
Subject: Scrolling Minimap and Building Health
Posted by [DoMiNaNt_HuNtEr](#) on Mon, 05 Aug 2013 19:03:50 GMT
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BRING IT BAAAAAAAAAAAAAAAAAAAAACK!

So how come it was never continued? Surely it can only benefit the entire player base.

Advertise the additional download, and hopefully, everybody will get it, and BENEFIT!

Think of the benefits, my god, think of the benefits. The benefits are simply astounding.

Subject: Re: Scrolling Minimap and Building Health
Posted by [danpaul88](#) on Mon, 05 Aug 2013 19:58:09 GMT
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If you're talking about the building bars cheat, 4.0 doesn't support running cheats.

Subject: Re: Scrolling Minimap and Building Health
Posted by [Xpert](#) on Mon, 05 Aug 2013 20:31:20 GMT
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Ignore him. He was trolling on jelly forums talking in the same retarded fashion lol. It's not worth it.

Subject: Re: Scrolling Minimap and Building Health
Posted by [-TLS-DJ-EYE-K](#) on Mon, 05 Aug 2013 23:00:20 GMT
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danpaul88 wrote on Mon, 05 August 2013 21:58If you're talking about the building bars cheat, 4.0 doesn't support running cheats.

Lmao.. Building Bar CHEAT, cant believe PPL still consider this a Cheat, newbies.

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Mon, 05 Aug 2013 23:07:59 GMT
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-TLS-DJ-EYE-K wrote on Tue, 06 August 2013 01:00danpaul88 wrote on Mon, 05 August 2013 21:58If you're talking about the building bars cheat, 4.0 doesn't support running cheats.

Lmao.. Building Bar CHEAT, cant believe PPL still consider this a Cheat, newbies.
LOL, calling DanPaul a newbie! He has done more good for Renegade than you will in your entire

life.

Subject: Re: Scrolling Minimap and Building Health
Posted by [DoMiNaNt_HuNtEr](#) on Tue, 06 Aug 2013 00:52:50 GMT
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-TLS-DJ-EYE-K wrote on Mon, 05 August 2013 16:00danpaul88 wrote on Mon, 05 August 2013 21:58If you're talking about the building bars cheat, 4.0 doesn't support running cheats.

Lmao.. Building Bar CHEAT, cant believe PPL still consider this a Cheat, newbies.

yah its not a cheat. You could just tap J or K, rapidly, to garner the same info. But that could lead to carpel tunnel disease. And the last thing we people want, is disease.

If everybody had this HUD upgrade, it wouldn't be detrimental.
Goku GTFO of here man. This aint trolling. This is a pointing out of potential benefits, which YOU could enjoy just as much as me.

Imagine, you download scripts 4.0, and it comes with the scrolling minimap and building bar health data. EVERYBODY has the perk then. Win win!

But, are there any plans to re enable it's support?

Subject: Re: Scrolling Minimap and Building Health
Posted by [Omar007](#) on Tue, 06 Aug 2013 01:22:02 GMT
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DoMiNaNt_HuNtEr wrote on Tue, 06 August 2013 02:52But, are there any plans to re enable it's support?
I'm not a TT member but I can say with pretty much 100% certainty: No

Subject: Re: Scrolling Minimap and Building Health
Posted by [-TLS-DJ-EYE-K](#) on Tue, 06 Aug 2013 06:56:10 GMT
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EvilWhiteDragon wrote on Tue, 06 August 2013 01:07-TLS-DJ-EYE-K wrote on Tue, 06 August 2013 01:00danpaul88 wrote on Mon, 05 August 2013 21:58If you're talking about the building bars cheat, 4.0 doesn't support running cheats.

Lmao.. Building Bar CHEAT, cant believe PPL still consider this a Cheat, newbies.
LOL, calling DanPaul a newbie! He has done more good for Renegade than you will in your entire life.

That wasnt referred to the work he did for Renegade, the comment he just left with calling BB a

cheat is an unqualified comment, and to nothing else it was referred.

Subject: Re: Scrolling Minimap and Building Health
Posted by [danpaul88](#) on Tue, 06 Aug 2013 09:10:26 GMT
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"Google"cheat

Verb

Act dishonestly or unfairly in order to gain an advantage, esp. in a game or examination: "she cheats at cards".

Noun

A person who behaves dishonestly in order to gain an advantage.

Synonyms

verb. deceive - swindle - trick - defraud - fool - bamboozle

noun. fraud - swindler - humbug - deceiver - trickster

I'd say a permanent on screen display of all building health bars constitutes an unfair advantage over players who do not have it. Pressing K requires you to actively do something and temporarily lose focus on the battlefield, as opposed to passively waiting to be notified via a permanent HUD element.

Anyway, this has been debated hundreds of times in these forums before and debating it yet again is pointless. The TT team considers it a cheat and therefore will not be supporting it. That is the answer to the question the OP asked, hence why I posted it.

Subject: Re: Scrolling Minimap and Building Health
Posted by [ehhh](#) on Tue, 06 Aug 2013 14:31:39 GMT
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unqualified comment

haha

Subject: Re: Scrolling Minimap and Building Health
Posted by [Ethenal](#) on Tue, 06 Aug 2013 14:32:18 GMT
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And besides, the main reason this isn't gonna happen is that shaders.dll used to be open source, and now it isn't. Simple as that!

Subject: Re: Scrolling Minimap and Building Health
Posted by [liquidv2](#) on Tue, 06 Aug 2013 16:23:11 GMT
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another baffling display of DJ's intelligence

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Tue, 06 Aug 2013 17:01:39 GMT
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DoMiNaNt_HuNtEr wrote on Tue, 06 August 2013 02:52-TLS-DJ-EYE-K wrote on Mon, 05 August 2013 16:00danpaul88 wrote on Mon, 05 August 2013 21:58If you're talking about the building bars cheat, 4.0 doesn't support running cheats.

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Imagine, you download scripts 4.0, and it comes with the scrolling minimap and building bar health data. EVERYBODY has the perk then. Win win!

But, are there any plans to re enable it's support?
If we could sent the patch over the official patcher, we would reconsider adding it in again. However, the chances of that happening are very slim. EA would need to re-establish a QA procedure and execute it for the TT patch, which is something they currently do not seem able to do.

Subject: Re: Scrolling Minimap and Building Health
Posted by [-TLS-DJ-EYE-K](#) on Tue, 06 Aug 2013 17:38:22 GMT
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I agree that it has been discussed many times before and there will always be 2 sides on this topic. Fact is stuff like R.G.H. or Bighead is a Cheat, BB Huds arent in the same category therefore it isnt, but ye,lets keep it at this point, no need to discuss it again. Besides that im pretty sure the main problem with the BBs has something to do with the current version of shaders, im technical not that into the differences but from what i have been told it has to do with previous versions beeing public and the current version is not open source, but im not really informed bout this, just giving my 2 cents to it...

Subject: Re: Scrolling Minimap and Building Health
Posted by [Ethenal](#) on Tue, 06 Aug 2013 17:52:45 GMT
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-TLS-DJ-EYE-K wrote on Tue, 06 August 2013 12:38l agree that it has been discussed many times before and there will always be 2 sides on this topic. Fact is stuff like R.G.H. or Bighead is a Cheat, BB Huds arent in the same category therefore it isnt, but ye,lets keep it at this point, no need to discuss it again.
narcissism

Subject: Re: Scrolling Minimap and Building Health
Posted by [saberhawk](#) on Tue, 06 Aug 2013 18:01:43 GMT
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-TLS-DJ-EYE-K wrote on Tue, 06 August 2013 10:38 Besides that im pretty sure the main problem with the BBs has something to do with the current version of shaders, im technical not that into the differences but from what i have been told it has to do with previous versions beeing public and the current version is not open source, but im not really informed bout this, just giving my 2 cents to it...

shaders.dll has changed significantly since 3.x and is no longer open source as of 4.0 because it would have been even more likely used to create cheats. It's outright gone in 4.1.

Subject: Re: Scrolling Minimap and Building Health
Posted by [DoMiNaNt_HuNtEr](#) on Tue, 06 Aug 2013 18:30:50 GMT
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Upgraded HUD is not a cheat.

What, you think tapping K deters people from the game. You tap it, it shows it's screen for a split second, you acknowledge the status of all health bars. One is yellow, the one with the pic of the wf. I'm standing near the wf. RUUUUUUUUN!

If i had the BB health bars, a split second would be saved. How the fuck is that cheating? having the BB health bars is nothing horrendously game breaking that players become ridiculously over powered.

So a newb gets renegade for the first time, has no clue about map layouts. WELL GUESS WHAT? He's got the scrolling minimap thingy. That'll help him get acquainted faster.

BB health and scrolling minimap is a cool addon, not a cheat. If everyone had it, everyone would agree.

- - -

So it is up to EA? Give me their Renegade representative's email, and I'll ask them, pitch them

this.

It should have been there from the get go. I mean what the fuck is the point of the HUD's radar right now? There are no radio commands for enemy forces to the Nrth/East/South?west, just enemy spotted. The compass isn't used that much

Since Jelly server, and all the rest insist on having only team mates shown, the only use the radar has is to determine if there is a friendly tank behind your tank, and to not get in his way.

OOOOOOOOOOOH, BIG FUCKING FEATURE LIST.

So much more could be had with the scrolling minimap and the building bar health.

Hell, I don't even give a fuck about the BB health. I just want scrolling mini map, cause it looks so damn fine.

Subject: Re: Scrolling Minimap and Building Health
Posted by [-TLS-DJ-EYE-K](#) on Tue, 06 Aug 2013 20:19:53 GMT
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saberhawk wrote on Tue, 06 August 2013 20:01-TLS-DJ-EYE-K wrote on Tue, 06 August 2013 10:38 Besides that im pretty sure the main problem with the BBs has something to do with the current version of shaders, im technical not that into the differences but from what i have been told it has to do with previous versions beeing public and the current version is not open source, but im not really informed bout this, just giving my 2 cents to it...

shaders.dll has changed significantly since 3.x and is no longer open source as of 4.0 because it would have been even more likely used to create cheats. It's outright gone in 4.1.

Thx for the Info, that actually explains what i meant more professional

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Tue, 06 Aug 2013 20:24:26 GMT
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DoMiNaNt_HuNtEr wrote on Tue, 06 August 2013 20:30Upgraded HUD is not a cheat.

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Trust me, I've already pitched the idea to the guys @ EA. They are just not able to do it. Maybe if you're willing to send a shitload of cash their way...

Subject: Re: Scrolling Minimap and Building Health
Posted by [reborn](#) on Wed, 07 Aug 2013 07:58:50 GMT
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EvilWhiteDragon wrote on Tue, 06 August 2013 16:24
Trust me, I've already pitched the idea to the guys @ EA. They are just not able to do it. Maybe if you're willing to send a shitload of cash their way...

Olaf controls the patch serv. If you can convince Olaf to push just one patch parmanently, you're golden.

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Wed, 07 Aug 2013 11:42:06 GMT

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As far as I recall he wouldn't want to do it unless EA gives permission, which makes sense.

Subject: Re: Scrolling Minimap and Building Health
Posted by [BAGUETTE](#) on Wed, 07 Aug 2013 21:19:13 GMT

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I personally think build bars is far too big of an advantage during a game, sick of games now that literally try to guide you through every little thing instead of just throwing you in the deep end(probably why I like the Dark/Demon souls series so much), plus renegades minimalist HUD is actually quite nice, id rather not have it cluttered with crap.

No point in changing the games mechanics 11 years down the line

Subject: Re: Scrolling Minimap and Building Health
Posted by [Jerad2142](#) on Mon, 12 Aug 2013 05:49:04 GMT

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Building health still shows up on my keyboard.

Subject: Re: Scrolling Minimap and Building Health
Posted by [DoMiNaNt_HuNtEr](#) on Mon, 12 Aug 2013 18:00:06 GMT

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VuLTiMa wrote on Wed, 07 August 2013 14:19 I personally think build bars is far too big of an advantage during a game, sick of games now that literally try to guide you through every little thing instead of just throwing you in the deep end(probably why I like the Dark/Demon souls series so much), plus renegades minimalist HUD is actually quite nice, id rather not have it cluttered with crap.

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Have you tapped K? Building bars are not an advantage. Its just cool.

Subject: Re: Scrolling Minimap and Building Health
Posted by [liquidv2](#) on Mon, 12 Aug 2013 18:13:23 GMT

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building bars are an advantage; you don't have to press K and interrupt your gameplay to look at

that screen

that's an advantage, as is the on-screen mine counter that comes along with many of them

Spongebob c4 is an advantage because it's easier to see

clearscope is an advantage because you don't have to deal with green scope shit

colored tank shots / smoke are an advantage because it's easier to see and dodge stuff

there's lots of things that are advantages that many servers have disallowed in the past

radar hacks and other things are also advantages, just more so than building bars and colored skins and whatnot

do you understand?

Subject: Re: Scrolling Minimap and Building Health

Posted by [BAGUETTE](#) on Mon, 12 Aug 2013 18:42:14 GMT

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DoMiNaNt_HuNtEr wrote on Mon, 12 August 2013 11:00VuLTiMa wrote on Wed, 07 August 2013 14:19I personally think build bars is far too big of an advantage during a game, sick of games now that literally try to guide you through every little thing instead of just throwing you in the deep end(probably why I like the Dark/Demon souls series so much), plus renegades minimalist HUD is actually quite nice, id rather not have it cluttered with crap.

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Have you tapped K? Building bars are not an advantage. Its just cool.

I am not saying that having a view at your base's building bars HP is an advantage.

I am saying its an advantage if the information is permanently on the screen, if you played renegade in a more competitive environment you would know every second sounds, those few seconds pressing K can make or break a game.(See first example at the end)

Unless you tap K like a crazy person, you aren't going to get the most up to date reading of your base's status, therefore a person who has that information on their screen at all times, is going to be able to respond faster than any other.

"Its just cool" isn't a reason why it isn't an advantage.

e.g.

Map is field, you are pinned in by 3 arties hitting your WF, it is impossible to leave that repair gun shooting anything but the MCT, meaning pressing K would break the current repairs and lose a building, whilst potentially the arties have split up and now attacking multiple buildings.

e.g. 2

Another example is usually players know if their building is under attack if they hear the "Refinery under attack" sound and so on, however its possible for this sound to be skipped if another building is also under attack, which I know is what I do, take a few hits on one building, trigger the sound, attack another building.

However building bars would allow the person to realise they are actually assaulting 2 buildings at the same time and the first was a distraction, doesn't that defeat the purpose of anticipating that this is about to happen if the building bars on screen display that information anyway. Please don't reply with "Oh, they would have just pressed K anyway to see", because no, they wouldn't, they would be too occupied worrying about the first building and trying to defend it.

Subject: Re: Scrolling Minimap and Building Health
Posted by [ehhh](#) on Mon, 12 Aug 2013 18:58:36 GMT
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mine counter is there too

Subject: Re: Scrolling Minimap and Building Health
Posted by [BAGUETTE](#) on Mon, 12 Aug 2013 19:01:15 GMT
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Yea, those seconds typing !c4 or pressing END like a mad man can also screw with the gameplay

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Mon, 12 Aug 2013 19:22:31 GMT
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DoMiNaNt_HuNtEr wrote on Mon, 12 August 2013 20:00VuLTiMa wrote on Wed, 07 August 2013 14:19I personally think build bars is far too big of an advantage during a game, sick of games now that literally try to guide you through every little thing instead of just throwing you in the deep end(probably why I like the Dark/Demon souls series so much), plus renegades minimalist HUD is actually quite nice, id rather not have it cluttered with crap.

No point in changing the games mechanics 11 years down the line

Have you tapped K? Building bars are not an advantage. Its just cool.
Have you pressed K? Have you been able to shoot while pressing K? Of have you even been able to run away from shooting while pressing K?

Subject: Re: Scrolling Minimap and Building Health
Posted by [Titan1x77](#) on Sun, 18 Aug 2013 18:55:23 GMT
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A lot of talk about the building bars.... which easily could be an advantage, but what about the map image for the radar?

What's the reason for removing the overviews?

Subject: Re: Scrolling Minimap and Building Health
Posted by [BAGUETTE](#) on Sun, 18 Aug 2013 22:29:54 GMT
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You mean a big map that shows your teammates on it?

Subject: Re: Scrolling Minimap and Building Health
Posted by [Titan1x77](#) on Mon, 19 Aug 2013 21:04:08 GMT
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^ yes if you choose to put it in layman's terms

Subject: Re: Scrolling Minimap and Building Health
Posted by [BAGUETTE](#) on Mon, 19 Aug 2013 23:20:34 GMT
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That thing is alright I suppose, I think it would bring something to the game that isn't an advantage.

Would stop the "who is an SBH in GDI base" messages in teamchat, and people would just know.

Only time it would ever be abused I guess is where a member of the same team is giving away their allies position via PM, but that shouldn't be happening anyway

Subject: Re: Scrolling Minimap and Building Health
Posted by [ehhh](#) on Tue, 20 Aug 2013 01:10:18 GMT
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just like building bars, its not a big advantage but its a small one.

Subject: Re: Scrolling Minimap and Building Health
Posted by [Generalcamo](#) on Fri, 23 Aug 2013 00:18:52 GMT
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A long time ago, when 4.0 was still in beta, I suggested the idea of a shadersHUD.dll, which would be an addon to shaders.dll, that could also be disabled at any time (If a server owner doesn't want that stuff on their server) and whitelisted like models and textures. They said they were looking into the idea using Fast Javascript, but they did not want to add it into 4.0 as they wanted to get a release out soon.

I'm not sure if that is still in their plans, but if it is, it could be possible to bring these features back, in a way that makes everyone happy.

Subject: Re: Scrolling Minimap and Building Health
Posted by [robbyke](#) on Wed, 28 Aug 2013 18:58:34 GMT
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reborn wrote on Wed, 07 August 2013 09:58EvilWhiteDragon wrote on Tue, 06 August 2013 16:24

Trust me, I've already pitched the idea to the guys @ EA. They are just not able to do it. Maybe if you're willing to send a shitload of cash their way...

Olaf controls the patch serv. If you can convince Olaf to push just one patch parmanently, you're golden.

EvilWhiteDragon wrote on Wed, 07 August 2013 13:42As far as I recall he wouldn't want to do it unless EA gives permission, which makes sense.

if i combine those, you can actually push a patch if EA just lets you?, what if you ask them to allow you guys to patch and upgrade their old game?

if olaf can indeed patch, EA doesnt need to do shit, all they have to do is agree?

it would be cool to have ren updated automatically

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Thu, 29 Aug 2013 12:18:53 GMT
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it would be cool to have ren updated automatically
Except one tiny little detail, being that EA doesn't (yet?) allow us to use the updater. But technically, it should be possible yes. Should be, as we tried to make a proof of concept, but that hang on mismatching versions of the underlying patch framework. Probably because we don't have access to the full version.

Subject: Re: Scrolling Minimap and Building Health
Posted by [ehhh](#) on Thu, 29 Aug 2013 12:25:08 GMT
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considering people still have problems installing 4.0 too

Subject: Re: Scrolling Minimap and Building Health
Posted by [EvilWhiteDragon](#) on Thu, 29 Aug 2013 13:08:16 GMT
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From what I've read most problems originate from either installing TT and then trying to install the 1.037 patch (which then breaks TT and is obsolete as TT already contains all fixes). Or from broken anti-virus solutions that think the patch is a virus, thanks to "advanced" heuristics

Subject: Re: Scrolling Minimap and Building Health
Posted by [StealthEye](#) on Thu, 29 Aug 2013 15:55:34 GMT
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If there are any other issues, let us know (in a new topic). Otherwise we cannot fix it.

Yes, patching would be nice. We are trying to convince EA.

Subject: Re: Scrolling Minimap and Building Health
Posted by [ehhh](#) on Fri, 30 Aug 2013 09:01:45 GMT
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Was talking things that you just have hot fixes for, such as 4.0 changing your serial, changing your

controls so you can't move and etc.

Subject: Re: Scrolling Minimap and Building Health
Posted by [dblaney1](#) on Mon, 29 Dec 2014 20:46:42 GMT
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I hate to bring an old thread back but would it be possible to bring this back and give control to the server owners on whether its allowed. Also make scripts able to toggle them on and off. We want to make the comm center a more valuable building and tie its status to whether or not these building bars are enabled. We force everyone to use the latest TT revision on our server (it won't even let them join if they are on an old revision).

I know 4.2 is getting close to release so this probably won't make it into 4.2, but if there are any future releases this is something I would like to see.

Subject: Re: Scrolling Minimap and Building Health
Posted by [Jerad2142](#) on Wed, 31 Dec 2014 14:37:59 GMT
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dblaney1 wrote on Mon, 29 December 2014 13:46We force everyone to use the latest TT revision on our server (it won't even let them join if they are on an old revision).

I was playing jelly server this weekend and someone was saying they just recompiled 3.4.4 with the version number of 4.X and it worked for letting them join these servers. Have to say that knowledge disappoints me a bit.

Bright side is all maps that are saved with the 4.2 LE aren't backward compatible, so we will be able to start getting rid of these people for good

Subject: Re: Scrolling Minimap and Building Health
Posted by [danpaul88](#) on Wed, 31 Dec 2014 15:12:08 GMT
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3.4.4 is not netcode compatible with 4.x and simply recompiling 3.4.4 with a new version number will cause a 4.x server to send netcode that the client can't understand, which is liable to promptly crash the client. Thus I'd be very surprised if they have actually done that successfully.

Subject: Re: Scrolling Minimap and Building Health
Posted by [Jerad2142](#) on Wed, 31 Dec 2014 15:27:03 GMT
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danpaul88 wrote on Wed, 31 December 2014 08:123.4.4 is not netcode compatible with 4.x and

simply recompiling 3.4.4 with a new version number will cause a 4.x server to send netcode that the client can't understand, which is liable to promptly crash the client. Thus I'd be very surprised if they have actually done that successfully.

Well I've seen 3.4.4 players on 4.x servers, 4.2 isn't backward compatible but that's because we gave up trying to keep it backward compatible.

Subject: Re: Scrolling Minimap and Building Health
Posted by [danpaul88](#) on Wed, 31 Dec 2014 16:33:30 GMT

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3.4.4 clients only work on 4.x servers if they identify themselves AS 3.4.4. That lets the server know not to send 4.x specific netcode. If they recompile it to identify itself as 4.x then the server will send it 4.x specific netcode that it doesn't understand

Subject: Re: Scrolling Minimap and Building Health
Posted by [jonwil](#) on Wed, 31 Dec 2014 20:42:36 GMT

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4.2 is most definatly backwards compatible with 3.4.4, 4.0 and 4.1 (if it isn't then that's a bug we need to fix)

Subject: Re: Scrolling Minimap and Building Health
Posted by [dblankey1](#) on Wed, 31 Dec 2014 21:14:13 GMT

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We don't get any 3.4.4 as we not only run only custom maps but also have a custom package that is loaded on everymap with its own objects.ddb, with additional presets. Without this extra package which 3.4.4 players cant use they will just crash on load. As far as I know, only one major server even let's people join without scripts and even according to their estimates over 95% of their population is running 4.1.

I can confirm that objects.DDB exported with 4.2 do in fact cause major issues with vehicles on 4.1 servers. I ran into this a few days ago. I made a dummy 4.1 install and pointed my registry to it to fix this.

Subject: Re: Scrolling Minimap and Building Health
Posted by [Jerad2142](#) on Thu, 01 Jan 2015 17:05:25 GMT

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jonwil wrote on Wed, 31 December 2014 13:42: 4.2 is most definatly backwards compatible with 3.4.4, 4.0 and 4.1 (if it isn't then that's a bug we need to fix)

Remember jonwil, we ran into that issue that maps saved with the 4.2 LE make vehicles show up as vehicle type turret to clients running 4.1 and below which in turn makes it so they don't move on the clients end unless being driven by the client, and even then their position doesn't sync up with the server.

Subject: Re: Scrolling Minimap and Building Health
Posted by [jonwil](#) on Thu, 01 Jan 2015 20:53:11 GMT
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Yes, saving a file with 4.2 LE renders that file incompatible with 4.1/4.0 due to a glitch in the save file code. But in terms of pure netcode, there is no reason why a map saved with 4.1 wont work fine when used with any combination of 4.0/4.1/4.2 on client and server.

Subject: Re: Scrolling Minimap and Building Health
Posted by [Jerad2142](#) on Fri, 02 Jan 2015 00:36:52 GMT
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jonwil wrote on Thu, 01 January 2015 13:53 Yes, saving a file with 4.2 LE renders that file incompatible with 4.1/4.0 due to a glitch in the save file code. But in terms of pure netcode, there is no reason why a map saved with 4.1 wont work fine when used with any combination of 4.0/4.1/4.2 on client and server.

Yeah 4.1 will work fine, my point is that a 4.2 save makes everyone move up to 4.2.
