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Subject: Stuff that is incompatible with scripts 4.0  
Posted by [jonwil](#) on Sun, 20 Mar 2011 10:26:58 GMT  
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Here is a list of things that (as of right now) can't be run alongside scripts 4.0:  
Rend3d9 (old tool to enable D3D9 for renegade)  
Renegade Resurrection  
BIATCH (the relevant bits of BIATCH have been ported to 4.0)  
Renguard (with the new anti-cheat stuff in 4.0, its no longer required)  
Old server side mods (SSAOW, SSCTF, SSAPB)  
SSGM/SSAOW plugins that are not written specifically for 4.0

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Generalcamo](#) on Sun, 20 Mar 2011 14:24:16 GMT  
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What about custom shaders? I have a HUD that uses this. If it is a problem to you guys, maybe you should make a customshaders.dll or something like that that can be disabled in servers that do not want building bars.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Caveman](#) on Sun, 20 Mar 2011 15:03:27 GMT  
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Im pretty sure building bars dont work with 4.0

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [GEORGE ZIMMER](#) on Sun, 20 Mar 2011 18:42:38 GMT  
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Caveman wrote on Sun, 20 March 2011 08:03Im pretty sure building bars dont work with 4.0

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [kamuixmod](#) on Sun, 20 Mar 2011 19:44:26 GMT  
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hah lol from death note

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [NACHO-ARG](#) on Sun, 20 Mar 2011 22:19:32 GMT  
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building bars will not work and resurrection wont work too what a crap, i will keep using 3.44, you should imprube renegade not distroy it.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Caveman](#) on Sun, 20 Mar 2011 22:22:49 GMT  
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Most of the stuff from RR is already included so you wont be missing out on anything and building bars are a cheat so they shouldn't be allowed anyways.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [jonwil](#) on Sun, 20 Mar 2011 23:56:23 GMT  
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For the version after 4.0, if there are features in Renegade Resurrection that players want/need AND that can be added without big hacks, we will look into adding them.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [HaTe](#) on Mon, 21 Mar 2011 01:20:03 GMT  
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Why won't RR be compatible? I realize not many people working on the scripts play Ren much anymore, but both Atomix and 1337 sniper servers support, and recommended RR. In fact, 1337-snipers makes frequent use of the !forcerr system. I realize that the scripts will replace most of RR's uses, but to have to uninstall it for use of the scripts is sort of dumb. There's like 100-200 players on Renegade on at one time, and I'd estimate a good 25% of them use RR to play Renegade. I also personally hate having to use the WOL server list, and RR's direct connect is really easy to use.

So, does this mean you guys are getting close to finishing, or just getting hopes up again for another years wait?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [saberhawk](#) on Mon, 21 Mar 2011 03:10:20 GMT  
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Generalcamo wrote on Sun, 20 March 2011 10:24What about custom shaders? I have a HUD that

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uses this. If it is a problem to you guys, maybe you should make a customshaders.dll or something like that that can be disabled in servers that do not want building bars.

Any shaders.dll mods will need to be ported to 4.0 as there are a few \*years\* worth of code changes since 3.4.4 (which was released 09/13/2007 by the way)

HaTe wrote on Sun, 20 March 2011 21:20Why won't RR be compatible?

Because RR attempts to take over pieces of code which are possibly no longer called (because we took over everything that called said code) or have been taken over by us so other things don't break.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [HaTe](#) on Mon, 21 Mar 2011 03:46:59 GMT

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So I'm curious to as why this wasn't/isn't a priority? Around 25% of the Renegade community having to uninstall it because of the scripts seems as if it would be a bit concerning to the TT team? If it's going to be possibly added on by a later update, it's obviously possible, right?

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [EvilWhiteDragon](#) on Mon, 21 Mar 2011 08:30:16 GMT

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HaTe wrote on Mon, 21 March 2011 04:46So I'm curious to as why this wasn't/isn't a priority? Around 25% of the Renegade community having to uninstall it because of the scripts seems as if it would be a bit concerning to the TT team? If it's going to be possibly added on by a later update, it's obviously possible, right?

I knew this would turn in a ragefest. It is pretty much impossible to fix certain things without rewriting some other bits. If RR is hacking into those bits, RR or TT will break. It's not something we can avoid, not if we want to fix the bug/issue in that bit of code.

Also forcerr will NOT be needed anymore because the AC is way ahead of what RR currently does. (Actually it proves that 0x90 isn't interested in Renegade anymore, but besides that it's of no use when TT is out).

If there are specific features from RR then it \*MIGHT\* be possible to include them in TT, but no guarantees and this will certainly not be allowing RR to work with TT. THAT IS IMPOSSIBLE.

Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [NACHO-ARG](#) on Mon, 21 Mar 2011 09:04:26 GMT

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i hate xwis wol, RR is the best way to join, it is fast acces to the server browser and game join, i dont want to lose that, has for the building bars why you say that the information about the healt of a building is a cheat, westwood include that feture by prsing K button soo what is the cheat?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [EvilWhiteDragon](#) on Mon, 21 Mar 2011 10:54:35 GMT  
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NACHO-ARG wrote on Mon, 21 March 2011 10:04i hate xwis wol, RR is the best way to join, it is fast acces to the server browser and game join, i dont want to lose that, has for the building bars why you say that the information about the healt of a building is a cheat, westwood include that feture by prsing K button soo what is the cheat?

Building bars discussion this way -->

<http://www.renegadeforums.com/index.php?t=msg&th=37136&prevloaded=1&rid=20224&start=0>

Why it will not work I just posted. If you want you can make a new version... HF.

As for RR, you could use the GSA browser. RR has other features which are impossible to port over, so cannot be supported. If you want to make your own launcher with GSA/Direct connect support, have fun. It's not disabled, it's just not implemented.

If you don't want to lose that, stay on scripts 3.4.4 with all annoying bugs and possible cheaters.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Generalcamo](#) on Mon, 21 Mar 2011 11:53:33 GMT  
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Will you include the stealth cloaking/uncloaking sounds? Perhaps make it so that the Stealth Soldier and Stealth Tank have seperate Sounds?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [NACHO-ARG](#) on Mon, 21 Mar 2011 14:05:18 GMT  
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ok i will keep using 344, anyway good look whit this patch TT has been working in it for a long time, soo i wish you have succed whit this , sorry for the negativity and please coment if the time for a posible release is near. i still waiting for reborn

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [a000clown](#) on Mon, 21 Mar 2011 14:15:37 GMT

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I'd just like to point out that the RR launcher has a button (with configuration toggle) that lets you choose whether or not you want to use RR when joining servers.

In other words: You can most likely use the RR launcher with Scripts 4.0, as long as you don't join with RR features enabled (although I can't guarantee as I have no affiliation with the TT team).

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**Subject: Re: Stuff that is incompatible with scripts 4.0**

Posted by [HaTe](#) on Mon, 21 Mar 2011 15:00:38 GMT

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25% is merely an estimate, but honestly I think it's damn close. Join the atomix server and say !rr for me EWD. Then join the 1337 snipers server and say !rr. You'll find that Atomix normally has around 15+ people in their server, with 90% of them using RR. Along with every single player who plays at 1337- sniper servers. That's JUST 2 servers. The other servers aren't RR servers, but I guarantee you that at least 15% of people in every server with 30+ people in it use RR. I'm not going to go and do math calculations or polls for you, but it's quite apparent to anyone who regularly plays Renegade that RR is quite popular.

I'm also wondering how the "sniper lag fix" works. Perhaps a video of some sort? Or was the idea abandoned all together?

Quote:Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers

What if that statistic itself falls into the 15%? Then the 15% can be raised to any number, really...

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**Subject: Re: Stuff that is incompatible with scripts 4.0**

Posted by [Gen\\_Blacky](#) on Mon, 21 Mar 2011 17:17:59 GMT

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I Would say 30 - 40 percent of people that play renegade on a daily bases use Renegade Resurrection. Like Hate was saying in the 2 big rr servers almost every player will be running rr. Thats only on the rr servers. If you join a server like jelly maybe 15% of the players will be using rr client. I have had many small servers over the years about 50% of my player base used rr. When ever scripts 4.0 comes out their shouldn't be very many problems with updating. The TT team will just have to make sure their installer removes rr before the tt files are installed. You could probably install tt over rr and it would work.

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**Subject: Re: Stuff that is incompatible with scripts 4.0**

Posted by [EvilWhiteDragon](#) on Mon, 21 Mar 2011 19:15:00 GMT

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HaTe wrote on Mon, 21 March 2011 16:00:25% is merely an estimate, but honestly I think it's damn close. Join the atomix server and say !rr for me EWD. Then join the 1337 snipers server and say !rr. You'll find that Atomix normally has around 15+ people in their server, with 90% of them using RR. Along with every single player who plays at 1337- sniper servers. That's JUST 2 servers. The other servers aren't RR servers, but I guarantee you that at least 15% of people in every server with 30+ people in it use RR. I'm not going to go and do math calculations or polls for you, but it's quite apparent to anyone who regularly plays Renegade that RR is quite popular.

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Quote:Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers

What if that statistic itself falls into the 15%? Then the 15% can be raised to any number, really... The 85% was an estimate as well, which in this case is just as valid as your estimate. Both are not valid, but do prove the point of not knowing how many people use RR.

Hell, look at the amount of people still using classic scripts or a version <3.4.4. I'm pretty sure that's over half of the Rene population, making your 25% estimate rather high.

Either way it doesn't matter, it's just impossible to fix, except for not using either RR or TT.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [grant89uk](#) on Mon, 21 Mar 2011 21:18:45 GMT  
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a000clown wrote on Mon, 21 March 2011 14:15: I'd just like to point out that the RR launcher has a button (with configuration toggle) that lets you choose whether or not you want to use RR when joining servers.

In other words: You can most likely use the RR launcher with Scripts 4.0, as long as you don't join with RR features enabled (although I can't guarantee as I have no affiliation with the TT team).

Clarification on this would be good.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [NACHO-ARG](#) on Mon, 21 Mar 2011 23:00:45 GMT  
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i think he means the little box at the right of connect button if you let it unchecked you will join without RR coding features, and 1 of the qualities of join by resurrection is the speed even doesn't have to wait for testing badwhit, and the nicks of the player spawn at the top of the head and some other things i like about RR that makes my love it. too bad that will not work with TT

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [KobraOps](#) on Mon, 21 Mar 2011 23:29:02 GMT  
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EvilWhiteDragon wrote on Mon, 21 March 2011 01:30HaTe wrote on Mon, 21 March 2011 04:46So I'm curious to as why this wasn't/isn't a priority? Around 25% of the Renegade community having to uninstall it because of the scripts seems as if it would be a bit concerning to the TT team? If it's going to be possibly added on by a later update, it's obviously possible, right? I knew this would turn in a ragefest. It is pretty much impossible to fix certain things without rewriting some other bits. If RR is hacking into those bits, RR or TT will break. It's not something we can avoid, not if we want to fix the bug/issue in that bit of code. Also forcerr will NOT be needed anymore because the AC is way ahead of what RR currently does. (Actually it proves that 0x90 isn't interested in Renegade anymore, but besides that it's of no use when TT is out).

If there are specific features from RR then it \*MIGHT\* be possible to include them in TT, but no guarantees and this will certainly not be allowing RR to work with TT. THAT IS IMPOSSIBLE.

Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers.

HaTe is using calm complete sentences with grammar, I wouldn't exactly call that a ragefest.

Rhetorical statistics aside, RR is important to the renegade community.

It would be impossible for TT to still be compatible (if it is so different from 3.4.4 as it sounds). So the only thing that could be done now is for Yrr (if I remember correctly the author of RR) to rewrite RR to be compatible with 4.0

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [grant89uk](#) on Tue, 22 Mar 2011 01:01:55 GMT  
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I meant clarification on whether joining with that box unchecked WOULD make it work with 4.0 or if its the whole RR program in general.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Nightma12](#) on Tue, 22 Mar 2011 02:38:33 GMT

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o ffs guys...

What features do you want to keep that are in RR? Ask... and if enough people want them it will be added to TT.

Now stop bitching.

kthx.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Gohax](#) on Tue, 22 Mar 2011 06:19:21 GMT

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Will ANY Direct connects be able to work? (RenIP, rellist, etc) If so, I may end up joining the server for the next couple weeks and help test it. Other than that, can't join, as I use RR.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Spyder](#) on Tue, 22 Mar 2011 08:05:05 GMT

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Nightma12 wrote on Tue, 22 March 2011 03:38o ffs guys...

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The serverlist and direct-connect function is most important to me and apparently to most other people here too.

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Posted by [EvilWhiteDragon](#) on Tue, 22 Mar 2011 08:45:16 GMT

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I meant clarification on whether joining with that box unchecked WOULD make it work with 4.0 or if its the whole RR program in general.

No idea. Depends on whether RR still hooks some things or not. Is the serverlist think a different executable which one can also use when RR is not installed? If so, it would work. If it still hooks some bits then it's likely to not work, but even then it might be possible.

KobraOps wrote on Tue, 22 March 2011 00:29 EvilWhiteDragon wrote on Mon, 21 March 2011 01:30 HaTe wrote on Mon, 21 March 2011 04:46 So I'm curious to as why this wasn't/isn't a priority? Around 25% of the Renegade community having to uninstall it because of the scripts seems as if it would be a bit concerning to the TT team? If it's going to be possibly added on by a later update, it's obviously possible, right?

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It would be impossible for TT to still be compatible (if it is so different from 3.4.4 as it sounds). So the only thing that could be done now is for Yrr (if I remember correctly the author of RR) to rewrite RR to be compatible with 4.0

Ok, agreed on the calm and complete sentences, but still it's not like he's explaining what he wants, besides RR. Which, as stated more than once, cannot work with TT unless, as you mentioned, Yrr updates TT.

I'm personally unsure how RR will be important to Renegade AFTER the release of TT, as I think most features/bugfixes RR has are implemented in TT (and often enough improved/extended).

Nightma12 wrote on Tue, 22 March 2011 03:38 o ffs guys...

What features do you want to keep that are in RR? Ask... and if enough people want them it will be added to TT.

Now stop bitching.

kthx.

^^ With Nightma12. We can't make RR work with TT, but if there are (useful) functions in RR that

you really want ported, it might be possible to do so. If you really want RR to work with TT, you should bug Yrr I'm afraid.

Gohax wrote on Tue, 22 March 2011 07:19 Will ANY Direct connects be able to work? (RenIP, renlist, etc) If so, I may end up joining the server for the next couple weeks and help test it. Other than that, can't join, as I use RR.

Learn to read please. We did NEVER state that direct connect would not work anymore. The only thing that will not work is RR because of the things it does with the Renegade executable/scripts. Those bits are incompatible, not direct connect.

Spyder wrote on Tue, 22 March 2011 09:05 Nightma12 wrote on Tue, 22 March 2011 03:38 o ffs guys...

What features do you want to keep that are in RR? Ask... and if enough people want them it will be added to TT.

Now stop bitching.

kthx.

The serverlist and direct-connect function is most important to me and apparently to most other people here too.

Serverlist: idk, perhaps we could do something with the launcher, but really depends on the time it would take.

Direct connect: will definitively work.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Caveman](#) on Tue, 22 Mar 2011 09:42:46 GMT  
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This isn't a request for me personally as I don't use RR but could one of the TT guys who has the latest build download RR, install it and see if you can still use the launcher if you uncheck the enable RR box?

Atleast that way you can answer that question? I think its far easier for you guys to download RR than for us to find a leaked copy of TT and do it ourselves, no?

I just want TT to be released now as its been a few years and we're dying very quickly so if the launcher still works then you wont have to mess around making a new one.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [EvilWhiteDragon](#) on Tue, 22 Mar 2011 09:47:51 GMT  
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Caveman wrote on Tue, 22 March 2011 10:42 This isn't a request for me personally as I don't use

RR but could one of the TT guys who has the latest build download RR, install it and see if you can still use the launcher if you uncheck the enable RR box?

Atleast that way you can answer that question? I think its far easier for you guys to download RR than for us to find a leaked copy of TT and do it ourselves, no?

I just want TT to be released now as its been a few years and we're dying very quickly so if the launcher still works then you wont have to mess around making a new one.

As said, you would only need to get the launcher/serverlist from RR and use it on a clean (any install without RR basically) Renegade install to see if it works. If Yrr made it proper/logical it would launch the game just with the right DC arguments.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [Yrr](#) on Tue, 22 Mar 2011 22:44:30 GMT

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The launcher should work fine even without RR.

Making RR and TT compatible is anything but trivial, no matter which mod tries to be compatible with the other one.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [Spyder](#) on Tue, 22 Mar 2011 23:05:10 GMT

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The only thing incompatible with TT is people.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [halo2pac](#) on Wed, 23 Mar 2011 04:40:45 GMT

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jonwil wrote on Sun, 20 March 2011 06:26Here is a list of things that (as of right now) can't be run alongside scripts 4.0:

Old server side mods (SSAOW, SSCTF, SSAPB)

SSGM/SSAOW plugins that are not written specifically for 4.0

Dear God... I aint installing it, unless a new SS-Moding-the-shit-out-of-the-server.dll sdk is included, and a hell of a lot of the community probably feels that way too. Hell, I'd stop playing and modding, renegade.

Though, I could be jumping to conclusions.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Omar007](#) on Wed, 23 Mar 2011 07:44:53 GMT  
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There is a 4.0 SSGM

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [EvilWhiteDragon](#) on Wed, 23 Mar 2011 08:22:50 GMT  
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halo2pac wrote on Wed, 23 March 2011 05:40jonwil wrote on Sun, 20 March 2011 06:26Here is a list of things that (as of right now) can't be run alongside scripts 4.0:  
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Though, I could be jumping to conclusions.  
You could write new plugins for SSGM4.0...  
It's just that old plugins will need to be updated/rewritten to work with the new interface.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [kamuixmod](#) on Wed, 23 Mar 2011 10:24:33 GMT  
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is it possible for Hosts to Host .pkg Files easily via FDS?

If not could it be done in scripts 4.0? because its a very important discussion as well

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [HaTe](#) on Wed, 23 Mar 2011 20:33:15 GMT  
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Who on the TT team even plays Renegade anymore? That is, plays it regularly? If there is anyone at all, then I'm sure they can confirm the number I used, EWD. I'm not bashing or raging against TT whatsoever, I'm just curious on where this will leave servers like 1337-snipers that are already so reliant on RR; as well as players who currently use RR (which happens to be a lot of people). You stated that all I want is RR to work with TT.....that's not true. Sure, it'd be nice, but I get that it wouldn't really be possible. So, all I'm asking is where that leaves people like myself who use RR, and servers like 1337 who rely on it? Are we all stuck to choose between the two? It sounds to me like that's the way it seems. Sure, 4.0 will obviously replace RR if that's the case - I am aware of

that.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [lion](#) on Wed, 23 Mar 2011 21:52:59 GMT

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HaTe wrote on Wed, 23 March 2011 13:33So, all I'm asking is where that leaves people like myself who use RR, and servers like 1337 who rely on it? Are we all stuck to choose between the two?

Yes, you are stuck to choose between the two. But you are not reading properly. All people using RR should/would start using TT once it is released, as TT provides the same (and even more) functionality.

As EWD said before, what functionality is provided in RR which will be missing in TT?

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [EvilWhiteDragon](#) on Wed, 23 Mar 2011 22:43:38 GMT

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lion wrote on Wed, 23 March 2011 22:52HaTe wrote on Wed, 23 March 2011 13:33So, all I'm asking is where that leaves people like myself who use RR, and servers like 1337 who rely on it? Are we all stuck to choose between the two?

Yes, you are stuck to choose between the two. But you are not reading properly. All people using RR should/would start using TT once it is released, as TT provides the same (and even more) functionality.

As EWD said before, what functionality is provided in RR which will be missing in TT?  
Congratulations, we have found someone ON RENFORUMS that can ACTUALLY READ.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [HaTe](#) on Wed, 23 Mar 2011 23:08:37 GMT

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The fact that it's already downloaded, being used, and used to? Before this topic I just sort of figured I could keep using it and 4.0 together (like I have been doing with 3.4). It's a complete shame that I cannot. That's all I'm getting at, EWD. No need to get emotional about it..

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [danpaul88](#) on Thu, 24 Mar 2011 00:06:41 GMT

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There's nothing useful in RR that is not already in TT so I don't see what the problem is... TT is a replacement for RR which improves on the anti-cheat capabilities it provides as well as adding a load of new functionality and bugfixes. Simple.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [StealthEye](#) on Thu, 24 Mar 2011 00:08:55 GMT

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I have no idea why you would want to install and use both RR and TT, but it would be strange to support this because it involves changing a few dlls and other files depending on which one you want to run. There just seems no reason to implement switching between those.

Just to clarify: the reason why TT and RR are so incompatible is because they use the same method of hooking many functions. This approach allows for much larger changes in the Renegade code and is way more flexible than what, for example, BIATCH and scripts 3.4.4 do. The disadvantage is compatibility: for example, RR might have cloned some functions related to netcode, and TT has cloned almost every netcode function. Now, if TT's netcode is partially combined with RR netcode, clearly there will be problems.

Bottom line is, there is no real way to use RR and TT at the same time. Installing them alongside is possible, but it would require some weird automatic dll renames and such things before running the game. If you really want it, you'd have to write a script for that, or install Renegade twice (possibly using mklink to use a single, shared data directory); at this point, we do not think it is worth the significant amount of work to implement an easier method.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [cAmpa](#) on Thu, 24 Mar 2011 00:19:51 GMT

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HaTe wrote on Wed, 23 March 2011 21:33 Who on the TT team even plays Renegade anymore? That is, plays it regularly? If there is anyone at all, then I'm sure they can confirm the number I used, EWD. I'm not bashing or raging against TT whatsoever, I'm just curious on where this will leave servers like 1337-snipers that are already so reliant on RR; as well as players who currently use RR (which happens to be a lot of people). You stated that all I want is RR to work with TT.....that's not true. Sure, it'd be nice, but I get that it wouldn't really be possible. So, all I'm asking is where that leaves people like myself who use RR, and servers like 1337 who rely on it? Are we all stuck to choose between the two? It sounds to me like that's the way it seems. Sure, 4.0 will obviously replace RR if that's the case - I am aware of that.

If TT will be that what it should be, you won't miss RR because i will update the I337 server for scripts 4.0.

The client will uninstall RR and install TT, the gameplay should be the same, maybe better who

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knows.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Hitman](#) on Thu, 24 Mar 2011 00:24:06 GMT  
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fuck RR

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [HaTe](#) on Thu, 24 Mar 2011 00:26:32 GMT  
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cAmpa wrote on Wed, 23 March 2011 17:19HaTe wrote on Wed, 23 March 2011 21:33Who on the TT team even plays Renegade anymore? That is, plays it regularly? If there is anyone at all, then I'm sure they can confirm the number I used, EWD. I'm not bashing or raging against TT whatsoever, I'm just curious on where this will leave servers like 1337-snipers that are already so reliant on RR; as well as players who currently use RR (which happens to be a lot of people). You stated that all I want is RR to work with TT.....that's not true. Sure, it'd be nice, but I get that it wouldn't really be possible. So, all I'm asking is where that leaves people like myself who use RR, and servers like 1337 who rely on it? Are we all stuck to choose between the two? It sounds to me like that's the way it seems. Sure, 4.0 will obviously replace RR if that's the case - I am aware of that.

If TT will be that what it should be, you won't miss RR because i will update the 1337 server for scripts 4.0.

The client will uninstall RR and install TT, the gameplay should be the same, maybe better who knows.

That'd be good, but I'm still curious about this "sniper scope lag fix"...

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [cAmpa](#) on Thu, 24 Mar 2011 00:58:25 GMT  
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Hitman wrote on Thu, 24 March 2011 01:24fuck RR  
Fuck you.

HaTe wrote on Thu, 24 March 2011 01:26cAmpa wrote on Wed, 23 March 2011 17:19HaTe wrote on Wed, 23 March 2011 21:33Who on the TT team even plays Renegade anymore? That is, plays it regularly? If there is anyone at all, then I'm sure they can confirm the number I used, EWD. I'm not bashing or raging against TT whatsoever, I'm just curious on where this will leave servers like 1337-snipers that are already so reliant on RR; as well as players who currently use RR (which

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If TT will be that what it should be, you won't miss RR because i will update the 1337 server for scripts 4.0.

The client will uninstall RR and install TT, the gameplay should be the same, maybe better who knows.

That'd be good, but I'm still curious about this "sniper scope lag fix"...

I think it's the same as in RR.

If not we will find a solution, just be patient and give changes a chance.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [NACHO-ARG](#) on Thu, 24 Mar 2011 02:08:58 GMT  
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anyway i ask my self wen the scripts will be released?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [evanscnc](#) on Thu, 24 Mar 2011 02:36:38 GMT  
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cAmpa wrote on Wed, 23 March 2011 20:58Hitman wrote on Thu, 24 March 2011 01:24fuck RR  
Fuck you.

lol'd hard

Anyways, its hard to say what features from RR we want in TT until we can try TT (IMO) I personally am looking forward to the change (especially since CaMpA writes the bot for the server I play at most lol)

One thing I can't stand when I don't run RR is having the player name in the middle of the body. Over the top like RR does is far better in my personal yet always correct opinion.

So, with the "advantage skin blocking" what all will be blocked? Or will it be a per server decision?

I have kind of fallen off the TT wagon and haven't been paying attention, so if this has been answered already (I don't feel like searching around to be honest) I apologize and would gladly welcome a link to another thread I can take a look at.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [EvilWhiteDragon](#) on Thu, 24 Mar 2011 08:47:11 GMT  
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HaTe wrote on Thu, 24 March 2011 01:26cAmpa wrote on Wed, 23 March 2011 17:19HaTe wrote on Wed, 23 March 2011 21:33Who on the TT team even plays Renegade anymore? That is, plays it regularly? If there is anyone at all, then I'm sure they can confirm the number I used, EWD. I'm not bashing or raging against TT whatsoever, I'm just curious on where this will leave servers like 1337-snipers that are already so reliant on RR; as well as players who currently use RR (which happens to be a lot of people). You stated that all I want is RR to work with TT.....that's not true. Sure, it'd be nice, but I get that it wouldn't really be possible. So, all I'm asking is where that leaves people like myself who use RR, and servers like 1337 who rely on it? Are we all stuck to choose between the two? It sounds to me like that's the way it seems. Sure, 4.0 will obviously replace RR if that's the case - I am aware of that.

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The client will uninstall RR and install TT, the gameplay should be the same, maybe better who knows.

That'd be good, but I'm still curious about this "sniper scope lag fix"...

At the start of the project (when Yrr was active and all that) a lot of RR features have been ported over as a start. Later in the process they might have been rewritten, improved, expanded and rewritten again just so that it will perform as stable as possible and as effective as possible. The Scope lag fix is in there, so if that's the only reason for RR you got really nothing to worry about.

If there are more things that normal Ren doesn't have and RR does have, inform us of why they should be included in TT. It's likely that they are already, but then we'll update you on that as well.

@evanscnc:

It's possible for servers to enforce some level of blocking for custom game files, I'm however not aware of the details. I do know that it's possible to set a pure mode or a custom everything mode. Most of this should be in the sticky afaik or on tiberiantechologies.org.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [evanscnc](#) on Thu, 24 Mar 2011 20:32:15 GMT  
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EvilWhiteDragon wrote on Thu, 24 March 2011 04:47

@evanscnc:

It's possible for servers to enforce some level of blocking for custom game files, I'm however not aware of the details. I do know that it's possible to set a pure mode or a custom everything mode. Most of this should be in the sticky afaik or on tiberiantechologies.org.

OK, thanks for the info, I will check out that site later tonight. I appreciate it =D

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [halo2pac](#) on Thu, 24 Mar 2011 21:19:23 GMT  
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EvilWhiteDragon wrote on Wed, 23 March 2011 04:22  
You could write new plugins for SSGM4.0...  
It's just that old plugins will need to be updated/rewritten to work with the new interface.

I'm happy then.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [HaTe](#) on Thu, 24 Mar 2011 22:05:45 GMT  
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What about the location of the persons nickname (As evan said)? Will that be adjustable in order to put it where it is at with RR? I also like the "beeping" RR has when someone has entered text. The way it differs per f3, f2, and pm are nice as well. Just a couple of the features I feel RR has that 4.0 should at least have an option for, if possible.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Hypnos](#) on Fri, 25 Mar 2011 22:28:50 GMT  
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Out of curiosity, will there be radar hack detection within the new scripts?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [jonwil](#) on Sat, 26 Mar 2011 00:23:49 GMT  
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We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [NACHO-ARG](#) on Sat, 26 Mar 2011 04:48:11 GMT  
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haaa jonwil you are like god to my, your f..ing scripts 3.44 make my enjoy ren a lot in the mike server kamuix lite the old good times ha. i wish all tt team good luck whit this new escript.

---

Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [0x90](#) on Sun, 27 Mar 2011 06:58:02 GMT

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jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [Spyder](#) on Sun, 27 Mar 2011 08:12:58 GMT

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [Hitman](#) on Sun, 27 Mar 2011 14:09:26 GMT

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0x90 wrote on Sat, 26 March 2011 23:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

for real dude, get a life and a decent hobby u weirdo... damn

---

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Subject: Re: Stuff that is incompatible with scripts 4.0

Posted by [Jamie or NuneGa](#) on Sun, 27 Mar 2011 15:11:40 GMT

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Hitman wrote on Sun, 27 March 2011 15:090x90 wrote on Sat, 26 March 2011 23:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

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for real dude, get a life and a decent hobby u weirdo... damn

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [grant89uk](#) on Sun, 27 Mar 2011 15:14:18 GMT  
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who really cares anymore lol

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [kamuixmod](#) on Sun, 27 Mar 2011 22:12:16 GMT  
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are hosters able to host .pkg files via fds with 4.0?

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Jerad2142](#) on Mon, 28 Mar 2011 02:02:29 GMT  
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0x90 wrote on Sun, 27 March 2011 00:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

We removed the radar to prevent future radar hacks.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [bunka](#) on Mon, 28 Mar 2011 05:39:05 GMT  
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u all missing out on so many games by wasting ur times on this silly game.

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Jerad2142](#) on Mon, 28 Mar 2011 17:01:06 GMT  
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---

bunka wrote on Sun, 27 March 2011 23:39u all missing out on so many games by wasting ur times on this silly game.  
99% of the new games are cod remakes, and its not wasting time if one is enjoying theirself.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [kamuixmod](#) on Mon, 28 Mar 2011 20:03:52 GMT  
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---

kamuixmod wrote on Sun, 27 March 2011 15:12are hosters able to host .pkg files via fds with 4.0?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [HaTe](#) on Mon, 28 Mar 2011 21:39:55 GMT  
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Jerad Gray wrote on Mon, 28 March 2011 10:01bunka wrote on Sun, 27 March 2011 23:39u all missing out on so many games by wasting ur times on this silly game.  
99% of the new games are cod remakes, and its not wasting time if one is enjoying theirself.  
Cod remakes or obtain so many cod like gamestyle playing that it makes you quit within even minutes. Even halo is reaching into cod gameplay to improve their own.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Gen\\_Blacky](#) on Mon, 28 Mar 2011 22:14:38 GMT  
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---

Jerad Gray wrote on Mon, 28 March 2011 10:01  
its not wasting time if one is enjoying theirself.

Renegade was the only game that caught my attention for more then a few weeks. I have yet to see any new game that can compete with Renegades game play and drama.

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Jerad2142](#) on Tue, 29 Mar 2011 00:42:27 GMT  
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HaTe wrote on Mon, 28 March 2011 15:39Jerad Gray wrote on Mon, 28 March 2011 10:01bunka wrote on Sun, 27 March 2011 23:39u all missing out on so many games by wasting ur times on this silly game.

---

99% of the new games are cod remakes, and its not wasting time if one is enjoying theirself. Cod remakes or obtain so many cod like gamestyle playing that it makes you quit within even minutes. Even halo is reaching into cod gameplay to improve their own. Why does especially ODST come to mind when I read that

But yeah everything is going to cod, suppose when you can't beat them you join them... I guess lol

---

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [NACHO-ARG](#) on Tue, 29 Mar 2011 04:09:23 GMT  
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renegade have not comparison neither with contemporary games neither with the the new generation games there is not otter game whit the same action, gameplay and complexity  
¡RENEGADE FOREVER!

---

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Generalcamo](#) on Wed, 30 Mar 2011 11:40:36 GMT  
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0x90 wrote on Sun, 27 March 2011 02:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

Why are you not banned yet?

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [cAmpa](#) on Wed, 30 Mar 2011 12:51:37 GMT  
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Generalcamo wrote on Wed, 30 March 2011 13:400x90 wrote on Sun, 27 March 2011 02:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

Why are you not banned yet?

Because he had sex with Sir Kane.

---

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Spyder](#) on Wed, 30 Mar 2011 15:47:27 GMT

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Generalcamo wrote on Wed, 30 March 2011 13:40x90 wrote on Sun, 27 March 2011 02:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

Why are you not banned yet?

Because in some way he is of great use to the TT team. Whenever they make something new, he tries to create a hack for it or update existing hacks, after which the TT team has a new opportunity to create an update. Then he tries to bypass that again and so the anti-cheat system is being improved from time to time.

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [a000clown](#) on Wed, 30 Mar 2011 22:57:50 GMT

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A lot of the requested RR features are client-side visual or audio changes I've noticed. I personally don't think it should be TT's responsibility to implement such things unless it serves a clear benefit. Their mandate is to primarily fix bugs, not customize things you can do yourself.

NACHO-ARG wrote on Sat, 26 March 2011 00:48enjoy ren a lot in the mike server kamuix lite the old good times ha.

Thanks for the kind words

---

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [KobraOps](#) on Wed, 30 Mar 2011 23:20:11 GMT

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0x90 wrote on Sat, 26 March 2011 23:58jonwil wrote on Sat, 26 March 2011 01:23We have made changes in scripts 4.0 that should render existing radar hacks (all the ones we have seen/can find) non-functional, so there is no radar hack detection in 4.0 at this point.

Should a radar hack that is compatible with scripts 4.0 appear, we will naturally release a fix that either breaks the hack so it wont work or that can detect it.

HAHAHAHA funny shit.

people need to chill out(or learn what a rage comic is)

But in all seriousness I dont think 0x90 gives two fucks about renegade anymore

---

---

Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [argathol3](#) on Thu, 31 Mar 2011 13:25:27 GMT  
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Then why is he still here

---

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Spyder](#) on Thu, 31 Mar 2011 14:47:26 GMT  
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argathol3 wrote on Thu, 31 March 2011 15:25Then why is he still here

Because he can.

---

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [Catalyst](#) on Sat, 30 Apr 2011 11:12:17 GMT  
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0x90 wrote on Sat, 26 March 2011 23:58

Not Found

HTTP Error 404. The requested resource is not found.

That was easy.

---

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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [iRANian](#) on Sat, 30 Apr 2011 14:59:53 GMT  
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it was a dumb image macro with 'challenge accepted' on it

0x90 why did you never create any bypasses for RR's anticheat, I know you giggled like a little girl when you ran it through a disassembler

---