Subject: Forced release upon all Renegade users?
Posted by Prulez on Tue, 30 Aug 2011 08:33:51 GMT
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Hey guys,

Now that TT is close to release, I'd like to ask you a question about it's release.

When this project was started, it was stated that this would be released as an 'official' patch through EA's channels, and therefore every Renegade client would be forced to upgrade to TT.

Is this still possible and will this still be executed, or will this be released as just another Core Patch?

I know some shit has happened internally within EA's C&C Department (For example, APOC, the C&C Community Manager, left quite a while ago), so this is why I'm asking and wondering if this deal is still on the table.

While we're at this, I'd like to state the obvious and say that I think a release like this would be absolutely crucial to keep Renegade cleared of potential cheaters for hopefully years to come, but at least for quite a time. If this isn't forced on all players, they won't notice the bugfixes and the new anti-cheat, and TT would lose a lot of it's effectivity and value for the community.

Thanks,
Patrick

Subject: Re: Forced release upon all Renegade users?
Posted by danpaul88 on Tue, 30 Aug 2011 09:54:32 GMT
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As far as I know there was *never* any actual deal regarding making this an official update, there was just a verbal acknowledgement that it *might* be a possibility if it gained sufficient support from the community. With Apoc gone I suspect any chance of that happening is long gone.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Tue, 30 Aug 2011 11:19:17 GMT
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I do have some contact with the community manager after Apoc, being Per Bonomi, but he's apparently replaced as well. I haven't had any contact with the new community manager, zo I'm unsure whether it will even be possible to release it as an official patch...

Subject: Re: Forced release upon all Renegade users?

Posted by jonwil on Tue, 30 Aug 2011 11:43:26 GMT
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I have had communications with the current community manager, Eric Krause.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Tue, 30 Aug 2011 13:38:22 GMT
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And?

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Tue, 30 Aug 2011 17:03:47 GMT
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danpaul88 wrote on Tue, 30 August 2011 11:54As far as I know there was *never* any actual deal regarding making this an official update, there was just a verbal acknowledgement that it *might* be a possibility if it gained sufficient support from the community. With Apoc gone I suspect any chance of that happening is long gone.
I stand corrected. It was suggested in the Introduction post (Check the Sticky, under "Community Support"), but there probably never was such a deal around. With TT coming close to launch, maybe it's time to contact EA to try and convince them? You have the community's support, I'm certain.

Subject: Re: Forced release upon all Renegade users?
Posted by a000clown on Tue, 30 Aug 2011 17:32:22 GMT
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I don't think it was ever expected to be "official", meaning forced. If it was they wouldn't have bothered with all this backwards compatibility, which I'm sure is a pain in the ass to maintain.

Subject: Re: Forced release upon all Renegade users?
Posted by Intradox on Tue, 30 Aug 2011 19:58:44 GMT
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Dang that's disappointing. I hope it will become an official patch, it would make cheaters go jump off a cliff

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Subject: Re: Forced release upon all Renegade users?

Posted by Gen_Blacky on Tue, 30 Aug 2011 20:38:00 GMT
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Intradox wrote on Tue, 30 August 2011 12:58Dang that's disappointing. I hope it will become an official patch, it would make cheaters go jump off a cliff

servers owners can defiantly enforce it.

Subject: Re: Forced release upon all Renegade users?
Posted by Goztow on Tue, 30 Aug 2011 20:44:48 GMT
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TT only makes sens when enforced. I always thought it would be eventually.

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Tue, 30 Aug 2011 20:50:05 GMT
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Does XWIS actually have the capability to push a Renegade update?

Subject: Re: Forced release upon all Renegade users?
Posted by Tiesto on Tue, 30 Aug 2011 22:08:05 GMT
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Why not? it pushes you for 1.037

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Tue, 30 Aug 2011 22:37:39 GMT
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Gen_Blacky wrote on Tue, 30 August 2011 22:38Intradox wrote on Tue, 30 August 2011 12:58Dang that's disappointing. I hope it will become an official patch, it would make cheaters go jump off a cliff

servers owners can defiantly enforce it.
While this is true, it would be a huge pain in the ass, because the n00bs who don't know about forums at all but just play the game won't update and will just join a non-forced server.

It's hard to let people download new maps, Core Patches and/or Scripts already. Convincing them to download TT will be a similar Pain in the Butt and therefore is not a solution. at. all.

Subject: Re: Forced release upon all Renegade users?
Posted by danpaul88 on Tue, 30 Aug 2011 22:39:56 GMT
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If all the big servers enforced 4.0 I reckon a lot of people would be forced to update...

Subject: Re: Forced release upon all Renegade users?
Posted by Gen_Blacky on Tue, 30 Aug 2011 22:47:51 GMT
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Their should at least be a msg on xwis if nothing else can be done.

Subject: Re: Forced release upon all Renegade users?
Posted by StealthEye on Tue, 30 Aug 2011 23:15:32 GMT
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I don't think there are any technical difficulties in pushing it through the update system. We had some kind of agreement that with the community's support it would be possible to push this build over WOL/XWIS, but the change of community managers may make that quite a bit harder, since as far as I know we talked only/mostly to Apoc.

The reason for backwards compatibility is simple: we have to have something to show before we can think about pushing it though the update system. The best way to do that is to have it run alongside the existing games without splitting up the community in a TT and a non-TT part during the beta period. It would indeed have been much easier not to maintain backwards compatibility, but we thought it is much more easily adopted this way.

Subject: Re: Forced release upon all Renegade users?
Posted by Goztow on Wed, 31 Aug 2011 06:22:00 GMT
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Surely Apoc can still be reached and still has contact with his old employer. Surely the new community manager is slightly aware of TT. Surely Crimson could go on a roadtrip to EA's studio's and explain them what needs to happen. Surely Olaf has some contacts as well.

Subject: Re: Forced release upon all Renegade users?
Posted by jonwil on Wed, 31 Aug 2011 07:37:16 GMT
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Some comments:

1.As far as I am aware we never had a legal agreement with EA that TT would be pushed over the official updater. All we had was a an agreement that if we came up with something stable and bug free that had full community support, EA would consider it. Whether EA would consider it now given the change that has taken place in the time since Apoc left (not changes that have been a result of Apoc leaving, just changes that would likely have happened anyway) is something I do not know. Once we have something stable and bug-free enough to push over the official patcher (which will be quite a way off, we need a nice long full public beta period first) we can consider what to do (and possibly approach EA about it)

2.I have had contact with the current community manager, Eric Krause regarding the possibility of the Roleplay2 mod for Renegade going stand-alone in the same way as the Red Alert: A Path Beyond mod is stand-alone (a proposal EA said yes to) and Eric knows of Tiberan Technologies. Due to the fact that the EA legal team has become more strict on various matters recently, we do not want to push EA further on any matters related to Tiberian Technologies.

3.Any server owner can enforce scripts 4.0 and players without scripts 4.0 will be kicked with a message stating "This server requires a minimum scripts version of 4.0"

4.Olaf has told me that XWIS could push a new update for Renegade but that EA would have to give permission first.

5.Changing the XWIS MOTD to display a message about TT and 4.0 should be possible but it would be up to Olaf as to whether he wants to make the change (and whether whatever deal XWIS has with EA would let him make that change)

6.Talking to Apoc is unlikely to get us anywhere, he no longer works for EA and probably has no ability to talk to anyone at EA (at least if EA is anything like the big companies I have worked at before). Any contacts Olaf has likely to have just as much/little power as Eric has, same with any contacts that might be possible to find by visiting EA directly. Anything that happens that is as big and important as pushing TT over the official patcher would likely have to be vetted by the higher-ups and the EA legal department before it could be considered.

Subject: Re: Forced release upon all Renegade users?
Posted by jonwil on Wed, 31 Aug 2011 11:57:27 GMT
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To be clear, the Roleplay2 thing has been solved for months now.
And the statement about "not pushing EA" was made because TT does not have any valid reasons to talk to EA at this point (no point in talking to EA about the patcher unless we have something we can push over it)

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Wed, 31 Aug 2011 12:20:40 GMT
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jonwil wrote on Wed, 31 August 2011 13:57To be clear, the Roleplay2 thing has been solved for months now.

And the statement about "not pushing EA" was made because TT does not have any valid reasons to talk to EA at this point (no point in talking to EA about the patcher unless we have something we can push over it)

You could have some orienting conversations about it. Then again, I don't have any experience with discussing this kind of things with EA, so therefore I shall leave it solely up to you and I trust you with this.

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Wed, 31 Aug 2011 12:29:22 GMT
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Would be nice to have some talks with Olaf and the community manager about it once a public beta is released.

@Tiesto: I've had issues with getting the game to auto-download from XWIS before.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Wed, 31 Aug 2011 13:30:08 GMT
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iRANian wrote on Wed, 31 August 2011 14:29Would be nice to have some talks with Olaf and the community manager about it once a public beta is released.

@Tiesto: I've had issues with getting the game to auto-download from XWIS before.
For a while the auto-updater wasn't configured properly, which might have caused that. We found that out when we were talking to Olaf about this.

Subject: Re: Forced release upon all Renegade users?
Posted by Crimson on Wed, 31 Aug 2011 13:54:28 GMT
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Having a clear MOTD on XWIS would be the best way to push new players to get the patch once we had hit the point where we wanted it to be mandatory. We could probably even use a "bot" of some sort to page players who connect to XWIS without the patch and tell them they need to update their software. The download process needs to be quick and painless (a big "CLICK ME TO DOWNLOAD" button on a short URL).

As we've said from the beginning, this requires the community's support. Things break down when say, one community gets a bug up their ass and reverts to going patchless. Splitting the community is THE WORST option.

I imagine it wouldn't be too entirely difficult (since the game client does send their version to XWIS, I'm pretty sure) for XWIS to cooperate with us to have some sort of software "bot" that

annoyance spams unpatched users over and over until they patch. Something like "Your Renegade client is out of date. To play on the best servers this game has to offer, visit http://blah to download the TT community patch!" And they should receive that page like every 15 seconds so they will have no choice but to go update themselves.

Subject: Re: Forced release upon all Renegade users?
Posted by crazfulla on Wed, 31 Aug 2011 14:01:10 GMT
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You mean like the spam PAMSG that Renguard had? That was not a good thing.

Subject: Re: Forced release upon all Renegade users?
Posted by danpaul88 on Wed, 31 Aug 2011 14:38:07 GMT
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crazfulla wrote on Wed, 31 August 2011 15:01You mean like the spam PAMSG that Renguard had? That was not a good thing.

RenGuard itself didn't do that, the bots implementing the RenGuard protocol did it. And still do, except most servers just turn it off since nobody bothers with RG these days and it doesn't even run properly on most modern PCs....

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Wed, 31 Aug 2011 15:06:17 GMT
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For GSA users it would be nice to have a feature to let people with earlier versions connect to a server and once they're in-game have it spam a PASMG (the console command which makes a dialog appear with text in it) telling them to update to 4.0. So they can't do anything but read the text or exit the game.

EDIT: Yeah the XWIS spamming idea sounds perfect for XWIS users.

Subject: Re: Forced release upon all Renegade users?
Posted by jonwil on Wed, 31 Aug 2011 15:30:40 GMT
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Spamming is a bad idea IMO.
The way I see it, we should release the public beta and we should let server owners decide whether to enforce 4.0 (or map authors for that matter if the map author wants to require 4.0 for their map to work as in the case of Fjord). We should also get Olaf to change the XWIS MOTD to mention 4.0 and provide a link. And we should see if Eric can give 4.0 and TT a shout out on

whatever channel EA has these days for giving shouts to community content etc.

At the very least, we should post information on as many C&C forums (including the official EA forum) and news sites as we can find (and for servers that like/support 4.0 we can have them give a shout out to 4.0 on their forums and IRC channels and stuff)

Then later, once we have had a nice long period of 4.0 being available and we are sure we have something stable and bug-free enough to go over the patcher, we approach EA about possibly getting 4.0 pushed over the patcher. If EA is willing to talk about it, we talk about it. If EA says no, we consider other ideas.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Wed, 31 Aug 2011 15:37:12 GMT
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Crimson wrote on Wed, 31 August 2011 15:54Having a clear MOTD on XWIS would be the best way to push new players to get the patch once we had hit the point where we wanted it to be mandatory. We could probably even use a "bot" of some sort to page players who connect to XWIS without the patch and tell them they need to update their software. The download process needs to be quick and painless (a big "CLICK ME TO DOWNLOAD" button on a short URL).

As we've said from the beginning, this requires the community's support. Things break down when say, one community gets a bug up their ass and reverts to going patchless. Splitting the community is THE WORST option.

I imagine it wouldn't be too entirely difficult (since the game client does send their version to XWIS, I'm pretty sure) for XWIS to cooperate with us to have some sort of software "bot" that annoyance spams unpatched users over and over until they patch. Something like "Your Renegade client is out of date. To play on the best servers this game has to offer, visit http://blah to download the TT community patch!" And they should receive that page like every 15 seconds so they will have no choice but to go update themselves.
If XWIS would cooperate with such plan, I'm sure they would just let us use the auto-updater. More user friendly and less invasive. Both would probably need the support of EA anyway.

Besides that I agree with JW here. We do not want to force people like that, it will cause some people to go zOMGWTFBBQPWND I hate TT...

Subject: Re: Forced release upon all Renegade users?
Posted by Crimson on Wed, 31 Aug 2011 15:54:47 GMT
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You guys need to learn to read. Especially the phrase "once we had hit the point where we wanted it to be mandatory".

Mandatory = make it as inconvenient and annoying as possible not to comply

Until such a time, just the MOTD, in-game messages from server owners, and lots of forum posts around the web will suffice to gain adoption.

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Wed, 31 Aug 2011 16:01:24 GMT
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Well, during the public beta there should be a community effort to tell players that TT patch will be released as an official patch "soon", and that they should download the beta and/or be aware of this (which doesn't even need to be more than just having messages on their forums and in-game announcements). When the point comes that it'll be pushed via the auto-updater, GSA/direct connect people should still be able to connect to a server but be placed in a state where they can't do anything other than talk and receive messages that they should update.

All the communities out there support this patch so the only thing that's hampering official deployment is no approval from EA/Olaf and minor issues with a public beta that are found and need to be fixed.

I agree with Crimson.

Subject: Re: Forced release upon all Renegade users?
Posted by Caveman on Wed, 31 Aug 2011 16:14:24 GMT
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Not all communities support TT though. We need 100% commitment otherwise it wont work.

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Wed, 31 Aug 2011 16:16:07 GMT
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Which ones don't?

Subject: Re: Forced release upon all Renegade users?
Posted by Caveman on Wed, 31 Aug 2011 16:18:29 GMT
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Atomix doesn't.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Wed, 31 Aug 2011 16:19:31 GMT
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Any idea why not?

Subject: Re: Forced release upon all Renegade users?
Posted by Caveman on Wed, 31 Aug 2011 16:20:06 GMT
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You'd better of asking the owner, X.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Wed, 31 Aug 2011 16:22:02 GMT
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Well, it's not my problem if they want to stick to bugged ren, so nevermind then?
I bet he's just too lazy to port his scripts or something simple like that. Besides that there aren't any changes that I know of that would change gameplay.

Subject: Re: Forced release upon all Renegade users?
Posted by Caveman on Wed, 31 Aug 2011 16:26:54 GMT
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Im not sure on his reasoning and to be honest I dont care. When I was owner I supported TT but now he is owner he has made his opinion of it quite clear.

If he doesn't run TT then there will be a 'popular' server that people that choose not to update can play in which is why its either 100% commitment from the communities or none because it wont work.

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Wed, 31 Aug 2011 16:43:40 GMT
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I find it hard to imagine anyone at his community would stay there.

Subject: Re: Forced release upon all Renegade users?
Posted by Intradox on Wed, 31 Aug 2011 17:07:27 GMT
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It's interesting how some people refuse to move forward, even when moving forward is good. I say this because there will always be those people who won't update to 4.0 if it wasn't forced and play the non 4.0 servers if such servers existed.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Wed, 31 Aug 2011 17:29:24 GMT
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Caveman wrote on Wed, 31 August 2011 18:26Im not sure on his reasoning and to be honest I dont care. When I was owner I supported TT but now he is owner he has made his opinion of it quite clear.

If he doesn't run TT then there will be a 'popular' server that people that choose not to update can play in which is why its either 100% commitment from the communities or none because it wont work.
I wonder however...
This may not be a problem, since the servers don't auto-update anyway now do they? With a 4.0 client one can perfectly connect to a stock FDS. As far as I know there are no negative side-effects of this, except that some TT features wouldn't be utilized. This would be no problem if the server owner wouldn't want to run TT.

Subject: Re: Forced release upon all Renegade users?
Posted by Caveman on Wed, 31 Aug 2011 17:40:00 GMT
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EvilWhiteDragon wrote on Wed, 31 August 2011 18:29Caveman wrote on Wed, 31 August 2011 18:26Im not sure on his reasoning and to be honest I dont care. When I was owner I supported TT but now he is owner he has made his opinion of it quite clear.

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Thats the point... I don't want to play on a server where other people aren't running TT because its not enforced. The whole point of TT is to have bug fixes and stop RGHers.. You can't enforce TT on a server that doesn't run it.

Subject: Re: Forced release upon all Renegade users?

Posted by Gen_Blacky on Wed, 31 Aug 2011 17:53:17 GMT

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Caveman wrote on Wed, 31 August 2011 10:40EvilWhiteDragon wrote on Wed, 31 August 2011 18:29Caveman wrote on Wed, 31 August 2011 18:26Im not sure on his reasoning and to be honest I dont care. When I was owner I supported TT but now he is owner he has made his opinion of it quite clear.

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This may not be a problem, since the servers don't auto-update anyway now do they? With a 4.0 client one can perfectly connect to a stock FDS. As far as I know there are no negative side-effects of this, except that some TT features wouldn't be utilized. This would be no problem if the server owner wouldn't want to run TT.

Thats the point... I don't want to play on a server where other people aren't running TT because its not enforced. The whole point of TT is to have bug fixes and stop RGHers.. You can't enforce TT on a server that doesn't run it.

Than don't play in Atomix its that simple. That server has gone to shit anyways its worst than storm now. Xpert raped that server hard core.

Subject: Re: Forced release upon all Renegade users?
Posted by Caveman on Wed, 31 Aug 2011 18:03:41 GMT

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Yesh I know but I do like the mod that is running. If I decide not to play on there what it is really going to do to the player count? Im not really gonna hurt it by not playing there.

The problem will still be there.. A server that doesnt run TT thats popular, giving people a reason not to update.

It wouldnt be so bad if it was a little community but Atomix can get quite busy especially at the weekends.

Subject: Re: Forced release upon all Renegade users?
Posted by Gen_Blacky on Wed, 31 Aug 2011 18:17:33 GMT

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Caveman wrote on Wed, 31 August 2011 11:03I do like the mod that is running.

That's why I dislike it. The vet system drives me up the wall.

Quote:
If I decide not to play on there what it is really going to do to the player count?

nothing

Quote:
The problem will still be there.. A server that doesnt run TT thats popular, giving people a reason not to update.

Doesn't matter. Just wait until the beta roles out.

Subject: Re: Forced release upon all Renegade users?
Posted by Goztow on Wed, 31 Aug 2011 18:20:23 GMT
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How can he not support smth that isn't released yet?

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Wed, 31 Aug 2011 19:15:31 GMT
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EvilWhiteDragon wrote on Wed, 31 August 2011 18:22Well, it's not my problem if they want to stick to bugged ren, so nevermind then?
I bet he's just too lazy to port his scripts or something simple like that. Besides that there aren't any changes that I know of that would change gameplay.
I don't want to be a Partypooper here, but implicating that he's lazy and so on is probably not going to help convinving him to change his opinion, seeing how these are public forums and so on.

If I had a good reason to not support something and I'd see implications being made about me in public forums by a team member of the patch I refuse to support, I'd be pissed off and would support it even less.

tl;dr: don't make assumptions about people and their reasoning.

Subject: Re: Forced release upon all Renegade users?
Posted by StealthEye on Wed, 31 Aug 2011 20:06:00 GMT
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I agree with Prulez. I also think we should just aim for getting it through the patcher. If that fails, we can think of other ways to "enforce" it, but that would be much less desirable.

Subject: Re: Forced release upon all Renegade users?
Posted by crazfulla on Thu, 01 Sep 2011 07:10:48 GMT
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Indeed, spamming PAMSG on a server will only make players leave and play on others that don't. That is clearly not the way toa bug free Renegade because lets face it, if they are too lazy to download a map, they are too lazy to download a non-enforced patch.

Also, you are never going to get 100% community support. There is always going to be a few numpties that will oppose it just for the sake of causing rene-drama. The main thing I think is getting it bug free, as well as fixing a lot of the existing bugs. Even on Jelly servers I spawn under the HON on Field... (subtle hint for liquidv2).

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Thu, 01 Sep 2011 09:43:17 GMT
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crazfulla wrote on Thu, 01 September 2011Even on Jelly servers I spawn under the HON on Field... (subtle hint for liquidv2).
Does this happen occasionally or frequently? I've never seen this happen personally and you're the first one that I hear complain about it.

Post about it in our forums, I wouldn't want to derail this thread.

[/offtopic]

Subject: Re: Forced release upon all Renegade users?
Posted by iRANian on Thu, 01 Sep 2011 11:28:52 GMT
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I've heard at least one thousand people complain about it, it's because Marathon isn't running the server-side Core Patch 2 maps. When I said the CP2 maps fix the Weapon Factory dead zone size I got told that's impossible and not how things work.

You seriously never heard anyone complain about it?

Subject: Re: Forced release upon all Renegade users?
Posted by Hitman on Thu, 01 Sep 2011 12:34:57 GMT
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does anyone that DOESN'T cheat actually play in atomix? no wonder they wont support TT lol, gay community

---

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Thu, 01 Sep 2011 12:57:21 GMT
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iRANian wrote on Thu, 01 September 2011 13:28I've heard at least one thousand people complain about it, it's because Marathon isn't running the server-side Core Patch 2 maps. When I said the CP2 maps fix the Weapon Factory dead zone size I got told that's impossible and not how things work.

You seriously never heard anyone complain about it?
Not quite, PM me about this and I'll see what we can do to fix this, if it's an easy fix like you say then it should be possible to fix this before this weekend

---

Subject: Re: Forced release upon all Renegade users?
Posted by Gen_Blacky on Thu, 01 Sep 2011 13:33:18 GMT
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Its takes about 10 secs to fix that spawn point . You just delete or move the spawn point thats in the wall of the hon.

Subject: Re: Forced release upon all Renegade users?
Posted by liquidv2 on Thu, 01 Sep 2011 15:10:20 GMT
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Gen_Blacky wrote on Thu, 01 September 2011 08:33Its takes about 10 secs to fix that spawn point . You just delete or move the spawn point thats in the wall of the hon.
you're a spawn point

Subject: Re: Forced release upon all Renegade users?
Posted by Gohax on Thu, 01 Sep 2011 15:57:23 GMT
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Hitman wrote on Thu, 01 September 2011 05:34does anyone that DOESN'T cheat actually play in atomix? no wonder they wont support TT lol, gay community

Lol. Idk his intentions, but I can assure you there aren't any regulars that cheat in Atomix.

Subject: Re: Forced release upon all Renegade users?
Posted by Gen_Blacky on Thu, 01 Sep 2011 16:27:19 GMT

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liquidv2 wrote on Thu, 01 September 2011 08:10Gen_Blacky wrote on Thu, 01 September 2011 08:33Its takes about 10 secs to fix that spawn point . You just delete or move the spawn point thats in the wall of the hon.
you're a spawn point

your face looks like a spawn point.

http://spawn-point.urbanup.com/5641941

lol Urban Dictionary

Subject: Re: Forced release upon all Renegade users?
Posted by NACHO-ARG on Thu, 01 Sep 2011 16:28:44 GMT

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Quote:Does this happen occasionally or frequently? I've never seen this happen personally and you're the first one that I hear complain about it.

it does hapened to me many times before, but no real trouble for me anyway, as for the patch i agree whit JW to let servers owners to deside during the beta public testing period, the only thing i can say i would´t like to face, is a server that doesnt allow me to use model replacement as i read somewhere TT suport some feature against that, and to be honest i dont know if i would keep playing having to see original ren lol, i dont like ren´s originals grapics/models, but it is just my opinion i gess.

Subject: Re: Forced release upon all Renegade users?
Posted by Hitman on Thu, 01 Sep 2011 21:06:02 GMT

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OpTic wrote on Thu, 01 September 2011 08:57Hitman wrote on Thu, 01 September 2011 05:34does anyone that DOESN'T cheat actually play in atomix? no wonder they wont support TT lol, gay community

Lol. Idk his intentions, but I can assure you there aren't any regulars that cheat in Atomix.
and how exactly would u ensure me that is so, when the the most used cheat of all renetime is undetectable?

Subject: Re: Forced release upon all Renegade users?

Posted by Gohax on Thu, 01 Sep 2011 21:28:22 GMT
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Hitman wrote on Thu, 01 September 2011 14:06OpTic wrote on Thu, 01 September 2011 08:57Hitman wrote on Thu, 01 September 2011 05:34does anyone that DOESN'T cheat actually play in atomix? no wonder they wont support TT lol, gay community

Lol. Idk his intentions, but I can assure you there aren't any regulars that cheat in Atomix.
and how exactly would u ensure me that is so, when the the most used cheat of all renetime is undetectable?

I don't use it, and I run over just about everyone in Atomix? I said regulars, not just random people that join. Every server has it's cheaters :/

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Thu, 01 Sep 2011 22:03:37 GMT
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OpTic wrote on Thu, 01 September 2011 23:28I don't use it
HOW CAN WE BE SO SURE

Subject: Re: Forced release upon all Renegade users?
Posted by Xpert on Thu, 01 Sep 2011 22:05:18 GMT
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Yay lets call out St0rm and Atomix for being gay and all that stuff.

I'm sorry how long did it take for this to even be released? When was this announced? A long time ya? I don't need a lecture either and a repeat summary on how everyone was busy in their life to work on the patch as fast as they would of liked to. Point is, it took too long for me to give any support or care for what goes on in TT or anything around it. That's my opinion, and I believe I am entitled to my own opinion whether it be wrong or right, doesn't change the fact it's my opinion.

I'm not going to force players to use a 3rd party client unless I have no choice and I'm out of options with the individual and to the point where I can't figure out if that person is cheating or not. Our server is an RR based server, and even then, we don't have a rule where you're forced to run RR. If they choose not to run it, then that's fine. But don't look down on us as if we went against the wishes of a God and we refused to worship its blessings and gifts.

Here's a cookie for all you "Anti-Xpert" and "Anti-Atomix" fans out there, how about, you let us do us, and you guys do you. Plain and simple. If you want to force users to run TT on your servers,

then go right ahead. That's your decision. You don't see me barking at you people for running TT on your servers. Go right ahead! 90% of the shit TT has fixed, has been fixed already on Atomix during this long awaited release of TT (pistol loaded on draw, pointsfix, and PT bug is a few examples). The other 10% is likely to be map bugs, zone bugs such as damage issues at certain angles, and vehicle death behind the WF.

I've been playing this game for more than 8 years with the same damn bugs and a lot of them are already fixed over time. I think I can survive a few more years with them. A lot of them are not even big issues and are stuff that occurs once in a blue for me.

And as for anti-cheat, pretty much everything can be caught except for *cheat name removed*(unless you're an RR user). There's still stupid people these days who use *cheat name removed*with their RR and get caught. There's still dumbasses who even load up bighead and get auto-banned. You can call Atomix whatever you like, but that won't change the fact that it's still one of the populated servers left on Renegade that a variety of people enjoy.

And to put in stone, I never said I was against TT. I just never gave my support to it. I'm sorry if that made it sound like I ripped your hearts in half and tore everything you worked so hard on, into pieces. I for one will be using the client side 4.0, if that makes you feel any better. I just won't be using the SSGM portion of it. Is that a crime? I believe not. How do I know this still isn't stabled? How do I know I won't have any crash issues with SSGM 4.0? I'm not going to test drive this until it is for sure stabled and no longer labeled as a beta.

So for the last time, get off my ass and for the trolls, quit trolling.

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Thu, 01 Sep 2011 22:08:54 GMT
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Ontopic: I value and respect your opinion Xpert; don't see that as an offence. I just think that the above will ensue after your post.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Thu, 01 Sep 2011 23:22:54 GMT
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Quote:Here's a cookie for all you "Anti-Xpert" and "Anti-Atomix" fans out there, how about, you let us do us, and you guys do you. Plain and simple. If you want to force users to run TT on your servers, then go right ahead. That's your decision. You don't see me barking at you people for running TT on your servers. Go right ahead! 90% of the shit TT has fixed, has been fixed already on Atomix during this long awaited release of TT (pistol loaded on draw, pointsfix, and PT bug is a few examples). The other 10% is likely to be map bugs, zone bugs such as damage issues at certain angles, and vehicle death behind the WF.

You're underestimating what has been fixed in TT, or improved, or what has been added. Also in the release of TT, you'll not find any map changes. We haven't used leveledit to change anything in the maps or objects files.
Hence there won't be any map specific fixes. The WF bug has been fixed in a different way (in the code), just like the vehicle exit bug and probably more that I can't think of right now.

Edit: to clarify, this is only to inform you. If you don't want to run TT on your server, I think you'll mis out, but that's your decision then.

Oh and another thing, what does the map specific objects file do? As you certainly can't change damage normally, so one would only do more damage to buildings and stuff. Armour types would be possible, but do you want those different per map? As far as I recall the other changes won't be passed on to the client, which would mean they don't have any effect.

Subject: Re: Forced release upon all Renegade users?
Posted by Jerad2142 on Fri, 02 Sep 2011 02:28:35 GMT
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EvilWhiteDragon wrote on Thu, 01 September 2011 17:22the vehicle exit bug

What's the vehicle exit bug?

Subject: Re: Forced release upon all Renegade users?
Posted by Goztow on Fri, 02 Sep 2011 08:22:26 GMT
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Quote:And as for anti-cheat, pretty much everything can be caught except for *cheat name removed*(unless you're an RR user).
Oh yes, no problem: it's only *cheat name removed*that still works.

Subject: Re: Forced release upon all Renegade users?
Posted by crazfulla on Fri, 02 Sep 2011 09:21:10 GMT
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I am pretty sure n00bless had something that detected that cheat and it wasn't RR.

Wheres Hex when you need him? Seriously he may be a twat but he knows what he's doing when it comes to coding.

Subject: Re: Forced release upon all Renegade users?

Posted by [EvilWhiteDragon](#) on Fri, 02 Sep 2011 10:53:00 GMT
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Jerad Gray wrote on Fri, 02 September 2011 04:28EvilWhiteDragon wrote on Thu, 01 September 2011 17:22the vehicle exit bug

What's the vehicle exit bug?

The one where you can exit the vehicle in such a way that you could end up inside the bridge in city (if you were in an orca/apache). Would probably be possible in other places, but I'm not sure where that would be.

Subject: Re: Forced release upon all Renegade users?
Posted by [crazfulla](#) on Fri, 02 Sep 2011 11:12:57 GMT
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EvilWhiteDragon wrote on Fri, 02 September 2011 03:53Jerad Gray wrote on Fri, 02 September 2011 04:28EvilWhiteDragon wrote on Thu, 01 September 2011 17:22the vehicle exit bug

What's the vehicle exit bug?

The one where you can exit the vehicle in such a way that you could end up inside the bridge in city (if you were in an orca/apache). Would probably be possible in other places, but I'm not sure where that would be.
it is known that you can get inside the AGT cavity above the main interior. Naturally, nukes there cannot be disarmed.

Subject: Re: Forced release upon all Renegade users?
Posted by [Hitman](#) on Fri, 02 Sep 2011 12:58:46 GMT
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offcourse xpert will act like an ass, if TT gets to atomix he wont be able to cheat anymore and everyone will be on to him LOL

Subject: Re: Forced release upon all Renegade users?
Posted by [Jerad2142](#) on Fri, 02 Sep 2011 15:12:26 GMT
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EvilWhiteDragon wrote on Fri, 02 September 2011 04:53Jerad Gray wrote on Fri, 02 September 2011 04:28EvilWhiteDragon wrote on Thu, 01 September 2011 17:22the vehicle exit bug

What's the vehicle exit bug?

The one where you can exit the vehicle in such a way that you could end up inside the bridge in city (if you were in an orca/apache). Would probably be possible in other places, but I'm not sure where that would be.
Ah I see, so basically it isn't casting a ray to make sure it isn't dumping you on the other side of a wall lol. Or the ray has offset issues.

Subject: Re: Forced release upon all Renegade users?
Posted by liquidv2 on Fri, 02 Sep 2011 15:57:11 GMT
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EvilWhiteDragon wrote on Fri, 02 September 2011 05:53Jerad Gray wrote on Fri, 02 September 2011 04:28EvilWhiteDragon wrote on Thu, 01 September 2011 17:22the vehicle exit bug

What's the vehicle exit bug?

The one where you can exit the vehicle in such a way that you could end up inside the bridge in city (if you were in an orca/apache). Would probably be possible in other places, but I'm not sure where that would be.
on top of the map on glacier_flying, inside the wf garage ceiling, in the walls on Walls_flying, in the bridge on city_flying

sometimes you get a falling animation when exiting a vehicle (like a med tank)
i was told that would not be fixed...i was filled with Sad

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Fri, 02 Sep 2011 16:30:12 GMT
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liquidv2 wrote on Fri, 02 September 2011 17:57EvilWhiteDragon wrote on Fri, 02 September 2011 05:53Jerad Gray wrote on Fri, 02 September 2011 04:28EvilWhiteDragon wrote on Thu, 01 September 2011 17:22the vehicle exit bug

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sometimes you get a falling animation when exiting a vehicle (like a med tank)

i was told that would not be fixed...i was filled with Sad
From what I understood this was eventually fixed by SH. It did however took some time.

Subject: Re: Forced release upon all Renegade users?
Posted by liquidv2 on Fri, 02 Sep 2011 17:48:48 GMT
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that is good news, and i appreciate it

does anyone remember a guy named Ghostshaw or know what happened to the dear fellow?

Subject: Re: Forced release upon all Renegade users?
Posted by cmatt42 on Fri, 02 Sep 2011 18:22:02 GMT
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liquidv2 wrote on Fri, 02 September 2011 10:48

that is good news, and i appreciate it

does anyone remember a guy named Ghostshaw or know what happened to the dear fellow?
I remember him. Looks like he visited 3 days ago:
http://www.renegadeforums.com/index.php?t=usrinfo&id=21609&rid=3134

Subject: Re: Forced release upon all Renegade users?
Posted by Xpert on Fri, 02 Sep 2011 18:49:34 GMT
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Hitman wrote on Fri, 02 September 2011 08:58offcourse xpert will act like an ass, if TT gets to atomix he wont be able to cheat anymore and everyone will be on to him LOL

Considering I use 4.0... Cool logic. You're basically saying 4.0 fails at anticheat. Moron. Go back to sucking please.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Fri, 02 Sep 2011 19:53:21 GMT
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liquidv2 wrote on Fri, 02 September 2011 19:48

that is good news, and i appreciate it

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does anyone remember a guy named Ghostshaw or know what happened to the dear fellow? He's rather busy with study and a student society or something like that. Why do you want to know, I mean, I could drag him here?

Subject: Re: Forced release upon all Renegade users?
Posted by Hitman on Fri, 02 Sep 2011 22:50:08 GMT
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Xpert wrote on Fri, 02 September 2011 11:49Hitman wrote on Fri, 02 September 2011 08:58offcourse xpert will act like an ass, if TT gets to atomix he wont be able to cheat anymore and everyone will be on to him LOL

Considering I use 4.0... Cool logic. You're basically saying 4.0 fails at anticheat. Moron. Go back to sucking please.
as far as i can recall u were the one that sucked, regardless of cheating or not, go lead atomix to win a comm war... N00BS LOLOLOL!OLo

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Subject: Re: Forced release upon all Renegade users?
Posted by crazfulla on Fri, 02 Sep 2011 23:52:09 GMT
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Subject: Re: Forced release upon all Renegade users?
Posted by liquidv2 on Sat, 03 Sep 2011 01:38:35 GMT
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if you have a way to contact him just say liquid says hello and wishes him well (as does the rest of renegade i'm sure!)
he kind of dropped off the face of the renearth and i always thought he was a cool, helpful guy
no need to drag him here if he's busy and everything

Hitman wrote on Fri, 02 September 2011 17:50Xpert wrote on Fri, 02 September 2011 11:49Considering I use 4.0... Cool logic. You're basically saying 4.0 fails at anticheat. Moron. Go back to sucking please.
as far as i can recall u were the one that sucked, regardless of cheating or not, go lead atomix to win a comm war... N00BS LOLOLOL!OLo
it looks like xpert just foiled HTMN's whole campaign and he resulted to random poop launching

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Subject: Re: Forced release upon all Renegade users?
Posted by shaitan on Sun, 04 Sep 2011 02:47:59 GMT
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Atomix most likely will not be the only one going this route. MP's MissionDm modifications are picky as well...so who knows if we can even run 4.0/port over to 4.0. If we had to choose between "new" or keeping the "old", the old would win hands down...for now at any rate.
On a personal issue, I dislike the "forced" approach I'm seeing discussed here. Keep it the way it was originally planned...server-to-server, please.

Subject: Re: Forced release upon all Renegade users?
Posted by Goztow on Sun, 04 Sep 2011 08:01:34 GMT
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Eh? It was never planned server by server, it was "planned" through the auto updater.

Subject: Re: Forced release upon all Renegade users?
Posted by Prulez on Sun, 04 Sep 2011 10:19:12 GMT
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Goztow wrote on Sun, 04 September 2011 10:01Eh? It was never planned server by server, it was "planned" through the auto updater.
This, really. I'd personally be in favor of a forced release of the Anti-Cheat; but I totally understand the concerns from server owners with a heavily modded server.

Subject: Re: Forced release upon all Renegade users?
Posted by Goztow on Sun, 04 Sep 2011 10:25:58 GMT
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TT players can also play on non tt servers. It's just that those servers won't be fully cheat protected. No problem for me. I don't see why those servers wouldn't support tt.

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Sun, 04 Sep 2011 15:47:23 GMT
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Goztow wrote on Sun, 04 September 2011 12:25TT players can also play on non tt servers. It's just that those servers won't be fully cheat protected. No problem for me. I don't see why those servers wouldn't support tt.
This ^^

Subject: Re: Forced release upon all Renegade users?
Posted by Wilo on Mon, 05 Sep 2011 02:53:52 GMT
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I am supporting TT as long as it can meet my needs as a server owner. I will be porting my AOW over completely but due to the limitations at this time I will not be porting my Co-Op Maps.

I understand St0rm has this bad rep I guess, I am gonna find out why in a post on here later but, I do support this as a Forced Client update. Server wise I think the servers should be able to chose if they want to update.

It would be best to do a release without a force first, advertize like hell, and have who ever is a major server support it just advertize, then we switch to forced by the servers and then we for a full force client side, but never make the server owner have to use 4.0 if they don't want to.

Regards,

Wilo S.

Subject: Re: Forced release upon all Renegade users?
Posted by sla.ro(master) on Mon, 05 Sep 2011 07:11:58 GMT
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I'm supporting TT too, when TT will be public released, i will try force everyone to use it if my stuff are on TT already.

i hope TT will be done soon and not too late

Subject: Re: Forced release upon all Renegade users?
Posted by EvilWhiteDragon on Mon, 05 Sep 2011 08:20:31 GMT
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Wilo wrote on Mon, 05 September 2011 04:53I am supporting TT as long as it can meet my needs as a server owner. I will be porting my AOW over completely but due to the limitations at this time I will not be porting my Co-Op Maps.

I understand St0rm has this bad rep I guess, I am gonna find out why in a post on here later but, I do support this as a Forced Client update. Server wise I think the servers should be able to chose if they want to update.

It would be best to do a release without a force first, advertize like hell, and have who ever is a major server support it just advertize, then we switch to forced by the servers and then we for a full force client side, but never make the server owner have to use 4.0 if they don't want to.

Regards,

Wilo S.
As far as I know there isn't any kind of automated system to update servers, so even if we wanted to, we couldn't force update all the servers.
This isn't immeadiately a problem, as TT clients are able to talk to non-TT servers just as happily as TT servers.

Subject: Re: Forced release upon all Renegade users?
Posted by danpaul88 on Mon, 05 Sep 2011 09:28:05 GMT
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As I recall servers do actually support auto-update in the same way as clients, that was part of the reason behind RenegadeServer.exe just running server.dat... the parent exe would kill the child process when it needed to update.

Since all servers are 1.037 from the start these days this mechanism hasn't been used in years, so who knows if it still works... especially since most servers just run server.dat directly and bypass RenegadeServer.exe...

Not 100% sure on this but I seem to think that's what used to happen.

Subject: Re: Forced release upon all Renegade users?
Posted by halo2pac on Mon, 05 Sep 2011 16:59:43 GMT
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Its kinda like steam... Non VAC users cannot play on VAC servers... but VAC users can play on both.

Subject: Re: Forced release upon all Renegade users?
Posted by Helios on Fri, 09 Sep 2011 17:53:30 GMT
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Just tell people non-updaters will get sodomized by raven. Suddenly 98% of players will update. I and TD will probably not update because we like it.

Also, one problem I have been noticing, is that people don't want to update and help test this thing

because they're terrified of the word "beta".

At Jelly I've noticed several guys don't want to help test this because, well, it has bugs. I'm not sure if this is out of ignorance, but if people don't help test it won't get any better.

Any ideas on how to fix this problem? I can't imagine this problem is just in Jelly.

I bring this up because a forced update won't happen if the patch doesn't meet what EA wants, a bug free, stable patch, meet their "quality standards". (Which IMO is funny since EA released Ren in a horrible condition)

If we can't get 4.0 bug free, then we can forget about this entire discussion of whether it should be forced. EA won't take it.

I think we should focus on step 1 and that is trying to convince players that just because it's beta doesn't mean it's bad. Maybe try educating people on how to create a 2nd ren install?

Subject: Re: Forced release upon all Renegade users?
Posted by Jerad2142 on Fri, 09 Sep 2011 17:57:17 GMT
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Just educate them that if they don't test it in the beta when we force it on them if something is broken they'll be stuck with it forever.

It's now or never kids... okay maybe not quite, but it might get them to take it a little more seriously if that's what they were made to believe.

Subject: Re: Forced release upon all Renegade users?
Posted by StealthEye on Fri, 09 Sep 2011 19:15:59 GMT
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It's up to them if they want to run beta software. Hopefully they will reconsider when we have fixed the bugs that exist currently. Sure, it would be preferred if they'd help in the beta test, but if they don't want to, there's no need to force them. They can always switch to TT when it is more stable.