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Subject: Renegade MP Beta client  
Posted by [iRANian](#) on Mon, 29 Jul 2024 19:11:17 GMT  
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[https://archive.thedatadungeon.com/command\\_\\_conquer\\_renegade\\_2002.html](https://archive.thedatadungeon.com/command__conquer_renegade_2002.html)

Patched bytes

00413B4E 90 NOP  
00413B4F 90 NOP

Link to patched installer. Unpack to Setup subfolder

<https://1drv.ms/u/s!AgKESPOMEHyCgZQsOT7GnvutSi8eoA?e=Z7AoMK>

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Subject: Re: Renegade MP Beta client  
Posted by [iRANian](#) on Mon, 29 Jul 2024 19:14:40 GMT  
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Harvesters on City Ground go to the other Tiberium Field LMAO

Maps have different textures and lighting too.

Some menu screenshots..

always.dat contains the placeholder audio files used before the final voice clips from the voice actor. Has a guy saying he's Babushka and badly recorded/compressed audio.

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Subject: Re: Renegade MP Beta client  
Posted by [iRANian](#) on Mon, 29 Jul 2024 19:18:00 GMT  
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Subject: Re: Renegade MP Beta client  
Posted by [iRANian](#) on Mon, 29 Jul 2024 19:19:53 GMT  
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!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! TEXT OF SOME CHANGES I FOUND !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Toggle SpoilerI've been playing with the objects.ddb and armor.ini files from beta. Changes:

ramjet has 150 damage with bullet type Steel in beta, steel has 2.0 damage multiplier against skin flesh

so 300 damage with ramjet?

gdi shooter does 5 damage instead of 7 with lower velocity

flamethrower and grenade launcher also have different settings

lcg too, does 33% more damage in final

laser rifle does 25% more damage in final

engineer repairs half as fast and has half range

(not sure about damage multiplier)

hotwire/tech also repair half as fast

and have 33% less range

shotgun is diff too

sniper rifle does 150 damage instead of 100

tib auto rifle does less damage

volt is the same

ob does 250 damage directly in beta while in final game it does 0 damage directly (but damages instead via explosion)

turtlet has less range in mp beta and the final game has a second ammo def for turrets

medium tank does 25% more damage in mp beta

reload time on vehicle weapons are twice as long on arty and med

well its the same on light tank

stank does double damage but has 50% less range in mp beta

obelisk does 250 direct damage plus 50 damage from explosion in mp beta while in final game it does 0 direct damage and 300 damage from explosion

ah

explosion\_agt does 50% more damage in beta but the ammo for agt missile doesnt use it or something???

explosion\_rocket\_heavy which ammo\_agt\_Missile uses does 25% less damage in mp beta

gdi apc does 33% less damage in beta

gdi apc has 400 health

stealth distance is half in MP beta for vehicles so u need to be closer to tanks to see em

mp beta doesnt have secret vehicle purchase settings

beta doesnt have test tile settings for C&C\_Metro so I assume they didnt start work on it during the release or were still working on it

there are no references to mines, bunkers, complex islands, glacier, metro, canyon, volcano under mp levels in objects.ddb

the MP maps have different versions in their name

except for gobi, which has 0926 as version which I assume means september 26th (and when the map was cut)

same with lava, version 0813 in both mp beta and final

same

metro & mines arent in mp beta and in final are version 0112 and 0114 respectively so they were cut very late

bunkers is 0214 wow thats late

thats 13 days before release

if its 2002

in final it says level3 is 0319 so that is after march 19th?

thats weird, did they change that level? I'm using the objects.ddb that comes with leveledit not the unpatched one

ramjet rifle is 1 shot wth 30 clip size

same with beta field

stank only has 200 hp

remotes do tons of damage but im not sure if im using the correct armor.ini file

holy shit the physics on nod apc LMAO

u only get 1 remote c4 and it does 400 damage

actually the damage values are different

if u hit something with repair gun it makes the shooting noise that autorifle makes

engineer has 2 timed c4

tech has 10 proxies

hmm engineer still repairs lght tank really quick

oh god i think engineer has the same repair gun as hotwire/tech

yeah has same repair gun as tech/hotwire

u need to use the beta maps if you use the objects.ddb file with the final maps it crashes

the beta maps have issues like wf bay doesnt open, proably because the construction zone is mislocated

and on city the power plant & ob and agt and tib fields are glitched

shotgunner has a wait time between each shot LOL

there are no alt models/skins for infantry units

pic gun has 25 shots and 5 shots per clip with long wait time between shot

the beacon makes a different sound

damage radius on ion beacon is much higher

u get 500 creds per harv dump

u get 7 points shooting wf with arty

and it takes a lot of damage

tib field are missing on a bunch of maps so harvester falls thru map

nod beacon countdown is gltiched

range on nuke s so large it can kill bar and wf at same time on walls (same with ion)

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Subject: Re: Renegade MP Beta client

Posted by [iRANian](#) on Mon, 29 Jul 2024 19:55:17 GMT

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This images are from the IMAGES folder, they forgot to show them in readme.htm

This is the beta servers listing:

This is a screenshot from a dev, JOE\_SELINSKE. It shows a bug with a gun emplacement showing above the AGT (the bug is mentioned in readme.htm):

Same bug with Obelisk:

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Subject: Re: Renegade MP Beta client  
Posted by [Goztow](#) on Tue, 30 Jul 2024 03:51:40 GMT  
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Thanks for sharing. Any chance we could get more permanent download links?

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Subject: Re: Renegade MP Beta client  
Posted by [iRANian](#) on Tue, 30 Jul 2024 09:44:48 GMT  
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You could ask MPF to host it.

I know exactly what code is removed to prevent players from starting a local LAN or skirmish game, but I'm too lazy at the moment to re-add it. The game softlocks because server connection for player isn't established, if you hack around it the game will crash because cTeam list isn't set up. There are two functions not implemented in the sense that they have no code, they just immediately return. Those functions are documented in the Linux FDS.

It really isn't that much code, not sure if I want to spend the time working on it tho.

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Subject: Re: Renegade MP Beta client  
Posted by [iRANian](#) on Tue, 30 Jul 2024 13:50:25 GMT  
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I could use a code cave and copy paste the machine instructions from the final exe, then I just need to update the memory addresses. Gotta identify them first though.

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Subject: Re: Renegade MP Beta client  
Posted by [jonwil](#) on Wed, 31 Jul 2024 11:11:32 GMT  
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Knowing what I know about the netcode in Renegade, I can tell you that its not going to be as simple as it looks to restore the missing code.