
Subject: Roleplay2 2.2 Public Beta Released!

Posted by [Jerad2142](#) on Fri, 29 Oct 2010 01:48:22 GMT

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Roleplay2 2.2 Public Beta has been released!

- You should see major performance and stability increases with this release.
- This release is actually way smaller than the 2.1 release, however it has 4 maps, each takes up about 180 MB due to the more extensive pathfind each map now has.
- There are many new weapons and vehicles.

Server owners:

*Make sure not to override your original copy of shaders.dll, you do not want the client version of shaders.dll, trust me.

*You do not need RP2CSP.dll.

*Make sure to download scripts.dll and to put that on your server.

*You DO need the Roleplay2 folder in your data directory.

*Keys.cfg is unneeded.

Clients:

*Run the self extractor, aim it to your Renegade directory (IE: C:\Westwood\Renegade for a standard install of renegade, unless you own first decade). NOT in your DATA folder, your RENEGADE folder

*You do not need scripts.dll unless you plan on hosting your own server.

Downloads:

-Roleplay2 Installer - Notice, this file was updated 11/19/10, all files inside the package are now up to date.

Important Client Updates/Downloads:

-Shaders.zip - A client side vehicle/swimming fix.

-d3dx9_42.zip - Just pop it into your main Renegade directory if you get an error when you try to launch Renegade (Direct X component that is needed because I compiled the shaders.dll file with a newer DX9 SDK).

Other Downloads:

-RP2 2.2 Tips.zip - Tips file for new players, or maybe a tips file for veterans as well, you never know.

-RP2 Scripts.zip - This file is needed by anyone that is going to host a RP2 FDS (Version 2.2:1.5) (Note: RP2 was designed in mind of FDS and clients only, some issues will occur if you host RP2 non-dedicated).

-Source.zip - For anyone that needs the source code to scripts.dll or shaders.dll (Version 2.2:1.5).

Notice: www.roleplay2.com and renegadeforums.com are the only sites I'll be keeping these links updated on, any other site use at your own risk as they might be hosting out dated pkg files/code/plugin-ins.

Picture spam fest below:

Pictures

Gunboat Pics:

There would be more however I accidently deleted a bunch of my own and never managed to get the rest from my testers. In addition most of these pictures are from the early stages of 2.2.

Subject: Re: Roleplay2 2.2 Public Beta Released
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 01:49:42 GMT

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More Pictures

Camaro:

Madcat:

Subject: Re: Roleplay2 2.2 Public Beta Released
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 01:50:31 GMT

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More Pictures

More Pictures

There would be more however I accidently deleted a bunch of my own and never managed to get the rest from my testers. In addition most of these pictures are from the early stages of 2.2.

Bugatti:

Honda Fail... errr Jazz:

Misc:

Subject: Re: Roleplay2 2.2 Public Beta Released
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 01:52:22 GMT
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(Last Time)More Pictures

There would be more however I accidently deleted a bunch of my own and never managed to get the rest from my testers. In addition most of these pictures are from the early stages of 2.2.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [GraYaSDF](#) on Fri, 29 Oct 2010 02:35:43 GMT
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Roleplay forever!

Hmmm, Mad Cats from Battletech? Good. Later I will try your mod, its amazing, really.

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Jerad2142](#) on Fri, 29 Oct 2010 02:37:47 GMT

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GraYaSDF wrote on Thu, 28 October 2010 20:35Roleplay forever!

Hmmm, Mad Cats from Battletech? Good. Later I will try your mod, its amazing, really.

Indeed, I'm a huge Mechwarrior fan.

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Ethenal](#) on Fri, 29 Oct 2010 02:42:42 GMT

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MechWarrior and Camaros! I like your style.

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Jerad2142](#) on Fri, 29 Oct 2010 02:54:16 GMT

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Ethenal wrote on Thu, 28 October 2010 20:42MechWarrior and Camaros! I like your style.

Oh and there is more (16 new vehicles in all, if I remember correctly)!

At least 6 new weapons (some of which are very heavily scripted).

I'm working on some calc homework right now or else I'd get more specifics (4 months of work is hard to recall all the details off the top of my head you know). lol

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Di3HardNL](#) on Fri, 29 Oct 2010 10:07:27 GMT

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Looks pretty awesome!

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Lone0001](#) on Fri, 29 Oct 2010 18:13:50 GMT

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A Mech?! /me is in love with RP2 now

Does the train stay on the tracks now?

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 18:25:39 GMT
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Lone0001 wrote on Fri, 29 October 2010 12:13A Mech?! /me is in love with RP2 now

Does the train stay on the tracks now?

Yeah we use lame invisible blockers, but they were well done so I guess they do the trick.
In addition subs stay in the water, hovercraft stay on top, vehicles can pass though it etc.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Lone0001](#) on Fri, 29 Oct 2010 18:27:30 GMT
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Awesome.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Tupolev TU-95 Bear](#) on Fri, 29 Oct 2010 19:17:23 GMT
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Jerad Gray wrote on Fri, 29 October 2010 19:25Lone0001 wrote on Fri, 29 October 2010 12:13A
Mech?! /me is in love with RP2 now

Does the train stay on the tracks now?

Yeah we use lame invisible blockers, but they were well done so I guess they do the trick.
In addition subs stay in the water, hovercraft stay on top, vehicles can pass though it etc.
Is it possible if vehicles can be loaded on hovercrafts? or is it not possible.

I think i have not read this properly

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 19:36:39 GMT
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Mi-28 Havoc wrote on Fri, 29 October 2010 13:17

Is it possible if vehicles can be loaded on hovercrafts? or is it not possible.

I think i have not read this properly

Was the intent but I didn't have time to make a carryall version of the hovercraft.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [GraYaSDF](#) on Sun, 31 Oct 2010 02:35:15 GMT
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I have a completed model with bone, if you need, download it

File Attachments

1) [v_gdi_hcraft_rtu.rar](#), downloaded 89 times

Subject: Scripts 2.2:1.3 Released!
Posted by [Jerad2142](#) on Sun, 31 Oct 2010 04:35:09 GMT
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Scripts 2.2:1.3 fixes and changes a couple things:

- Many tweaks to the Madcat code, should be less glitch able during powerup state now (all glitches were bad things that could get it stuck in place or lag out the server so do not worry about having missing something fun).
 - Fixed the train lag issue (just made you move really jerky client side after you had bought a new train).
 - Fixed an issue that could potentially make you invincible if you timed your parachute just right before you entered the water (I think this issue has been around sense 1.4, but probably was not noticed until 2.1 are released, hopefully this is the only cause of it).
 - Fixed a few issues with the cash register code.
 - All main landmasses are now marked on your radar.
 - When fishing the nearest dock now shows up on your radar.
-

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Sun, 31 Oct 2010 04:36:12 GMT
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GraYaSDF wrote on Sat, 30 October 2010 20:35 I have a completed model with bone, if you need, download it

Ack, should have asked on the forums before I rigged that one myself I guess. lol

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Lone0001](#) on Sun, 31 Oct 2010 17:43:51 GMT
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For some reason when I try to play RP2 I can't spawn.

I went in the server with the hostname of A0KK (or something like that) it says "press fire to spawn" nothing happens for me when I do that. I go through one of teleport walls or w/e they're called and still nothing.

I'm just some invisible thing with 999 health and 999 armor, am I doing something wrong?

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [GEORGE ZIMMER](#) on Sun, 31 Oct 2010 21:39:31 GMT

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Lone0001 wrote on Sun, 31 October 2010 11:43 For some reason when I try to play RP2 I can't spawn.

I went in the server with the hostname of A0KK (or something like that) it says "press fire to spawn" nothing happens for me when I do that. I go through one of teleport walls or w/e they're called and still nothing.

I'm just some invisible thing with 999 health and 999 armor, am I doing something wrong?

Scripts seem to be weird when you host your own game, but work fine on the regular server.

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [trooprm02](#) on Sun, 31 Oct 2010 22:24:42 GMT

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Ok, after playing one of the original versions I thought I'd check this out again. Its pretty fun actually, and a nice break from AOW craziness Just to help out the RP2 team, ill post a simplified guide on how to install Roleplay2 and how to play it online:

1)Download the latest release (2.2, its the .exe). Its just an installer to extract the .pkg file, etc into your Renegade (NOT Data) directory.

2)Download the latest updates to the 2.2 release:

a)(<http://www.nopworks.brandanlasley.com/RolePlay2/shaders.zip>) - A client side vehicle/swimming fix.

b)(http://www.nopworks.brandanlasley.com/RolePlay2/d3dx9_42.zip) - Just pop it into your main Renegade directory if you get an error when you try to launch Renegade (Direct X component that is needed because I compiled the shaders.dll file with a newer DX9 SDK).

3)Connect to the Official RP2 Server:

IP: 173.50.158.7

PORT: 1235

HOSTNAME: A0kk

^For direct connect, or it can be found on WOL titled, " A_RP2_Server" (it is not listed on GSA).

NOTE: RP2 does screw up your keys.cfg file (in your Data folder) if you have Renguard/Core Patch 2 installed, download my merged one if you'd like to try RP2 but don't want it messing with your stock Renegade settings.

File Attachments

1) [keys.cfg](#), downloaded 148 times

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Speedy059](#) on Tue, 02 Nov 2010 09:30:52 GMT
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Mirror Link:
http://renegade.dmehosting.com/Mods/RolePlay2/Roleplay2_Public_Beta22.exe

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [trooprm02](#) on Tue, 02 Nov 2010 16:14:21 GMT
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You need to fix your FTP's directories Speedy

That link doesn't work, its @

<http://renegade.dmehosting.com/CD%27s/GameMods/RolePlay2/>

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Wed, 03 Nov 2010 15:28:07 GMT
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trooprm02 wrote on Sun, 31 October 2010 16:24NOTE: RP2 does screw up your keys.cfg file (in your Data folder) if you have Renguard/Core Patch 2 installed, download my merged one if you'd like to try RP2 but don't want it messing with your stock Renegade settings.

Missing Keys
Tertiary_Fire=(null)
Flashlight=(null)
Request_Entry=(null)

Deploy_Chute=(null)
Sell_Vehicle=(null)
Plus=(null)
Minus=(null)
Drop_Object=(null)
yes=(null)
no=(null)
ChangeModel=(null)
ChangeAppearance=(null)
Phone=(null)
PhoneZero=(null)
PhoneOne=(null)
PhoneTwo=(null)
PhoneThree=(null)
PhoneFour=(null)
PhoneFive=(null)
PhoneSix=(null)
PhoneSeven=(null)
PhoneEight=(null)
PhoneNine=(null)
PhoneSend=(null)
PhoneClear=(null)
PhoneDelete=(null)
PhoneStar=(null)
PhonePound=(null)
PhonePower=(null)
Character_Info=(null)
Vehicle_Special=(null)
Stuck=(null)
SmallIncrease=(null)
SmallDecrease=(null)
LargeIncrease=(null)
LargeDecrease=(null)
AmmoTransfer=(null)
Override=(null)

Seems to be ummmmm... a fair amount of null in the rp2 keys with your config troopr02.

So here is a working one:

File Attachments

1) [keys.cfg](#), downloaded 135 times

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Speedy059](#) on Thu, 04 Nov 2010 01:57:53 GMT

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Not sure what happened to the mirror....

But here is the new link:

http://renegade.dmehosting.com/GameMods/RolePlay2/Roleplay2_Public_Beta22.exe

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [trooprm02](#) on Thu, 04 Nov 2010 18:59:03 GMT

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Jerad Gray wrote on Wed, 03 November 2010 09:28

Seems to be ummmmmm.... a fair amount of null in the rp2 keys with your config trooprm02.

Thats because many stock renegade key bindings conflict with the ones for RP2, so I used all the ones that don't (that allow you to play RP2 just fine) while still prioritizing the stock renegade bindings (so it doesn't affect online play especially).

Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Jerad2142](#) on Fri, 05 Nov 2010 17:00:08 GMT

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Thats because many stock renegade key bindings conflict with the ones for RP2, so I used all the ones that don't (that allow you to play RP2 just fine) while still prioritizing the stock renegade bindings (so it doesn't affect online play especially).

[/quote]

You do realize that if the keys do not work in rp2 you might as well not play rp2 because you cannot:

- *Spawn
- *Select alt spawn locations
- *Use the phone
- *Favorite Vehicles
- *Use the stuck key
- *Get into vehicles driven by other players
- *Enter vehicles while swimming
- *Deploy vehicles like the scud launcher
- *Use weapons like the tactical nuke
- *Use any special ability the any vehicle has
- *And many, many more...

As for conflicts, there is no such thing, the only time the game is dumb enough to eliminate "conflicting" keys is in the bhs.dll options menu. Actually that should be fixed as most of these keys simply don't conflict with each other (IE one mod might use a key reference to J and another mod might also use a different reference to J but unless there are two references with the same

name in the keys.cfg file it is not going to 'conflict'). In addition, there are times where the keys are means to conflict with stock Renegade keys even (like with RP2's vehicle entry key which is needed if swimming is going to work correctly and auto force you into the vehicle, if this key doesn't work then you won't be able to get into the vehicle).

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Hypnos](#) on Tue, 09 Nov 2010 19:04:00 GMT
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Good work.

Subject: (Planned) Roleplay2 2.3 PLECOS Mod
Posted by [Jerad2142](#) on Wed, 10 Nov 2010 21:07:39 GMT
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Due to multiple complains about free for all not being a good enough gameplay for Roleplay2. I am now working on a new gameplay mode for Roleplay2, PLECOS mode (which will be in Roleplay2 2.3).

*This is a co-op mode.

*This mod will not require a separate map to work, it can be dynamically be deployed into normal Roleplay2 or setup to always begin once a certain number of players are in game.

*Every time you die the weapons in your inventory receive a 10% ammo reduction.

*Your enemies will include:

- PLECOS
- Cats
- UFO's
- Fanatics that drive bomb rigged cars
- PETA Employees
- 2 Bosses

*When you first spawn you will have low cash amount. Your starting weapons will include a knife and a pistol of some sort (1 of the 5 available in Roleplay2).

*Acquiring weapons will work the same as it does in normal Roleplay2, however I have placed a lot more weapon pt's on the map sense the 2.2 release, so this should make it more fun.

*As more objectives are accomplished, your inventory's max will be expanded so you can carry more weapons.

*No locations in Roleplay2 will be off limits; however going to them just makes it easier to lose

control of the situation.

*The more players there are in game the harder the AI will be (larger swarms, more bots, etc.).

*Train station teleport teleports will be disabled, due to the AI not having any programming to use them (keep in mind I doubt anyone would think much of it if I did make the AI use the teleports lol, would make the conquest phase of this co-op really hard).

*You will only be able to go a certain distance while in the select spawn mode before you are forced to spawn (probably 50-100 meters).

How things play out:

*Your primary objective will be to prevent the PLECOS from getting to and destroying an object in the park. To proceed to the next phase of the mission, you have to kill a certain number of PLECOS. During this phase you won't be able to use the spawn room to spawn. You will automatically be spawned at key locations that the PLECOS have to make it past to get to the park. PLECOS are spawned in the desert originally, but as you get pushed back they start spawning at whatever positions you last held.

*Next you will be attacked by a boss, the boss's goal is to get to the park and destroy the object there (boss most likely will be a giant PLECO that shoots PLECOS at you or something).

*After Boss has been defeated you will be attacked by PETA (due to them being pissed at all the animal abuse). During this phase the gameplay style will change from defense to Battlefield style conquest, the only difference will be that your side won't have any "ticks" where as PETA will, however capturing all the control points will still end this phase much faster. In addition you won't have to worry about your objective in the park being attacked during this phase. PETA will automatically be granted a checkpoint or two to spawn from, however after that they will attempt to capture them all.

*Once that is done the final phase will begin, Greenpeace will attack with the final boss. You will now have a global life count, as well as have to defend your object in the park once more. This objective will be easier depending on how many control points you have as that will allow you to more tactically deploy. Also, you have a really big advantage if you have the park's cp captured beings that this is the target of the final boss.

*You win!

As always comments are welcome...

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [trooprm02](#) on Wed, 10 Nov 2010 21:15:09 GMT
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Roleplay2 v2.3, Renforums PLECOS Edition™

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Fri, 19 Nov 2010 22:35:56 GMT
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Updated scripts to 2.2:1.5, this fixes an issue with the code I made to shorten the number of objects in game which was causing a few of the teleporters to not link up right.

Also updated the package, it now contains updated scripts, shaders, and keys.cfg.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Generalcamo](#) on Sun, 05 Dec 2010 15:56:52 GMT
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Hmm, I just noticed something that I need help with.

How do you get the people visible in the vehicles? I am using new models for my map and the cockpit of the new orca is very visible, and the recon bike uhh, looks empty.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Mon, 06 Dec 2010 19:10:57 GMT
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Generalcamo wrote on Sun, 05 December 2010 08:56Hmm, I just noticed something that I need help with.

How do you get the people visible in the vehicles? I am using new models for my map and the cockpit of the new orca is very visible, and the recon bike uhh, looks empty.
You have to do it with a script in the end (show visible drivers (the level edit option) is broken).
Some of the scripts work better than others, however the ones rp2 uses probably won't work for you, as I do believe that I create the visible driver using a preset that isn't in stock Renegade.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [TNaismith](#) on Tue, 07 Dec 2010 09:45:48 GMT
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This PLECOS Mod sounds interesting, it sounds like a server will have specifically run/switch to this PLECOS Mod in order to activate it as a gameplay mode for players?

Will the official Roleplay2 server be involved in that case, or will it be up to independed server owners to be hosting the PLECOS Mod if they desire it?

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Tue, 07 Dec 2010 19:47:47 GMT
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TNaismith wrote on Tue, 07 December 2010 02:45 This PLECOS Mod sounds interesting, it sounds like a server will have specifically run/switch to this PLECOS Mod in order to activate it as a gameplay mode for players?

Will the official Roleplay2 server be involved in that case, or will it be up to independent server owners to be hosting the PLECOS Mod if they desire it?

Right now it is a configure file, but I'm going to make the file have plenty of options, the server will be able to trigger PLECOS Mode on the following events amongst others:

*FORCE_PLECOS_MODE_AFTER_NUMBER_OF_ROUNDS: 0 Means that this will never be used to factor whether this round will be PLECOS mode or not. If the value is set to 1, every other round will be PLECOS mode, if set to 2 every two rounds will be PLECOS mode, etc. If -1 it is still every other round, however if -2 it will be 1 normal RP2 round after every two PLECOS mode rounds, etc.

*CHANCE_ROUND_IS_PLECOS_MODE: Value between 0 - 100, 100 means it will also be a PLECOS mode server, 0 means never, if it is between 0 and 100 its random percent chance that it will be PLECOS mode.

*PLECOS_MODE_MIN_START_TIME: This is the minimal amount of time PLECOS mode can wait to start if this round has been selected as a PLECOS mode round.

*PLECOS_MODE_MAX_START_TIME: This is the max amount of time PLECOS mode can wait to start if this round has been selected as a PLECOS mode round. (Not random if min and max are the same).

There will be a lot more options than this, but this is just to give you the general idea.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Generalcamo](#) on Wed, 08 Dec 2010 01:44:29 GMT
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Which scripts are usable for this purpose? And do they require a new model?

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [TNaismith](#) on Wed, 08 Dec 2010 05:07:32 GMT
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Glad to hear it'll be possible to test on the official rp2 server then, this co-op mode sounds quite good in how fleshed out it looks to aim for.

Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Thu, 09 Dec 2010 03:53:40 GMT

Generalcamo wrote on Tue, 07 December 2010 18:44 Which scripts are usable for this purpose? And do they require a new model?

The mode require new 3D models (Not saying any will look good, the PLECOS 'schools' are 25 2D PLECOS images each). And as almost all RP2 scripts they are being made from scratch on demand (IE I'm not done with them yet but expect to have several thousand new lines of code before it is done).
