but then better? (Like nomore delay on wolspy etc?)

Subject: Re: Some questions/suggestions
Posted by [StealthEye](#) on Tue, 29 Sep 2009 13:40:48 GMT
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You could call it that.

Subject: Re: Some questions/suggestions
Posted by [Genesis2001](#) on Wed, 30 Sep 2009 15:41:30 GMT
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jonwil wrote on Tue, 29 September 2009 02:29The plan at this point is to have 2 anti-cheat modes, mode 1 means all "cheat sensitive" files are enforced by the server (which includes ALL w3d files), mode 2 means no file enforcement at all.

If the server considers a file "valid", it will be accepted by the anti-cheat. Skins are not going to be cheat checked except for the sniper scopes and the stealth effect. No audio is cheat checked at all.

Tbh. Have three modes like Steam does for TF2...and leave the mode choice up to server owners.

// Control where the client gets content from
// 0 = anywhere, 1 = anywhere listed in white list, 2 = steam official content only
sv_pure 0

"0" allowing everything (normal; be just like now)
"1" allowing "whitelisted" items to be used
"2" enforcing standard models only

Subject: Re: Some questions/suggestions
Posted by [Jerad2142](#) on Thu, 22 Oct 2009 16:18:55 GMT
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StealthEye wrote on Tue, 29 September 2009 05:11 We will most likely replace .pkg files with TT package files completely. That means full file enforcement will work just fine.
So what you guys are going to keep a copy of every package available, and you will be keeping these copies up to date every time a new version of that package releases?

And won't this be a tad on the map server resource hogging side, especially sense some .pkgs are 1GB+...

Subject: Re: Some questions/suggestions
Posted by [Ghostshaw](#) on Thu, 22 Oct 2009 17:37:01 GMT
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Not more then it is now?

Subject: Re: Some questions/suggestions
Posted by [Jerad2142](#) on Thu, 22 Oct 2009 18:08:38 GMT
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StealthEye wrote on Tue, 29 September 2009 05:11 We will most likely replace .pkg files with TT package files completely. That means full file enforcement will work just fine.
Ghostshaw wrote on Thu, 22 October 2009 11:37 Not more then it is now?
I don't know, you tell me.

Subject: Re: Some questions/suggestions
Posted by [Ghostshaw](#) on Thu, 22 Oct 2009 18:30:25 GMT
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Yes the TT package files are just a different format.
