
Subject: What happens after the first release?
Posted by [a000clown](#) on Mon, 16 Aug 2010 23:45:06 GMT
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I know I'm getting ahead of myself here, I was just curious if you guys have any plans/goals to be worked on after the first release, besides fixing regression bugs.

Subject: Re: What happens after the first release?
Posted by [halo2pac](#) on Tue, 17 Aug 2010 02:15:01 GMT
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We must not forget the e-penis bolstering period

Probably fixing more bugs then adding more features.. then patching holes. then banning hackers, and copyright infringers.

Then Cupcakes, Releasing Reborn and APB then brownies then beer and then Renegade X standalone.

Well that's what I'd do. With more Cupcakes and less banning.

Subject: Re: What happens after the first release?
Posted by [jonwil](#) on Tue, 17 Aug 2010 02:51:26 GMT
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We have plans for after 4.0 including new physics types.

Subject: Re: What happens after the first release?
Posted by [halo2pac](#) on Tue, 17 Aug 2010 03:13:55 GMT
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Walking and driving tanks on walls o.o? Pushable objects? Actually being able to detect the Z position of the floor? Skyboxes?

Subject: Re: What happens after the first release?
Posted by [Lone0001](#) on Tue, 17 Aug 2010 05:01:47 GMT
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halo2pac wrote on Mon, 16 August 2010 22:15We must not forget the e-penis bolstering period

Probably fixing more bugs then adding more features.. then patching holes. then banning hackers,

and copyright infringers.

Then Cupcakes, Releasing Reborn and APB then brownies then beer and then Renegade X standalone.

Well that's what I'd do. With more Cupcakes and less banning.

And AR!!

Subject: Re: What happens after the first release?
Posted by [jonwil](#) on Tue, 17 Aug 2010 09:41:09 GMT
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The plans (which may or may not happen) include a physics type for walkers (such as the Titan in Reborn)

Subject: Re: What happens after the first release?
Posted by [EvilWhiteDragon](#) on Tue, 17 Aug 2010 09:44:17 GMT
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jonwil wrote on Tue, 17 August 2010 11:41The plans (which may or may not happen) include a physics type for walkers (such as the Titan in Reborn)

Which is one of the more boring features for Renegade. For renegade it is much more interesting to know that future updates will block cheats that have managed to bypass the TT security.

Subject: Re: What happens after the first release?
Posted by [jonwil](#) on Tue, 17 Aug 2010 15:30:45 GMT
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Blocking cheats is a top priority for TT and we will block any cheats we can.

Subject: Re: What happens after the first release?
Posted by [Di3HardNL](#) on Thu, 19 Aug 2010 16:51:23 GMT
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after the first release I will start playing renegade again

Subject: Re: What happens after the first release?
Posted by [argathol3](#) on Thu, 19 Aug 2010 21:26:31 GMT
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Wait...physics for what?

Subject: Re: What happens after the first release?
Posted by [Caveman](#) on Fri, 20 Aug 2010 13:59:36 GMT
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After the first release...

Hopefully a lot of people go 'un-pro' overnight.

Subject: Re: What happens after the first release?
Posted by [a000clown](#) on Fri, 20 Aug 2010 20:54:41 GMT
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Yea I'm looking forward to seeing how many amazing snipers suddenly can't aim for shit

Subject: Re: What happens after the first release?
Posted by [argathol3](#) on Sat, 21 Aug 2010 02:22:35 GMT
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I'm ready for some of that....The ones that up and quit Renegade are the cheaters.

Also TT should just secretly release it and have it do whatever it needs to do to work then ban everyone who tries to log in with their cheats enabled. That would be an epic win.

Subject: Re: What happens after the first release?
Posted by [HaTe](#) on Sat, 21 Aug 2010 02:24:04 GMT
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Subject: Re: What happens after the first release?
Posted by [sadukar09](#) on Sat, 21 Aug 2010 03:21:55 GMT
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HaTe wrote on Fri, 20 August 2010 21:24

shush nerd, you'd be dem one that go unpro

Subject: Re: What happens after the first release?
Posted by [liquidv2](#) on Sat, 21 Aug 2010 03:50:14 GMT
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jonwil wrote on Tue, 17 August 2010 10:30 Blocking cheats is a top priority for TT and we will block any cheats we can.

may as well find and drop a brick wall on top of that 0x90 guy
it might help Renegade!

Subject: Re: What happens after the first release?
Posted by [Starbuzzz](#) on Sat, 21 Aug 2010 04:34:52 GMT
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argathol3 wrote on Fri, 20 August 2010 21:22
Also TT should just secretly release it and have it do whatever it needs to do to work then ban everyone who tries to log in with their cheats enabled. That would be an epic win.

great idea!

Subject: Re: What happens after the first release?
Posted by [Goztow](#) on Sat, 21 Aug 2010 07:08:53 GMT
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It won't happen, though. It's a bit hard for people not to notice a client side patch.

Subject: Re: What happens after the first release?
Posted by [Spyder](#) on Sat, 21 Aug 2010 09:43:51 GMT
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liquidv2 wrote on Fri, 20 August 2010 22:50 jonwil wrote on Tue, 17 August 2010 10:30 Blocking cheats is a top priority for TT and we will block any cheats we can.

may as well find and drop a brick wall on top of that 0x90 guy
it might help Renegade!

I read that 0x90 is making *** open source, which means that with little modification to the current scripts, also this new version of *** can be easily blocked.

Subject: Re: What happens after the first release?
Posted by [FlaminGunz](#) on Sat, 21 Aug 2010 17:59:46 GMT
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will custom GPS huds be blocked? Thats one reason RG shits me (not the highest factor lol). But if it did block things that make renegade better, thats one reason i wouldnt download....
(and ofc i like my aimbot)

so please do tell

Subject: Re: What happens after the first release?
Posted by [HaTe](#) on Sat, 21 Aug 2010 21:13:28 GMT
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If it did block GPS huds, it should only be ones that increase the range of the original hud anyway. The GPS hud itself isn't much of an advantage over the default anyway, and actually prevents people from using radar hack also - so it can be helpful for moderating purposes.

Subject: Re: What happens after the first release?
Posted by [jonwil](#) on Sun, 22 Aug 2010 00:28:12 GMT
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If a HUD requires changing shaders.dll, it will be blocked on "anti-cheat enabled" servers unless we have approved the new shaders.dll binary.

Subject: Re: What happens after the first release?
Posted by [FlaminGunz](#) on Sun, 22 Aug 2010 03:08:08 GMT
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looks like il be limiting the servers i play on even more then

im betting on alot of others will too. I know im not the first one to say more players will leave renegade after the release than come back (cheats taken away + custom stuff). But i sure hope you guys know what your doing..

Subject: Re: What happens after the first release?
Posted by [Goztow](#) on Sun, 22 Aug 2010 07:32:10 GMT
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A lot of people will probably make a comeback once they know a third of the players can't abuse *cheat name removed*and their BB anymore...

Subject: Re: What happens after the first release?
Posted by [Gohax](#) on Sun, 22 Aug 2010 07:50:22 GMT
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a000clown wrote on Fri, 20 August 2010 15:54Yea I'm looking forward to seeing how many amazing snipers suddenly can't aim for shit

This is what I have been waiting for for months now. Maybe longer..

Subject: Re: What happens after the first release?
Posted by [argathol3](#) on Sun, 22 Aug 2010 09:17:53 GMT
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Months....how about since 2003

Subject: Re: What happens after the first release?
Posted by [Gohax](#) on Mon, 23 Aug 2010 03:16:03 GMT
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argathol3 wrote on Sun, 22 August 2010 04:17Months....how about since 2003

That too.

Subject: Re: What happens after the first release?
Posted by [Tiesto](#) on Thu, 26 Aug 2010 13:00:50 GMT
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Flamin is such a noob

Subject: Re: What happens after the first release?
Posted by [trooprm02](#) on Sat, 28 Aug 2010 16:21:16 GMT
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Ok, not sure if this is public information yet or not but basically:

1)EA has backeddown from its original commitment to the TT team, and is now hesitant to allow them access to the Renegade update server to push the actually patch

2)So, first they will have to release it to the public as a beta (but most likely 99% the same as the final version) and it will be optional.

3)Most servers will have to upgrade to SSGM 4.0, but then players will be split between scripts

2.x/3.x and those that manually downloaded and installed Scripts 4.0

4)After having it publically tested, the TT team will have to go back to EA to get it review by them either way (and this is where community support comes in)

So even if the TT patch is being released soon, its not exactly a short or simple way to make it mandatory....

Subject: Re: What happens after the first release?
Posted by [Goztow](#) on Sat, 28 Aug 2010 19:17:12 GMT
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Your 3) is strange... last info I got was that TT servers would be backwards compatible.

Subject: Re: What happens after the first release?
Posted by [Tunaman](#) on Sat, 28 Aug 2010 22:16:17 GMT
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yeah, when I was helping fix the glitched c4 stuff, I could connect to the TT servers with a normal ren client

Subject: Re: What happens after the first release?
Posted by [TruYuri](#) on Sun, 29 Aug 2010 00:19:56 GMT
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They are backwards compatible.

Subject: Re: What happens after the first release?
Posted by [jonwil](#) on Sun, 29 Aug 2010 06:43:03 GMT
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EA never promised to ship anything over the patcher as such. What they said is that if we come up with something good enough, they will evaluate it and will consider allowing it to be shipped over the patcher.

Tiberian Technologies has put a lot of effort into making sure that all features used by stock renegade (and 90% of the scripts 3.4.4 features) are backwards compatible with scripts 4.0. All players using scripts 3.4.4 or stock renegade (or old scripts versions like 2.9.2) will be able to join a scripts 4.0 server (or SSGM 4.0 server). All players using scripts 4.0 will be able to join a server with stock renegade or previous scripts (including previous SSGM).

The plan is that we will publish a beta that may or may not be 100% complete. (just so we can get something out there) Then during the beta cycle the remaining items from our todo list will get done and included in future betas. Once we have something stable enough, we will look into approaching EA about pushing it over the patcher.

Subject: Re: What happens after the first release?
Posted by [DarkOrbit](#) on Mon, 30 Aug 2010 04:25:09 GMT
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and any time line of how long that would take?

I mean, months, years?

Just wondering.

Subject: Re: What happens after the first release?
Posted by [R315r4z0r](#) on Wed, 01 Sep 2010 23:26:43 GMT
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Even though the versions maybe backwards compatible... doesn't that mean that people who don't upgrade will be at a disadvantage to the people who do have the upgrade?

Is the gap between the two versions large enough for people who are using the old version to consider people who use the new version cheaters?

Not that I'm saying this patch is a cheat. I mean that does the patch offer so many new features that you are given an unfair advantage over players who use the older version?

Subject: Re: What happens after the first release?
Posted by [a000clown](#) on Thu, 02 Sep 2010 03:12:06 GMT
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If they're too stubborn or lazy to update then that's their problem imo, and if they don't even know about the patch then they probably won't know about any (dis)advantages to complain about.

Subject: Re: What happens after the first release?
Posted by [halo2pac](#) on Tue, 07 Sep 2010 00:52:25 GMT
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other than the fact that they are a giant pile of lag?

Subject: Re: What happens after the first release?
Posted by [misch](#) on Mon, 08 Nov 2010 13:21:47 GMT
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I just can't imagine starting renegade and after 8 long years it'd tell me for the first time:

A new update is available.

Subject: Re: What happens after the first release?
Posted by [Goztow](#) on Mon, 08 Nov 2010 13:52:14 GMT
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How many will come and post here: "THERE'S A VIRUS/EXPLOIT IN MY RENEGADE"?

Subject: Re: What happens after the first release?
Posted by [Gen_Blacky](#) on Mon, 08 Nov 2010 17:03:49 GMT
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Goztow wrote on Mon, 08 November 2010 07:52How many will come and post here: "THERE'S A VIRUS/EXPLOIT IN MY RENEGADE"?

75% of renegade

Subject: Re: What happens after the first release?
Posted by [Carrierll](#) on Mon, 08 Nov 2010 17:09:48 GMT
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Gen_Blacky wrote on Mon, 08 November 2010 17:03Goztow wrote on Mon, 08 November 2010 07:52How many will come and post here: "THERE'S A VIRUS/EXPLOIT IN MY RENEGADE"?

75% of renegade

That figure is too low.

Subject: Re: What happens after the first release?
Posted by [Generalcamo](#) on Mon, 08 Nov 2010 22:06:31 GMT
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I think that the next thing is finding out how to get planes working like Combat Flight Simulator, current ways to use them (VTOL and Hackish ways (SCUD storm)) are not the best.

Toggle SpoilerAnd since hopefully scripts 4.0 is coming this year (Hopefully), you have a pretty

long time to figure it out for scripts 5.0

Subject: Re: What happens after the first release?
Posted by [Tiesto](#) on Fri, 19 Nov 2010 18:27:21 GMT
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Scripts 5.0?

LOL

Subject: Re: What happens after the first release?
Posted by [EvilWhiteDragon](#) on Fri, 19 Nov 2010 18:34:10 GMT
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Tiesto wrote on Fri, 19 November 2010 19:27Scripts 5.0?

LOL

Scripts 4.1 and some of the new features will be new console and input system. Or at least things related to that. I'm not enough of a coder to figure that out.

Subject: Re: What happens after the first release?
Posted by [Tiesto](#) on Fri, 19 Nov 2010 18:37:44 GMT
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EvilWhiteDragon wrote on Fri, 19 November 2010 18:34Tiesto wrote on Fri, 19 November 2010 19:27Scripts 5.0?

LOL

Scripts 4.1 and some of the new features will be new console and input system. Or at least things related to that. I'm not enough of a coder to figure that out.
Yeah, i imagine updated versions of 4.0 will come out, but an entire new scripts? Come on..

Subject: Re: What happens after the first release?
Posted by [EvilWhiteDragon](#) on Fri, 19 Nov 2010 18:45:09 GMT
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Tiesto wrote on Fri, 19 November 2010 19:37EvilWhiteDragon wrote on Fri, 19 November 2010 18:34Tiesto wrote on Fri, 19 November 2010 19:27Scripts 5.0?

LOL

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I don't see it happening.

Subject: Re: What happens after the first release?
Posted by [Tiesto](#) on Fri, 19 Nov 2010 19:25:17 GMT
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EvilWhiteDragon wrote on Fri, 19 November 2010 18:45Tiesto wrote on Fri, 19 November 2010 19:37EvilWhiteDragon wrote on Fri, 19 November 2010 18:34Tiesto wrote on Fri, 19 November 2010 19:27Scripts 5.0?

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I don't see it happening.

I think you misunderstood me, as you've basically just repeated what i said.

Subject: Re: What happens after the first release?
Posted by [argathol3](#) on Sun, 21 Nov 2010 00:08:02 GMT
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So is it safe to say it's time to delete the part of the forum these threads occupy?

Subject: Re: What happens after the first release?
Posted by [EvilWhiteDragon](#) on Sun, 21 Nov 2010 17:47:40 GMT
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Why?

Subject: Re: What happens after the first release?
Posted by [Reaver11](#) on Sun, 21 Nov 2010 21:00:56 GMT
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argathol3 wrote on Sat, 20 November 2010 18:08 So is it safe to say it's time to delete the part of the forum these threads occupy?

Yup.

It's sad what is happening dont get me wrong, I mean I respect what TT is doing. While Renegade is a fantastic game it starts getting less and less worthwhile to save it.

It might even be possible that the 'false hope' did especially what it shouldn't do. That is to drive people away.
