
Subject: In Game Web Browser
Posted by [halo2pac](#) on Tue, 26 Oct 2010 05:30:23 GMT
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I hope some of you have played or seen Counter Strike: Source before, because I would like to know if TT plans to add the ability of showing a web browser dialog to a player in the server - either when they join or anytime during the game.
The game currently has the object via the network status/account page which no long works.

That or could TT add the functionality in?

Thanks.

Subject: Re: In Game Web Browser
Posted by [Ethenal](#) on Wed, 27 Oct 2010 21:21:13 GMT
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Seems kinda limited in usefulness and way off in the future since we don't even have so much as a beta release yet.

Subject: Re: In Game Web Browser
Posted by [halo2pac](#) on Wed, 27 Oct 2010 23:36:13 GMT
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Not useful? But it could be used to show an info page once a user joins a server. or a rule list, faq, or guide.

That or make URL's click-able that minimize the game and launches IE/FF/Chrome.

Subject: Re: In Game Web Browser
Posted by [danpaul88](#) on Thu, 28 Oct 2010 07:47:40 GMT
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However, in the interests of releasing something this millenium, this will not be implemented. If we implemented every single suggestion into 4.0 it will never get finished.

Subject: Re: In Game Web Browser
Posted by [lion](#) on Thu, 28 Oct 2010 10:07:01 GMT
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danpaul88 wrote on Thu, 28 October 2010 02:47However, in the interests of releasing something this millenium, this will not be implemented. If we implemented every single suggestion into 4.0 it

will never get finished.

That's the spirit! Let's not add any more features to 4.0 that might in any possible way delay a (beta) release.

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Thu, 28 Oct 2010 14:14:43 GMT

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danpaul88 wrote on Thu, 28 October 2010 09:47 However, in the interests of releasing something this millenium, this will not be implemented. If we implemented every single suggestion into 4.0 it will never get finished.

Actually, I guess that implementing it now would mean a serious delay before we could get into beta. Perhaps we can look at it for 4.1.

Subject: Re: In Game Web Browser

Posted by [Ethenal](#) on Fri, 29 Oct 2010 02:30:40 GMT

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lion wrote on Thu, 28 October 2010 05:07 danpaul88 wrote on Thu, 28 October 2010 02:47 However, in the interests of releasing something this millenium, this will not be implemented. If we implemented every single suggestion into 4.0 it will never get finished.

That's the spirit! Let's not add any more features to 4.0 that might in any possible way delay a (beta) release.

You're not very good at sarcasm...

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Fri, 29 Oct 2010 10:08:22 GMT

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Ethenal wrote on Fri, 29 October 2010 04:30 lion wrote on Thu, 28 October 2010 05:07 danpaul88 wrote on Thu, 28 October 2010 02:47 However, in the interests of releasing something this millenium, this will not be implemented. If we implemented every single suggestion into 4.0 it will never get finished.

That's the spirit! Let's not add any more features to 4.0 that might in any possible way delay a (beta) release.

You're not very good at sarcasm...

He does have a point though, adding this would delay the beta by quite a lot I think.

Subject: Re: In Game Web Browser

Posted by [lion](#) on Sat, 30 Oct 2010 07:57:08 GMT

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Ethanal wrote on Thu, 28 October 2010 21:30lion wrote on Thu, 28 October 2010 05:07danpaul88 wrote on Thu, 28 October 2010 02:47However, in the interests of releasing something this millenium, this will not be implemented. If we implemented every single suggestion into 4.0 it will never get finished.

That's the spirit! Let's not add any more features to 4.0 that might in any possible way delay a (beta) release.

You're not very good at sarcasm...

Too bad for you, as it was not even meant as sarcasm....

Subject: Re: In Game Web Browser

Posted by [Gen_Blacky](#) on Sat, 30 Oct 2010 20:30:05 GMT

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this would be a cool feature but would be a waste of time and resources tbh.

Subject: Re: In Game Web Browser

Posted by [Hypnos](#) on Wed, 03 Nov 2010 17:39:23 GMT

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I can see it now:-

In a 10 v 10 community war and Tiesto is liking every single comment on Robs' Facebook WHILST repairing the refinery.

Subject: Re: In Game Web Browser

Posted by [Hitman](#) on Wed, 03 Nov 2010 21:30:21 GMT

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yeah i say add it along with all the other retarded suggestions by these 12 year olds on this forum

Subject: Re: In Game Web Browser

Posted by [halo2pac](#) on Thu, 04 Nov 2010 13:12:25 GMT

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Hitman wrote on Wed, 03 November 2010 17:30yeah i say add it along with all the other retarded suggestions by these 12 year olds on this forum

I take offense to that. This was a legitimate suggestion. It's not like I asked for tanks driving on walls or a doughnut machine in the hon. Also I'm 20 and I'm a devleoper for a multi billion dollar coproration. Where I build and suggest useful tools.

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Thu, 04 Nov 2010 13:24:35 GMT

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halo2pac wrote on Thu, 04 November 2010 14:12Hitman wrote on Wed, 03 November 2010 17:30yeah i say add it along with all the other retarded suggestions by these 12 year olds on this forum

I take offense to that. This was a legitimate suggestion. It's not like I asked for tanks driving on walls or a doughnut machine in the hon. Also I'm 20 and I'm a devleoper for a multi billion dollar coporation. Where I build and suggest useful tools.

Don't feed the trolls.

Anyway, with TT you can run Renegade from Steam, if you add it. That way you got a browser ingame and you can Facebook chat while repairing the refinery.

Subject: Re: In Game Web Browser

Posted by [trooprm02](#) on Thu, 04 Nov 2010 19:00:04 GMT

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Hypnos wrote on Wed, 03 November 2010 11:39I can see it now:-

In a 10 v 10 community war and Tiesto is liking every single comment on Robs' Facebook WHILST repairing the refinery.

haha

Subject: Re: In Game Web Browser

Posted by [Hitman](#) on Thu, 04 Nov 2010 23:17:55 GMT

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idiots

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Fri, 05 Nov 2010 05:44:55 GMT

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Hitman wrote on Fri, 05 November 2010 00:17idiots
Troll.

Subject: Re: In Game Web Browser

Posted by [Hitman](#) on Fri, 05 Nov 2010 14:29:34 GMT

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instead of calling me a troll you could go work on your super patch so it might just be released before every single one out of your development team has died of old age

Subject: Re: In Game Web Browser

Posted by [EmpireJBL](#) on Fri, 05 Nov 2010 16:14:06 GMT

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Or we will get old.. and die

TT will never be finished no1 is working at it.

And they know it.

Subject: Re: In Game Web Browser

Posted by [GoTWhisKéY](#) on Fri, 05 Nov 2010 20:09:48 GMT

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Apparently Sir Kane is holding it up.

Subject: Re: In Game Web Browser

Posted by [F1r3st0rm](#) on Fri, 05 Nov 2010 20:23:10 GMT

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Trolololol...

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Fri, 05 Nov 2010 21:44:26 GMT

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Hitman wrote on Fri, 05 November 2010 15:29: instead of calling me a troll you could go work on your super patch so it might just be released before every single one out of your development team has died of old age

Troll.

You are even too stupid to read. My signature obviously says that I'm not a coder. Hence I can't do much except help with organisational issues.

Oh and btw, trust me when I say that the team is working hard to get a beta ready.

GoTWhisKéY wrote on Fri, 05 November 2010 21:09: Apparently Sir Kane is holding it up.

Not anymore, it's just that there are some possible issues with the crashdumps that need to be worked out first.

Subject: Re: In Game Web Browser
Posted by [trooprm02](#) on Sat, 06 Nov 2010 03:42:04 GMT
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EvilWhiteDragon wrote on Fri, 05 November 2010 15:44

- 1)Oh and btw, trust me when I say that the team is working hard to get a beta ready.
 - 2)Not anymore, it's just that there are some possible issues with the crashdumps that need to be worked out first.
- 1)you should update that
 - 2)your welcome for providing them.

Subject: Re: In Game Web Browser
Posted by [saberhawk](#) on Sat, 06 Nov 2010 08:12:42 GMT
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trooprm02 wrote on Fri, 05 November 2010 23:42
2)your welcome for providing them.

Issues with crashdumps in general, not the contents of group of or specific one...

Subject: Re: In Game Web Browser
Posted by [Ethenal](#) on Sat, 06 Nov 2010 18:28:39 GMT
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saberhawk wrote on Sat, 06 November 2010 03:12trooprm02 wrote on Fri, 05 November 2010 23:42
2)your welcome for providing them.

Issues with crashdumps in general, not the contents of group of or specific one...
I thought that was obvious but apparently not

Subject: Re: In Game Web Browser
Posted by [EmpireJBL](#) on Sat, 06 Nov 2010 22:41:50 GMT
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Now i know why the organization sucks.

Subject: Re: In Game Web Browser
Posted by [trooprm02](#) on Sun, 07 Nov 2010 03:55:03 GMT
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EmpireJBL wrote on Sat, 06 November 2010 16:41Now i know why the organization sucks.

Thanks Empire "known cheater" JBL. Nice to see you don't even play this game according to your "younger brother" but you still post here lol

Subject: Re: In Game Web Browser
Posted by [Goztow](#) on Sun, 07 Nov 2010 06:28:21 GMT
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So you solvefd the additional lag issues?

Subject: Re: In Game Web Browser
Posted by [Hitman](#) on Sun, 07 Nov 2010 15:14:30 GMT
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patch = announced 2 and a half year ago by now...
they even stated that alot of work was already done when they announced it lol, sure its a hobby project or however u want to call it, but please do take in consideration that games usually dont even last longer than 2 years and renegade was already quite dead when this was announced, so now its safe to assume renegade has actually died

Subject: Re: In Game Web Browser
Posted by [ELiT3FLyR](#) on Sun, 07 Nov 2010 15:40:32 GMT
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what are u talking about hitman, it was impossible to fix the two things that all competitive players care about, ie anti cheat and c4 glitching without adding 100 other features and creating an entire new game at the same time.

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Sun, 07 Nov 2010 16:01:18 GMT

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ELiT3FLyR wrote on Sun, 07 November 2010 16:40 what are u talking about hitman, it was impossible to fix the two things that all competitive players care about, ie anti cheat and c4 glitching without adding 100 other features and creating an entire new game at the same time. With a game that has as manu bugs and possible exploit places as Renegade, it takes a lot of time to make it cheatproof. ALso, a lot of PUBLIC players wanted a download feature, something that's not exactly easy to do. Another complication was that AC needs an auto updater, as you want to be able to force people to the newest version if a cheat works on an older version. Besides all this there are the occasional emergency fixes that need to be carried out, for ex. the one where you can crash a server with a particular UDP packet. Something that could make online play impossible.

Subject: Re: In Game Web Browser

Posted by [Ethenal](#) on Sun, 07 Nov 2010 16:50:20 GMT

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EvilWhiteDragon wrote on Sun, 07 November 2010 10:01... for ex. the one where you can crash a server with a particular UDP packet. Something that could make online play impossible. I see what you did there.

Subject: Re: In Game Web Browser

Posted by [halo2pac](#) on Tue, 09 Nov 2010 19:07:37 GMT

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o.0 thats gay they left that kind of loophole.

A simple UDP packet? Shouldnt we have released a patch or 3rd party patch for this years ago?

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Tue, 09 Nov 2010 20:22:20 GMT

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halo2pac wrote on Tue, 09 November 2010 20:07 o.0 thats gay they left that kind of loophole.

A simple UDP packet? Shouldnt we have released a patch or 3rd party patch for this years ago? Well, if you had told us that a packet that looked like this one would crash the server then yes. Since we didn't know of this hole, we couldn't fix it. On the other hand, WW should've prevented this in the first place, which wouldn't have been to hard when they made the engine.

Subject: Re: In Game Web Browser

Posted by [Spyder](#) on Sun, 28 Nov 2010 12:00:45 GMT

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Hitman wrote on Sun, 07 November 2010 16:14patch = announced 2 and a half year ago by now...

they even stated that alot of work was already done when they announced it lol, sure its a hobby project or however u want to call it, but please do take in consideration that games usually dont even last longer than 2 years and renegade was already quite dead when this was announced, so now its safe to assume renegade has actually died

You have no right of speaking. If it weren't for the TT team there would've never been a fix for all those problems at all. How about you just act nice and appreciate the effort they're putting into the TT patch.

I think they are doing a great job, no matter how long it takes, they will be the one's who did what EA Games was supposed to do.

And oh, Hitman...

Subject: Re: In Game Web Browser

Posted by [Hitman](#) on Sun, 28 Nov 2010 13:12:07 GMT

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Anon wrote on Sun, 28 November 2010 06:00Hitman wrote on Sun, 07 November 2010 16:14patch = announced 2 and a half year ago by now...

they even stated that alot of work was already done when they announced it lol, sure its a hobby project or however u want to call it, but please do take in consideration that games usually dont even last longer than 2 years and renegade was already quite dead when this was announced, so now its safe to assume renegade has actually died

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I think they are doing a great job, no matter how long it takes, they will be the one's who did what EA Games was supposed to do.

And oh, Hitman...

u speak like the fix is out there right now, while they haven't even seen a beta test yet and take my word for it that it'll take more than 3 years to get it done completly. But im sure you will be here to play this game 1v1 against another moron like you that will be left hanging around this game in 2/3 years from now

Subject: Re: In Game Web Browser
Posted by [Reaver11](#) on Sun, 28 Nov 2010 18:31:45 GMT
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EvilWhiteDragon wrote on Sun, 07 November 2010 10:01 the one where you can crash a server with a particular UDP packet.

I believe there was a quiete easy way to fix it. All it involved was a hexedit on your serverfds...

So the current problems are the 'many' 'Bug' 'exploits' in Renegade and a AutoDownloader + an auto updater.

Fixing bug and exploits is something that is a job for life in Renegade so you could easily pick some of the most important to fix and put the others on hold.

Autodownloader is also something secondary.

Auto updater however is something very important. I'm wondering wasn't it possible to backwards patch Renguard to a stable version and the re-patch it into something usefull.
(With stable version I don't mean that it should have been cheatproof.)

One of the hardest things I believe that TT had to face was to choose what is important to fix or not.

I think TT got lost there.

Also stop sending out false hope and show something real.
In terms of beta tests, screenshots or changelogs or anything.

Subject: Re: In Game Web Browser
Posted by [EvilWhiteDragon](#) on Sun, 28 Nov 2010 18:37:45 GMT
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Reaver11 wrote on Sun, 28 November 2010 19:31 EvilWhiteDragon wrote on Sun, 07 November 2010 10:01 the one where you can crash a server with a particular UDP packet.

I believe there was a quiete easy way to fix it. All it involved was a hexedit on your serverfds...

Found and written by BlackIntel. Hmm, wait, where am I one of the founders off? Oh yeah, BlackIntel....

That one was fixed ages ago, true. However our "dear" 0x90 found another more advanced exploit.

Also, I know that choosing the right things to fix was not the problem. One of the problems is simply time and skilled coders. Not everyone can do everything and not everyone has shit loads of time.

Besides this, some new functions or reversed engineered bug fixes/changes sometimes contain errors, which then appear on the most random places. This simply because the Renegade code is shitty. I'm sure StealthEye can give an example of the weird functions in Renegade.

Subject: Re: In Game Web Browser

Posted by [Reaver11](#) on Sun, 28 Nov 2010 19:14:32 GMT

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EvilWhiteDragon wrote on Sun, 28 November 2010 18:37

Found and written by BlackIntel. Hmm, wait, where am I one of the founders off? Oh yeah, BlackIntel....

That one was fixed ages ago, true. However our "dear" 0x90 found another more advanced exploit.

There's no need for being sarcastic in any way.

<http://aluigi.altervista.org/patches.htm#bugfix>

Look for Renegade fix.

He even shows you what bits to change.

It might be the same fix or maybe a different fix.

I really don't care since this is not the most important deal of this thread.

Also your "dear" friend 0x90 will always find holes that he does.

You can't fix everything and also don't use this as a reason TT is late.

Since I doubt this is the reason TT takes so long.

In three years nothing serious released usually means either the project is dead or disorganised or bad PR.

I'm not saying this is the case for TT.

What it does imply is that to the common Renegades TT's status is unknown.

Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Sun, 28 Nov 2010 21:52:11 GMT

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Reaver11 wrote on Sun, 28 November 2010 20:14EvilWhiteDragon wrote on Sun, 28 November 2010 18:37

Found and written by BlackIntel. Hmm, wait, where am I one of the founders off? Oh yeah, BlackIntel....

That one was fixed ages ago, true. However our "dear" 0x90 found another more advanced exploit.

There's no need for being sarcastic in any way.

<http://aluigi.altervista.org/patches.htm#bugfix>
Look for Renegade fix.

He even shows you what bits to change.
It might be the same fix or maybe a different fix.
I really don't care since this is not the most important deal of this thread.

Also your "dear" friend 0x90 will always find holes that's what he does.
You can't fix everything and also don't use this as a reason TT is late.
Since I doubt this is the reason TT takes so long.

In three years nothing serious released usually means either the project is dead or disorganised or bad PR.
I'm not saying this is the case for TT.
What it does imply is that to the common Renegades TT's status is unknown.
I see you're listing too much to Spooky.

On TT: there have certainly been errors in PR, as well as errors in the project management.
Besides this there's also the issue called "time". Reverse engineering a lot of code takes a lot of time. It also takes a lot of skill and allows for a lot of errors to pop up. WW-code contains a lot of weird fixes that you with just RE'ing won't see directly.
Things that also do not help are people that randomly disappear or lose interest in coding. Yes you can blame TT for that, but don't forget that this is all happening for free. Hell, even the community isn't as supportive as you might like.

0x90 once said that he choose to make cheats because he finds that a lot more rewarding. The community doesn't demand releases yesterday, no they're happy that something is released. A lot of the posts in this forum sometimes makes me wonder if he is right.

Subject: Re: In Game Web Browser
Posted by [Spyder](#) on Sun, 28 Nov 2010 22:30:48 GMT
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I agree with EvilWhiteDragon. You can all continue putting the blame on Tiberian Tech, but the only thing that's been happening in this community is:

- People asking for stuff to be implemented that is of no significant use at all. Which is also slowing down the process, because everyone "demands" an answer to their requests/questions.
- People demanding screenshots/beta's etc.

Their have been hardly any contributions coming from the rest of the community rather than the team itself (as far as I know) and still you guys think you have the right to judge the Tiberian Tech team? NO.

The people working on the TT patch have a life too. They also have to go to school or do their job.

Yes of course, if they worked for a company such as EA Games or something they would've fixed everything two and a half years ago. But they do not work for a company like that, so the entire patch depends on how much spare time they have left. They are humans too and you cannot expect them to sacrifice every single minute of their time to this TT patch, so you selfish Rene-junkies can play your game.

Just be fucking happy that there are still people out there who care about your game and use their time, which they could probably spend on more important stuff, to fix the game you all love so much.

How long did it take for Grand Turismo 5 to be released? Did they ever show any beta's/screenshots or whatsoever apart from the GT5 Prologue, which was in no way similar to the final product? No, they did not, so please stop beggin/flaming/spamming/harassing Tiberian Tech for the beta's/screenshots and support their work instead.

Subject: Re: In Game Web Browser
Posted by [Hitman](#) on Mon, 29 Nov 2010 01:49:15 GMT
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Y'all gon' make me lose my mind
up in HERE, up in here
Y'all gon' make me go all out
up in here, up in here
Y'all gon' make me act a FOOL
up in HERE, up in here
Y'all gon' make me lose my cool
up in here, up in here

Subject: Re: In Game Web Browser
Posted by [Starbuzzz](#) on Mon, 29 Nov 2010 02:33:30 GMT
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Anon wrote on Sun, 28 November 2010 16:30- People asking for stuff to be implemented that is of no significant use at all. Which is also slowing down the process, because everyone "demands" an answer to their requests/questions.

lol

Subject: Re: In Game Web Browser
Posted by [Spyder](#) on Mon, 29 Nov 2010 07:51:51 GMT
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Starbuzzz wrote on Mon, 29 November 2010 03:33Anon wrote on Sun, 28 November 2010 16:30- People asking for stuff to be implemented that is of no significant use at all. Which is also slowing

down the process, because everyone "demands" an answer to their requests/questions.

lol

In this context with "everyone" I mean the people asking for/requesting stuff.

Subject: Re: In Game Web Browser

Posted by [Reaver11](#) on Mon, 29 Nov 2010 16:49:38 GMT

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Anon wrote on Sun, 28 November 2010 16:30

- People asking for stuff to be implemented that is of no significant use at all. Which is also slowing down the process, because everyone "demands" an answer to their requests/questions.
- People demanding screenshots/beta's etc.

Isn't it logical to 'demand' an answer to a question?

What the answer will be however depends on the party answering the question.

Well I haven't really been talking to Spooky.

It might be that my ideas are similar although I can't judge that.

For the rest might it be an idea to attract some extra helpers?

I mean there are still skilled people around like Raven or Zunnie or someone extra for the PR?
(just ideas)

However I don't know what work you still have.
