
Subject: January 1 - 2010

Posted by [BLÅ»Îµl4Î²ÃªL](#)

on Thu, 24 Dec 2009 00:33:36 GMT

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ya'll better suprise us with something good....cough TT beta patch

Subject: Re: January 1 - 2010

Posted by [GEORGE ZIMMER](#) on Thu, 24 Dec 2009 01:29:18 GMT

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THE ENTIRE WEBSITE WILL BECOME A DOMAIN TO HOST PICTURES OF MY OVERSIZED
MAN MEAT

YOU'RE GONNA LIKE THE WAY IT LOOKS, I GUARANTEE IT

Subject: Re: January 1 - 2010

Posted by [BLÅ»Îµl4Î²ÃªL](#)

on Thu, 24 Dec 2009 03:56:23 GMT

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that was funny, i laughed hard.....yeah not really

Subject: Re: January 1 - 2010

Posted by [TruYuri](#) on Thu, 24 Dec 2009 04:01:32 GMT

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really

On the contrary, I literally did laugh really fucking hard.

Subject: Re: January 1 - 2010

Posted by [liquidv2](#) on Thu, 24 Dec 2009 06:18:54 GMT

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and then pretzels came out

Subject: Re: January 1 - 2010

Posted by [BLÅ»Îµl4Î²ÃªL](#)

on Thu, 24 Dec 2009 07:06:17 GMT

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21:56that was funny, i laughed hard.....yeah not really

On the contrary, I literally did laugh really fucking hard.

you must like men

Subject: Re: January 1 - 2010

Posted by [Goztow](#) on Thu, 24 Dec 2009 07:58:45 GMT

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I surely do hope for it... but Stealtheye is on holidays now, so I really doubt it'll happen.

Subject: Re: January 1 - 2010

Posted by [jonwil](#) on Thu, 24 Dec 2009 08:48:41 GMT

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Actually, its Sir_Kane who is currently holding up 4.0 development.

Subject: Re: January 1 - 2010

Posted by [Omar007](#) on Thu, 24 Dec 2009 11:13:50 GMT

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jonwil wrote on Thu, 24 December 2009 09:48Actually, its Sir_Kane who is currently holding up 4.0 development.

Subject: Re: January 1 - 2010

Posted by [Carrierll](#) on Thu, 24 Dec 2009 11:16:04 GMT

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Omar007 wrote on Thu, 24 December 2009 11:13jonwil wrote on Thu, 24 December 2009 09:48Actually, its Sir_Kane who is currently holding up 4.0 development.

Let's all raid his house!

Or we could just be patient.

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Thu, 24 Dec 2009 12:11:02 GMT
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Holding up or developing?

Subject: Re: January 1 - 2010
Posted by [nope.avi](#) on Thu, 24 Dec 2009 14:21:37 GMT
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CarrierII wrote on Thu, 24 December 2009 06:16Omar007 wrote on Thu, 24 December 2009 11:13jonwil wrote on Thu, 24 December 2009 09:48Actually, its Sir_Kane who is currently holding up 4.0 development.

Let's all raid his house!

Subject: Re: January 1 - 2010
Posted by [TruYuri](#) on Thu, 24 Dec 2009 18:12:02 GMT
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hard.....yeah not really

On the contrary, I literally did laugh really fucking hard.

you must like men

Negative, sir.

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Fri, 25 Dec 2009 10:08:43 GMT
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Goztow wrote on Thu, 24 December 2009 13:11Holding up or developing?
Not developing some key component.

Subject: Re: January 1 - 2010

Posted by [Spyder](#) on Fri, 25 Dec 2009 12:18:19 GMT

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EvilWhiteDragon wrote on Fri, 25 December 2009 11:08Goztow wrote on Thu, 24 December 2009 13:11Holding up or developing?
Not developing some key component.
Try hitting him

Subject: Re: January 1 - 2010

Posted by [Nightma12](#) on Fri, 25 Dec 2009 14:47:55 GMT

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Why not?

Subject: Re: January 1 - 2010

Posted by [F1r3st0rm](#) on Fri, 25 Dec 2009 21:32:45 GMT

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maybe cos he doesn't wanna bother with a 7 year old game

Subject: Re: January 1 - 2010

Posted by [Di3HardNL](#) on Sat, 26 Dec 2009 20:44:40 GMT

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No way? sir kane is the leader of the project now?

i quit.

unless he surprises me with his new personality

Subject: Re: January 1 - 2010

Posted by [Hitman](#) on Sat, 26 Dec 2009 21:21:25 GMT

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removed by admin

L!OL

Subject: Re: January 1 - 2010

Posted by [F1r3st0rm](#) on Sat, 26 Dec 2009 21:22:32 GMT

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kool TT story bro

Subject: Re: January 1 - 2010

Posted by [Hitman](#) on Sat, 26 Dec 2009 21:26:10 GMT

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i made that up myself

Subject: Re: January 1 - 2010

Posted by [jonwil](#) on Sat, 26 Dec 2009 23:20:54 GMT

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That changelog came from the internal APB/reborn forums and does in fact reflect progress with the anti-cheat

Subject: Re: January 1 - 2010

Posted by [Omar007](#) on Sun, 27 Dec 2009 00:41:06 GMT

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jonwil wrote on Sun, 27 December 2009 00:20 That changelog came from the internal APB/reborn forums and does in fact reflect progress with the anti-cheat
Cool that you confirmed its not fake info

@Hitman; Nice info leaking btw lol

Subject: Re: January 1 - 2010

Posted by [EvilWhiteDragon](#) on Sun, 27 Dec 2009 13:19:44 GMT

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Hitman wrote on Sat, 26 December 2009 22:21

removed by admin

L!OL

I see someone that violated his NDA...

Crimson, I would ban him :+

Subject: Re: January 1 - 2010
Posted by [Hitman](#) on Sun, 27 Dec 2009 13:22:21 GMT
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i didnt agree to anything! sorry

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Sun, 27 Dec 2009 13:29:33 GMT
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Hitman wrote on Sun, 27 December 2009 14:22i didnt agree to anything! sorry
C&C renegadeforums code of conduct
Leaks/Private Information: RenegadeForums.com does not support or endorse the leaking of confidential or restricted information, such as leaked closed alpha/beta software, leaked source code, leaked logs, private messages, etc. Offenders will suffer any appropriate punishment up to and including post deletion/edits, temporary/permanent bans, and private message use restriction.

Subject: Re: January 1 - 2010
Posted by [Hitman](#) on Sun, 27 Dec 2009 13:33:16 GMT
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i wasn't the one that leaked it, so far for the "we dont have anything to post to show our progress" argument

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Sun, 27 Dec 2009 13:40:12 GMT
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Hitman wrote on Sun, 27 December 2009 14:33i wasn't the one that leaked it, so far for the "we dont have anything to post to show our progress" argument

You're the one that posted this list on Renegade Forums so.

Subject: Re: January 1 - 2010
Posted by [GEORGE ZIMMER](#) on Sun, 27 Dec 2009 13:42:00 GMT
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Hitman wrote on Sun, 27 December 2009 07:33i wasn't the one that leaked it, so far for the "we dont have anything to post to show our progress" argument

loool.

Subject: Re: January 1 - 2010
Posted by [Hitman](#) on Sun, 27 Dec 2009 16:14:02 GMT
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stop bitching, now people actually see some progress instead of nothing at all, its not like there's secret vital info in there or something

Subject: Re: January 1 - 2010
Posted by [CarrierII](#) on Sun, 27 Dec 2009 18:25:05 GMT
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Actually, as a coder myself, there's quite a bit about the anti-cheat in there. Enough to give me some pointers for when I hypothetically start the reverse engineering to make working cheats.

Subject: Re: January 1 - 2010
Posted by [GEORGE ZIMMER](#) on Sun, 27 Dec 2009 18:58:06 GMT
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CarrierII wrote on Sun, 27 December 2009 12:25Actually, as a coder myself, there's quite a bit about the anti-cheat in there. Enough to give me some pointers for when I hypothetically start the reverse engineering to make working cheats.

CARRIERII IS CHETS

also, whether it gives out info or not isn't relevant to the fact that you still leaked info which broke a NDA

Subject: Re: January 1 - 2010
Posted by [Hitman](#) on Mon, 28 Dec 2009 08:16:53 GMT
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CarrierII wrote on Sun, 27 December 2009 12:25Actually, as a coder myself, there's quite a bit about the anti-cheat in there. Enough to give me some pointers for when I hypothetically start the reverse engineering to make working cheats.

thought there was no1 around to make these outstanding cheats anymore?

and even if there was someone around, isnt TT steady enough?

Subject: Re: January 1 - 2010

Posted by [Spoony](#) on Mon, 28 Dec 2009 08:27:06 GMT

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you're overlooking just how much of a social life some of these cheat makers don't have...

Subject: Re: January 1 - 2010

Posted by [CarrierII](#) on Mon, 28 Dec 2009 09:16:39 GMT

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Spoony wrote on Mon, 28 December 2009 08:27you're overlooking just how much of a social life some of these cheat makers don't have...

This. I'd have a lot more time available for my coding projects (my real ones, which aren't cheats, they're cute animations of flowers and rabbits and forest scenes...) but I'm too busy.

Subject: Re: January 1 - 2010

Posted by [Herr Surth](#) on Mon, 28 Dec 2009 10:45:38 GMT

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CarrierII wrote on Mon, 28 December 2009 10:16Spoony wrote on Mon, 28 December 2009 08:27you're overlooking just how much of a social life some of these cheat makers don't have...

This. I'd have a lot more time available for my coding projects (my real ones, which aren't cheats, they're cute animations of flowers and rabbits and forest scenes...) but I'm too busy.
fuck whatever youre busy with, i want flowers and rabbits <3

Subject: Re: January 1 - 2010

Posted by [CarrierII](#) on Mon, 28 Dec 2009 11:10:23 GMT

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OK, enough offtopic.

Can't stop laughing though...

Subject: Re: January 1 - 2010

Posted by [Crimson](#) on Mon, 28 Dec 2009 13:57:23 GMT

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3 day ban + PM rights removed for as long as necessary to prevent further leaks of confidential information.

Subject: Re: January 1 - 2010

Posted by [Jerad2142](#) on Mon, 28 Dec 2009 20:00:36 GMT

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Crimson wrote on Mon, 28 December 2009 06:57:3 day ban + PM rights removed for as long as necessary to prevent further leaks of confidential information.

The Internet is really hard to keep people quiet, if someone wants to spread a cheat around, or stolen info, I doubt a ban on them will help if anything it draws attention, then they just send the stuff to their friends to pass round renforums. Plus banning 10yo's just makes them mad, and more likely to do what you don't want them to

Subject: Re: January 1 - 2010

Posted by [Carrierll](#) on Mon, 28 Dec 2009 20:12:18 GMT

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The logic is that we should close any channels of communication to them that we can, such as this public forum.

Subject: Re: January 1 - 2010

Posted by [GEORGE ZIMMER](#) on Mon, 28 Dec 2009 22:14:54 GMT

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I think it mostly gives him the message of "Hey idiot, don't do that shit". Or, well, it at least should.

Subject: Re: January 1 - 2010

Posted by [Ethenal](#) on Tue, 29 Dec 2009 03:06:23 GMT

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I have to wonder where Hitman or all people got private information...

Subject: Re: January 1 - 2010

Posted by [reborn](#) on Tue, 29 Dec 2009 11:37:16 GMT

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I would imagine a tester or Reborn, APB or AR leaked the information to him. Just a guess, but I

can't imagine it being any staff member.

Subject: Re: January 1 - 2010

Posted by [Spoony](#) on Tue, 29 Dec 2009 14:13:00 GMT

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if anyone makes the not totally unreasonable guess that it was me since hitman is in my clan, let me say in advance that it wasn't.

Subject: Re: January 1 - 2010

Posted by [SPIKDUM](#) on Wed, 30 Dec 2009 21:20:34 GMT

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Nobody in their right mind would give shitman sensitive information so he probably got it off a forum

Subject: Re: January 1 - 2010

Posted by [Hitman](#) on Thu, 31 Dec 2009 14:50:28 GMT

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my very reliable source also states that if the resource downloader is in there, it wont be released untill early summer

Subject: Re: January 1 - 2010

Posted by [HaTe](#) on Thu, 31 Dec 2009 17:18:19 GMT

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Who is your source? How are we supposed to know he is trust worthy?

Subject: Re: January 1 - 2010

Posted by [GEORGE ZIMMER](#) on Thu, 31 Dec 2009 17:28:29 GMT

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HaTe wrote on Thu, 31 December 2009 11:18 Who is your source? How are we supposed to know he is trust worthy?

As if he'd reveal it- I mean, whoever the guy is would obviously be pretty much exiled from anywhere. Not for giving out TT info, but to be butt buddies enough to be giving it to hitman of all people

Subject: Re: January 1 - 2010
Posted by [HaTe](#) on Thu, 31 Dec 2009 20:17:16 GMT
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GEORGE ZIMMER wrote on Thu, 31 December 2009 11:28HaTe wrote on Thu, 31 December 2009 11:18Who is your source? How are we supposed to know he is trust worthy?
As if he'd reveal it- I mean, whoever the guy is would obviously be pretty much exiled from anywhere. Not for giving out TT info, but to be butt buddies enough to be giving it to hitman of all people
ITS GEORGE ZIMMER! How'd you get all this info Mr. Zimmer?

Subject: Re: January 1 - 2010
Posted by [GEORGE ZIMMER](#) on Thu, 31 Dec 2009 21:59:34 GMT
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HaTe wrote on Thu, 31 December 2009 14:17GEORGE ZIMMER wrote on Thu, 31 December 2009 11:28HaTe wrote on Thu, 31 December 2009 11:18Who is your source? How are we supposed to know he is trust worthy?
As if he'd reveal it- I mean, whoever the guy is would obviously be pretty much exiled from anywhere. Not for giving out TT info, but to be butt buddies enough to be giving it to hitman of all people
ITS GEORGE ZIMMER! How'd you get all this info Mr. Zimmer?
It's fairly simple, really.

I'm the goddamn batman.

No but seriously, you should tell us whoever it is, hitman- it'll be less of a pain in the ass for everyone if you do.

Subject: Re: January 1 - 2010
Posted by [Tunaman](#) on Fri, 01 Jan 2010 20:11:16 GMT
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this is a joke right? I've read that stuff(the stuff Hitman posted on his fake(?) list.. it was pretty ridiculous if you read it) before on this very forum I think? Definately stuff I've read before..
Hitman probably saw it wherever I did and I haven't been around renegade at all in 2 years.

Subject: Re: January 1 - 2010
Posted by [Hitman](#) on Fri, 01 Jan 2010 20:14:32 GMT
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Subject: Re: January 1 - 2010
Posted by [Tunaman](#) on Fri, 01 Jan 2010 20:18:27 GMT
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Happy New Years!

Subject: Re: January 1 - 2010
Posted by [TruYuri](#) on Fri, 01 Jan 2010 22:40:26 GMT
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Tunaman wrote on Fri, 01 January 2010 14:11this is a joke right? I've read that stuff(the stuff Hitman posted on his fake(?) list.. it was pretty ridiculous if you read it) before on this very forum I think? Definatly stuff I've read before.. Hitman probably saw it wherever I did and I haven't been around renegade at all in 2 years.

It wasn't fake, I can confirm this considering that I have access to the forum where the actual changelog was posted by jonwil.

Subject: Re: January 1 - 2010
Posted by [GEORGE ZIMMER](#) on Fri, 01 Jan 2010 22:50:50 GMT
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TruYuri wrote on Fri, 01 January 2010 16:40Tunaman wrote on Fri, 01 January 2010 14:11this is a joke right? I've read that stuff(the stuff Hitman posted on his fake(?) list.. it was pretty ridiculous if you read it) before on this very forum I think? Definatly stuff I've read before.. Hitman probably saw it wherever I did and I haven't been around renegade at all in 2 years.

It wasn't fake, I can confirm this considering that I have access to the forum where the actual changelog was posted by jonwil.
Same. Which is why I'm baffled that anyone would willingly give him this info...

Subject: Re: January 1 - 2010
Posted by [jonwil](#) on Sat, 02 Jan 2010 09:02:37 GMT
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The information in question is not particularly secret, in fact something essentially the same will appear in the next public type changelog post I make whenever I get around to doing that. Anyone who thinks the list of files checked by the anti-cheat should be kept a secret clearly has never heard of "security through obscurity" and why many security experts believe "security through obscurity" is no better than no security at all.

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Sat, 02 Jan 2010 09:27:59 GMT
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But it also was confirmed heret hat some security through obscurity would be needed for TT...

Subject: Re: January 1 - 2010
Posted by [nikki6ixx](#) on Mon, 12 Jul 2010 02:12:08 GMT
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Hitman wrote on Thu, 31 December 2009 08:50my very reliable source also states that if the resource downloader is in there, tt wont be released untill early summer

:/

Subject: Re: January 1 - 2010
Posted by [snpr1101](#) on Mon, 12 Jul 2010 11:19:39 GMT
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nikki6ixx wrote on Sun, 11 July 2010 21:12Hitman wrote on Thu, 31 December 2009 08:50my very reliable source also states that if the resource downloader is in there, tt wont be released untill early summer

:/

You son of a bitch.

Subject: Re: January 1 - 2010
Posted by [KobraOps](#) on Mon, 12 Jul 2010 13:09:50 GMT
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nikki6ixx wrote on Mon, 12 July 2010 04:12Hitman wrote on Thu, 31 December 2009 08:50my very reliable source also states that if the resource downloader is in there, tt wont be released untill early summer

:/

He never said what year.

Subject: Re: January 1 - 2010

Posted by [jonwil](#) on Mon, 12 Jul 2010 14:09:19 GMT

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Rest assured we are working hard on 4.0 with the aim to have it out as soon as possible.

We do not have any release date so please dont ask us to give one.

I will say though that we are very close to being able to launch a SSGM 4.0 test server (that is a server running on WOL/GSA/whatever that any renegade player can join and play on where said server will be running the new SSGM 4.0 which I have been working hard on)

Again, dont ask for dates on when this server will be up and running, when it is ready we will most likely make a big announcement.

Subject: Re: January 1 - 2010

Posted by [Hypnos](#) on Mon, 12 Jul 2010 14:39:40 GMT

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We appreciate that you're working hard on this, but it's taking a stupid length of time for it to be released... We were promised something exceptional a number of years ago, and nothing has been delivered as of yet.

Just keep up the hard work and get it finished as soon as you can.

Subject: Re: January 1 - 2010

Posted by [KobraOps](#) on Mon, 12 Jul 2010 16:39:12 GMT

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Hypnos wrote on Mon, 12 July 2010 09:39We appreciate that you're working hard on this, but it's taking a stupid length of time for it to be released... We were promised something exceptional a number of years ago, and nothing has been delivered as of yet.

Just keep up the hard work and get it finished as soon as you can.

Well you cant rilly complain. Im guessing ur not writing code for the project. And for some ppl renegade < life , and they cant dedicate all their free time to it.

2 options:

1. Keep playing renegade and wait.
 2. Stop playing.
-

Subject: Re: January 1 - 2010

Posted by [jonwil](#) on Tue, 13 Jul 2010 01:44:26 GMT

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Part of the reason it has taken so long is that we have done a lot more in 4.0 than we originally intended. Most notably we have eliminated a lot of the things that made scripts 3.x suck so much (especially in the graphics area)

Subject: Re: January 1 - 2010
Posted by [HaTe](#) on Tue, 13 Jul 2010 02:15:28 GMT
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Rather have a shitty looking game with less cheaters then a good looking game with cheaters lurking everywhere honestly.

What Hypnos said though^

Subject: Re: January 1 - 2010
Posted by [jonwil](#) on Tue, 13 Jul 2010 04:32:46 GMT
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These graphics changes were just to make it look pretty, they were (and are) intended to make it run faster, especially for people with older graphics cards. And to eliminate bugs (and 3.4.4 had a LOT of them)

Also, we DO have a totally new anti-cheat system that works great.

Subject: Re: January 1 - 2010
Posted by [Hypnos](#) on Tue, 13 Jul 2010 14:25:35 GMT
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We've heard that you have this fantastic anti-cheat, yet none of us have seen it in action.

I completely understand the principle that real life prevails over online gaming, and I stand by it every single time.

I also understand you've suffered some complications with this project, but does it seriously take years to create something, that probably by the time you release it, nobody that's active now will be able to benefit from it?

All I can say is, I look forward to you releasing this - but I won't be holding my breath.

Subject: Re: January 1 - 2010
Posted by [a000clown](#) on Tue, 13 Jul 2010 18:44:44 GMT

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Doesn't really matter when it comes out to me.

From what I understand the vast majority of TT are bug fixes and related improvements, nothing that will really change the game as we know it. Server owners will benefit from the anti-cheat and resource downloader, modders will benefit from the many improvements we see with each release of custom scripts.dll and everyone will benefit from the bug fixes.

Point being, TT won't miraculously revive Renegade to its former glory as some people seem to suggest, but when it is released, I'm sure those of us who are still around will appreciate their hard work.

Obviously though, sooner is better as we're all looking forward to it

Subject: Re: January 1 - 2010

Posted by [jonwil](#) on Wed, 14 Jul 2010 01:37:33 GMT

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I should point out that all the anti cheat functionality is getting a good workout via tests being done by the APB, AR and Reborn guys.

Subject: Re: January 1 - 2010

Posted by [Hypnos](#) on Wed, 14 Jul 2010 02:45:20 GMT

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Still defeats the purpose of creating a patch for one game, and then testing it on another...

Subject: Re: January 1 - 2010

Posted by [CarrierII](#) on Wed, 14 Jul 2010 08:11:04 GMT

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Hypnos wrote on Wed, 14 July 2010 03:45 Still defeats the purpose of creating a patch for one game, and then testing it on another...

It's the same game engine, different content. APB / AR / Reborn could be thought of as just epicly skinned versions of Renegade, as far as coding is concerned.

Subject: Re: January 1 - 2010

Posted by [Hypnos](#) on Wed, 14 Jul 2010 14:30:12 GMT

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Maybe so, but you should still let the ones who're going to be directly affected by this have a bash

at it.

Subject: Re: January 1 - 2010

Posted by [cmatt42](#) on Tue, 27 Jul 2010 08:31:57 GMT

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They are. It's just easier this way to weed out bugs for all of them simultaneously.

Subject: Re: January 1 - 2010

Posted by [Hypnos](#) on Fri, 30 Jul 2010 08:16:17 GMT

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If the games run on the same engine, how is it easier testing it one rather than the other?

Subject: Re: January 1 - 2010

Posted by [EvilWhiteDragon](#) on Fri, 30 Jul 2010 08:24:45 GMT

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Hypnos wrote on Fri, 30 July 2010 10:16 If the games run on the same engine, how is it easier testing it one rather than the other?

The beta teams are actually bughunting, and have more experience in this than a new Renegade beta team would.

Anyway, code wise we're close to a public beta. Some organizational issues might take some time though.

Subject: Re: January 1 - 2010

Posted by [Hypnos](#) on Fri, 30 Jul 2010 13:42:21 GMT

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If these teams are already familiar with bug hunting, why do they not do the bug hunting on Renegade itself and not one of it's siblings?

Also, it's great to hear that you're close to a public beta, but these organisational issues which may get in the way, is this another hick-up to delay the patch even more?

Or, are you getting our hopes up once again?

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Sat, 31 Jul 2010 07:57:20 GMT
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If you need mirrors, I can provide at least 3.

Subject: Re: January 1 - 2010
Posted by [cmatt42](#) on Sun, 01 Aug 2010 18:08:33 GMT
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Hypnos wrote on Fri, 30 July 2010 08:42 If these teams are already familiar with bug hunting, why do they not do the bug hunting on Renegade itself and not one of it's siblings?
facepalm You're just not getting this, are you?

Subject: Re: January 1 - 2010
Posted by [Hypnos](#) on Sun, 01 Aug 2010 23:16:24 GMT
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It appears you are not understanding me, I comprehend that the games this patch is being tested on have the same engine as C&C Renegade, but not the same bugs - I just fail to see how testing this on something that is similar, but different from what it is aimed at can be considered "progress"

It's seems painfully obvious to me that if you're going to test something, test it on what it is meant for.

Subject: Re: January 1 - 2010
Posted by [Starbuzzz](#) on Sun, 01 Aug 2010 23:59:20 GMT
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HYPNOS!

If you have played APB and Reborn, you will see that they are basically reskinned versions of Renegade (as CarrierII pointed out).

For example, take the Reborn weapons. They are the same weapons from Renegade and use the same "damage system" but have different models, different textures, and a different lightshow (lol).

You can take any of the W3D mods and replace all the custom chars in them with the ones from Renegade. Adjust the hit points and damage and you are back to Renegade. You see?

So it doesn't matter if TT's developements are tested on those mods OR on Renegade, they

would create the same results that the TT team can use to make further changes.

I don't know what you mean by bug testing. I think most of Renegade's in-game bugs has already have fixes for them. The only bugs will be on the "code" and "scripts" and whatever that would apply for the entire W3D package.

For example, the water texture that Crimson posted a while ago. It will be the same water texture on APB, Reborn and on Renegade. TT made the graphical updates and though I am clueless on how it works, the changes can be seen in any game that utilises the W3D engine. TT does not have to test the texture in Renegade to see how it would turn out. They can test it of APB or Reborn or whatever else mod is out there.

I am clueless on how the internal stuff of the patch works but I think I kinda explained it on the right track.

edit:

Hypnos wrote on Fri, 30 July 2010 08:42 If these teams are already familiar with bug hunting, why do they not do the bug hunting on Renegade itself and not one of it's siblings?

also to answer this question, you just gotta see EWD's post:

EvilWhiteDragon wrote on Fri, 30 July 2010 03:24

The beta teams are actually bughunting, and have more experience in this than a new Renegade beta team would.

that's kinda what I thought. Those beta testers at APB and Reborn know what they are doing. If they find a bug there, it will probably be the same bug in Renegade.

So as EWD said, this is much easier than having to assemble a bughunt team for Renegade specially...who probably will be inexperienced compared to the teams at APB and Reborn.

again, I am clueless on how this process works but I hope I am seeing it right. If not correct me someone.

Subject: Re: January 1 - 2010

Posted by [Goztow](#) on Mon, 02 Aug 2010 06:23:26 GMT

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The problem with that is that one of TT's major focusses is supposed to be on gameplay and APB and Reborn testers know nothing about Renegade's gameplay unless they have played Renegade but that once again undermines the choice for those groups.

We'll just do the testing during public beta, but I'm sure it'll have been a missed chance to gain time.

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Mon, 02 Aug 2010 11:29:40 GMT
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Goztow wrote on Mon, 02 August 2010 08:23The problem with that is that one of TT's major focusses is supposed to be on gameplay and APB and Reborn testers know nothing about Renegade's gameplay unless they have played Renegade but that once again undermines the choice for those groups.

We'll just do the testing during public beta, but I'm sure it'll have been a missed chance to gain time.

No, we do not change gameplay. We fix bugs.

If you feel that bluehell is part of the gameplay then you might be right, however, I think it's obvious that bluehell is not part of gameplay in any way.

Gameplay may be changed by mods/new maps that one can run on his/her server, but this is not the responsibility of TT.

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Mon, 02 Aug 2010 12:23:03 GMT
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Not change gameplay but KEEP gameplay as it is.

You're doing some drastic changes to code, which could impact gameplay. Rene testers would immediately feel if gameplay is changed or not. Example: having 2,5 credits per second instead of 2, which is one of the included bug fixes, right?

Subject: Re: January 1 - 2010
Posted by [jonwil](#) on Mon, 02 Aug 2010 13:49:42 GMT
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Any major gameplay bugs (such as harvesters dumping the wrong amount or refineries giving the wrong credits) would have been picked up by the APB/Reborn/AR teams. I am unaware of any gameplay features/functions that would be excercised by normal renegade that are not excercised by APB/Reborn/AR.

Subject: Re: January 1 - 2010
Posted by [Hypnos](#) on Mon, 02 Aug 2010 14:05:12 GMT
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Starbuzzz wrote on Mon, 02 August 2010 00:59

that's kinda what I thought. Those beta testers at APB and Reborn know what they are doing. If they find a bug there, it will probably be the same bug in Renegade.

You just proved my point, it will probably be the same bug in Renegade. This gives the impression that they're just discovering what they problems on APB / Reborn are and are just assuming that they apply to Renegade...

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Mon, 02 Aug 2010 14:09:20 GMT
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We'll just hope for the best. I wonder if these organizational problems are going to take days / weeks / months to get solved?

Subject: Re: January 1 - 2010
Posted by [StealthEye](#) on Mon, 02 Aug 2010 15:52:54 GMT
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Hypnos, what Starbuzz said is basically correct. Most bugs will be found regardless of what game it is tested with. Yes, there will likely be some left when testing only with APB, however, those are likely small, easy to fix ones. Current testing is not aimed to find those, it's aimed to find major regressions, which apply to all games. Eventually, yes, it will be tested on Renegade as well; just not yet.

The 2.5 credits thing you are talking about Gozy is actually a bug -fix-, because it now reads the correct value from the objects.ddb. It can easily be changed to 2, but thats does not involve any change in the code, hence isn't important to find at this point.

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Mon, 02 Aug 2010 20:24:59 GMT
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It was a single example. Fact is you'll need to "sell" the patch to the community. Having parts of the community implied at testing could have helped. But I'm going to sit in a corner and silently wait for your release now ..

Subject: Re: January 1 - 2010
Posted by [trooprm02](#) on Wed, 11 Aug 2010 15:49:10 GMT
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StealthEye wrote on Mon, 02 August 2010 10:52

The 2.5 credits thing you are talking about Gozy is actually a bug -fix-, because it now reads the correct value from the objects.dbb. It can easily be changed to 2, but thats does not involve any change in the code, hence isn't important to find at this point.

Wait, what? How is it currently reading a value wrong by .5? So Scripts 4.0 really does give you 2.5 credits/second? That is a pretty big deal, more details would be appreciated.

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Wed, 11 Aug 2010 17:48:34 GMT
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trooprm02 wrote on Wed, 11 August 2010 17:49StealthEye wrote on Mon, 02 August 2010 10:52

The 2.5 credits thing you are talking about Gozy is actually a bug -fix-, because it now reads the correct value from the objects.dbb. It can easily be changed to 2, but thats does not involve any change in the code, hence isn't important to find at this point.

Wait, what? How is it currently reading a value wrong by .5? So Scripts 4.0 really does give you 2.5 credits/second? That is a pretty big deal, more details would be appreciated.

objects.dbb actually has the value of 2.5 in it standard, it's just that Ren couldn't read the .5 so gave 2. With the fixed bug, it gives 2 - 3 - 2 - 3 - ... BI already fixed it server side on their servers .

Subject: Re: January 1 - 2010
Posted by [trooprm02](#) on Thu, 12 Aug 2010 02:55:02 GMT
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Goztow wrote on Wed, 11 August 2010 13:48
objects.dbb actually has the value of 2.5 in it standard, it's just that Ren couldn't read the .5 so gave 2. With the fixed bug, it gives 2 - 3 - 2 - 3 -

Wow wtf? I guess first off, why did Westwood pick 2.5 in the first place? 2-3-2-3 just seems like a really weird way of doing it....is there an issue with keeping it at 2-2-2-2? If not, I think that should be left alone.

Subject: Re: January 1 - 2010
Posted by [Spoony](#) on Thu, 12 Aug 2010 06:53:24 GMT
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well, it seems like the obvious solution for anyone who thinks you can't get enough credits with the pointsfix.

Subject: Re: January 1 - 2010
Posted by [Goztow](#) on Thu, 12 Aug 2010 09:33:07 GMT
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Spoony wrote on Thu, 12 August 2010 08:53well, it seems like the obvious solution for anyone who thinks you can't get enough credits with the pointsfix.
It's quite a difference. It was silently included with an update of BI scripts on the TK2 server and the first game i played with it, I was like "something's wrong here". It took me a bit to realize exactly what it was, tbh. We asked Seye to put it back to 2 for now.

Subject: Re: January 1 - 2010
Posted by [StealthEye](#) on Thu, 12 Aug 2010 11:47:30 GMT
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Westwood configured it to be 2.5 credits/sec, but they rounded the value off by mistakenly by casting the value to an int ($\text{int}(2.5) == 2$). We will likely change the objects.ddb value to use 2, so that the behavior remains the same.

Renegade works with floating point credits, so giving 2.5 credits per second may visually show 2-3-2-3-2-3, but in fact it's just 2.5 - 2.5 - 2.5 - 2.5.

Subject: Re: January 1 - 2010
Posted by [KobraOps](#) on Thu, 12 Aug 2010 16:53:47 GMT
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A casting mistake? thats pretty amateur. your gonna leave it at 2 creds a sec correct?

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Thu, 12 Aug 2010 17:10:48 GMT
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As said, the code will be fixed, and probably the always.something will be patched to 2.

Subject: Re: January 1 - 2010
Posted by [trooprm02](#) on Fri, 13 Aug 2010 16:33:40 GMT
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EvilWhiteDragon wrote on Thu, 12 August 2010 12:10will be patched to 2

Good

Subject: Re: January 1 - 2010

Posted by [HaTe](#) on Fri, 13 Aug 2010 17:45:03 GMT

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The maps on Renegade and APB/Reborn are not the same. Fixing bugs on maps that don't exist in the game the script is -mainly- for seems illogical. I realize that most of the bugs have nothing to do with the maps, but fixing some of the current glitches such as "sniper scope lag" could have some surprising effects, and therefore provide more glitches on certain maps in Renegade. Without testing it Renegade there is no way to determine if the bugs will be actually helpful in the game. Personally I don't care if the bugs are fixed in APB and Reborn, I care if they're fixed for Renegade. What exactly is the purpose of testing in mods around the original game, but not the game itself exactly?

Subject: Re: January 1 - 2010

Posted by [a000clown](#) on Fri, 13 Aug 2010 20:04:45 GMT

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Maybe I'm missing something here, but isn't the whole point of the upcoming public beta to test? They're not going to just release it and force everyone to update before making sure it works properly...

Subject: Re: January 1 - 2010

Posted by [argathol3](#) on Thu, 19 Aug 2010 21:23:10 GMT

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I love how people say they are so busy with life yet can still come on here and read through and reply to all the threads.

I don't care if this thing takes another year I'll still be here on and off anyways so the best thing to do is just sit tight for now.

Subject: Re: January 1 - 2010

Posted by [Hitman](#) on Fri, 20 Aug 2010 14:03:35 GMT

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Subject: Re: January 1 - 2010

Posted by [trooprm02](#) on Tue, 31 Aug 2010 17:52:26 GMT

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jonwil wrote on Mon, 02 August 2010 08:49Any major gameplay bugs (such as harvesters dumping the wrong amount or refineries giving the wrong credits) would have been picked up by the APB/Reborn/AR teams.

EvilWhiteDragon wrote on Thu, 12 August 2010 12:10As said, the code will be fixed, and probably the always.something will be patched to 2.

Well actually, the test server right now gives 2 credits, then 3, etc and NOT 2/second every time. Also, the way the harvester dumps has been changed from 1 lump sum when completed, to an insanely fast trickle

Oh and crate locations on maps have changed too....

Subject: Re: January 1 - 2010

Posted by [EvilWhiteDragon](#) on Wed, 01 Sep 2010 07:56:42 GMT

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troopr02 wrote on Tue, 31 August 2010 19:52jonwil wrote on Mon, 02 August 2010 08:49Any major gameplay bugs (such as harvesters dumping the wrong amount or refineries giving the wrong credits) would have been picked up by the APB/Reborn/AR teams.

EvilWhiteDragon wrote on Thu, 12 August 2010 12:10As said, the code will be fixed, and probably the always.something will be patched to 2.

Well actually, the test server right now gives 2 credits, then 3, etc and NOT 2/second every time. Also, the way the harvester dumps has been changed from 1 lump sum when completed, to an insanely fast trickle

Oh and crate locations on maps have changed too....

2 then 3 means it's still at 2.5, because we didn't change the always.something.

Money dumps is not more tiberian sun style, like intended. Actually, on a non-TT server the ref does try to do a trickle, so it could happen you would get 150 once and 150 slightly after, though usually not noticeable.

Crate locations might have changed between SSGM versions, because WD didn't use all crate locations implemented by Westwood.

Subject: Re: January 1 - 2010

Posted by [Omar007](#) on Wed, 01 Sep 2010 08:36:42 GMT

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You where looking for the word dbs
It's Always.dbs

About the crates; the location just changed or are more locations present?

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Wed, 01 Sep 2010 17:38:26 GMT
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Omar007 wrote on Wed, 01 September 2010 10:36You where looking for the word dbs
It's Always.dbs

About the crates; the location just changed or are more locations present?
Now they should all be available so there are more than there used to be in a SSGM server.

Subject: Re: January 1 - 2010
Posted by [trooprm02](#) on Wed, 01 Sep 2010 18:28:10 GMT
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EvilWhiteDragon wrote on Wed, 01 September 2010 02:56
2 then 3 means it's still at 2.5, because we didn't change the always.something.

Money dumps is not more tiberian sun style, like intended. Actually, on a non-TT server the ref does try to do a trickle, so it could happen you would get 150 once and 150 slightly after, though usually not noticeable.

Crate locations might have changed between SSGM versions, because WD didn't use all crate locations implemented by Westwood.

1)Crate locations shouldn't be changed from the default Westwood values (isn't this information specified in map files anyway?)

2)Harvy dumping, in regular servers now you get a few credits when the harv starts dumping, but only get the remainder (300?) when its completed. Now, your getting that amount throughout the dumping process at a very fast rate and this changed gameplay heavily...

Subject: Re: January 1 - 2010
Posted by [StealthEye](#) on Wed, 01 Sep 2010 23:22:51 GMT
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1) The crate locations are indeed in the map files, and have not been changed. However, the code was bugged, ignoring some spawn locations. (Not related to WD's SSAOW/SSGM crates, Renegade contains the bug. Renegade's simple crates do not spawn in these locations either.)

2) The gradual harvy dumping is implemented in Renegade, but only works for very low framerates (due to rounding). I am sure most have experienced that they received part of the credits first and the remaining part later. That happens due to framedrops, where the current code attempts to gradually give credits.

I agree that both changes affect gameplay and both should be configurable 1) by removing the previously ignored crate locations and 2) by making the harv dump configurable (either all-at-once or trickle gradually).

Subject: Re: January 1 - 2010

Posted by [trooprm02](#) on Thu, 02 Sep 2010 18:31:59 GMT

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StealthEye wrote on Wed, 01 September 2010 18:22

I agree that both changes affect gameplay and both should be configurable 1) by removing the previously ignored crate locations and 2) by making the harv dump configurable (either all-at-once or trickle gradually).

Thanks for the explanation And yah, something like oldcratelocations= and gradualharvdump= in SSGM 4 would be appreciated.

Subject: Re: January 1 - 2010

Posted by [Jerad2142](#) on Mon, 06 Sep 2010 17:57:07 GMT

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StealthEye wrote on Wed, 01 September 2010 17:222) The gradual harvy dumping is implemented in Renegade, but only works for very low framerates (due to rounding). I am sure most have experienced that they received part of the credits first and the remaining part later. That happens due to framedrops, where the current code attempts to gradually give credits.

But credits are floating point in the game engine as well, so I don't see how the low frame rate could really mess it up, it would just continue not to display the amount after the decimal point, like it always does.

Subject: Re: January 1 - 2010

Posted by [StealthEye](#) on Tue, 07 Sep 2010 15:38:56 GMT

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I don't remember the exact computation, but basically, it computes the amount of credits to deliver that frame, using some multiplier. If the frame rates are high enough, this number is between 0 and 1, and when rounded becomes 0. Therefore, the "gradual" effect only works when the framerate is low enough, and the multiplier becomes >1.

Again, I don't remember the details, but it is likely something similar to this:

```
// Values from LevelEdit
int dropoffCredits = 300;
int dropoffDuration = 10; // I have no clue what the real value is for Renegade.

// Every frame
time_t currentTime = timeGetTime();
time_t timeDifferenceInMs = currentTime - previousUpdateTime;
int timeDifferenceInSec = timeDifferenceInMs / 1000; // Loses precision here, will be 0 if
timeDifferenceInMs < 1000, ie when FPS > 1.
int amountToDropOff = dropoffCredits / dropoffDuration * timeDifference;
previousUpdateTime = currentTime;
distributeCredits(amountToDropoff);
```

What TT did was change the "int" to a "float" to avoid the roundoff error.

Subject: Re: January 1 - 2010
Posted by [halo2pac](#) on Fri, 10 Sep 2010 00:55:06 GMT
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I would love to know how (detailed please) you have fixed some of the lag issues inc. bandwidth lag. I've heard rumors... but I'd love to hear the truth.

Subject: Re: January 1 - 2010
Posted by [EvilWhiteDragon](#) on Fri, 10 Sep 2010 10:49:42 GMT
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halo2pac wrote on Fri, 10 September 2010 02:55 I would love to know how (detailed please) you have fixed some of the lag issues inc. bandwidth lag. I've heard rumors... but I'd love to hear the truth.
Rewriting the netcode isn't detailed enough?

Subject: Re: January 1 - 2010
Posted by [Jerad2142](#) on Fri, 10 Sep 2010 18:46:36 GMT
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EvilWhiteDragon wrote on Fri, 10 September 2010 04:49 halo2pac wrote on Fri, 10 September 2010 02:55 I would love to know how (detailed please) you have fixed some of the lag issues inc.

bandwidth lag. I've heard rumors... but I'd love to hear the truth.

Rewriting the netcode isn't detailed enough?

Depends, did you rewrite it better or worse than the original version, and how will it handle on a server with 64 players...

Subject: Re: January 1 - 2010

Posted by [EvilWhiteDragon](#) on Sat, 11 Sep 2010 02:50:47 GMT

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Jerad Gray wrote on Fri, 10 September 2010 20:46EvilWhiteDragon wrote on Fri, 10 September 2010 04:49halo2pac wrote on Fri, 10 September 2010 02:55I would love to know how (detailed please) you have fixed some of the lag issues inc. bandwidth lag. I've heard rumors... but I'd love to hear the truth.

Rewriting the netcode isn't detailed enough?

Depends, did you rewrite it better or worse than the original version, and how will it handle on a server with 64 players...

We're making it worse.

Toggle Spoiler

D'oh.

Subject: Re: January 1 - 2010

Posted by [trooprm02](#) on Sat, 11 Sep 2010 15:18:18 GMT

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EvilWhiteDragon wrote on Fri, 10 September 2010 21:50

We're making it worse.

Well, if the plan to make it give 2, then 3, then 2 (2.5) then I agree. I obviously haven't look at that code personally, but the FPS drop sceneario doesn't make much sense to me because ive played Renegade on both extremes (really low FPS long ago, and really high FPS now) and haven't noticed any difference

Anyway, this doesn't matter if you guys are planning to patch the .dat/.ddb file to make sure its kept at 2

ps Evilwhitedragon, you can take me off your ignore list now instead of always forcing my posts to show lol....

Subject: Re: January 1 - 2010
Posted by [jonwil](#) on Sun, 12 Sep 2010 00:51:52 GMT
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The plan would be that there would be a distribution of a modified objects.ddb to go with SSGM 4.0 which would set the number to 2.

Subject: Re: January 1 - 2010
Posted by [halo2pac](#) on Wed, 15 Sep 2010 02:43:21 GMT
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"We're making it worse."

was that joke? I have troubles understanding sarcasm on a good question.

Subject: Re: January 1 - 2010
Posted by [Omar007](#) on Wed, 15 Sep 2010 08:48:47 GMT
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halo2pac wrote on Wed, 15 September 2010 04:43 "We're making it worse."

was that joke? I have troubles understanding sarcasm on a good question.
That would obviously be sarcasm.

Subject: Re: January 1 - 2010
Posted by [Jerad2142](#) on Wed, 15 Sep 2010 15:09:31 GMT
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EvilWhiteDragon wrote on Fri, 10 September 2010 20:50
We're making it worse.

Kind of like the frame rate "improvement" from 2.9.2 to 3.x.x?