Subject: Some questions/suggestions
Posted by Spyder on Fri, 25 Sep 2009 11:10:25 GMT
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Here are some questions and suggestions for you.

Some questions might have been answered already, but I didn't really feel like searching for it

1. Multicore support (dualcore/quadcore/*hexacore*). Will this be supported? And, if Renegade already supports this, will this feature be enhanced?

2. I read something about textures like stealth skins being auto-disabled by TT. Still I don't believe this is going to work very well, since it is possible to change the texture names inside the models, using a simple hex editor. Will you also take care of this problem, or can the system still be bypassed using this method?

3. Bumpmapping. Yes, i'm referring to my current thread in the mod section. Will it be supported or do we still have to use lightmapping?

4. Always.dat cleaning. As multiple people have stated already, there's a bunch of unused files in the current always.dat, which include sound files, models and textures. Will those files be removed or will you keep the always.dat in it's original state?

5. Advanced buildings. In some other thread I read that the current multiplayer buildings are actually dummy buildings. I would love to see them replaced with the "real" buildings. I loved Field_TS with the elevators and the tunnels, and I think it would improve gameplay, since it will be add some difficulty to the game, reduce the spawnkilling possibilities. (This is just a suggestion, think about it)

6. Disappearing c4's. Everyone has probably seen this happen while playing. There is a c4 on your tank, you get out of it, and you go like: "WTF! Where has that c4 gone?". Yep, c4's disappearing in the tanks meshes or just turning completely invisible when you enter your OWN base. It's rather annoying and I would like to know if there will be a fix for this.

7. New Renegade players. How will you be introducing this patch to them? Most players who've bought the "First Decade" pack don't know a thing about Core Patches, Scripts or anything related to it. How will you ensure they get the TT patch? (Without having them download a bunch of updates/patches before they can install TT).

8. Spam filter. Auto message a player after typing the same message for 4 times or so?

9. Radio spam reduction. I had this idea that might just work. Most people usually spam a radio command to inform their team about something. At this time we will still see about 8 lines of: "Affirmative!". And we will also hear the same sound 8 times. Most of the time, when multiple players do this, it will lagg the server. Not because of the sounds, but because of the messages. So I was thinking about 1 line of text per 2 commands. So instead of 8 lines of text and 8 sounds, you will hear 8 sounds and only see 4 lines of text, reducing the lagg created by the radio spam.

These are just some questions and suggestions.
Please look into it and share your opinion.