Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by jonwil on Wed, 04 Aug 2004 07:43:20 GMT
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Thanks to a lot of debugging and testing and reverse engineering, I have managed to get Set_Animation and Set_Animation_Frame to work 100% over the network.
Even JFW_Vechicle_Animation works (well the new version does)
This means that RA2Ven gets working Terror Drones, Reborn gets working legs for their Mammoth MK II, Titan, Wolverene, Juggernaut etc, SWMOD gets working animations for their ships and stuff and basicly, anyone in the renegade community who needs fully working Set_Animation or Set_Animation_Frame gets it, including RenAlert.

All of this stuff is done via the jfw.dll I created which is a new dll that will hold all my code that patches the game exe, needs to run on the client or needs to send data over the network (although so far, its only got the animation fix which needs client side code and patching but no network). Everything here is 100% my own work with no code from SK or anyone else.

It will be released as part of the scripts.dll 1.9 I am woking on.
Due to how dangerous it would be to give hackers a direct way to run code on the client, jfw.dll couild well be closed source.

AicraftKiller said on IRC and I quote
"<Aircraftkiller> Anyway, Reborn sucks and we won't fix set_animation publically until Reborn loses the competition contest and we shit in their mouth and make them swallow it"
Now that I have fixed Set_Animation, reborn gets working mecha and ACK and SK get nothing

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Hav0c on Wed, 04 Aug 2004 08:01:29 GMT
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Nice Job, success taste's all the more sweet

Subject: Re: I now have WORKING network Set_Animation/Set_Animation_F
Posted by Deactivated on Wed, 04 Aug 2004 08:39:43 GMT
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jonwilAll of this stuff is done via the jfw.dll I created which is a new dll that will hold all my code that patches the game exe, needs to run on the client or needs to send data over the network (although so far, its only got the animation fix which needs client side code and patching but no network).

What about sounds?

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by jonwil on Wed, 04 Aug 2004 09:34:19 GMT
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Sounds and the other things that are in bhs.dll will stay in bhs.dll and will be included in Core Patch 1 as planned.
scripts.dll 1.9 (with jfw.dll) may also end up in Core Patch 1 depending on how long CP1 takes to finish and how long 1.9 takes to code.

Subject: Re: I now have WORKING network Set_Animation/Set_Animation_F
Posted by Renx on Wed, 04 Aug 2004 10:37:07 GMT
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jonwil
Now that I have fixed Set_Animation, reborn gets working mecha and ACK and SK get nothing

You've said yourself in IRC that you thought SK could fix it...So why think now that he can't?

Subject: Re: I now have WORKING network Set_Animation/Set_Animation_F
Posted by Deactivated on Wed, 04 Aug 2004 10:42:21 GMT
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RenxYou've said yourself in IRC that you thought SK could fix it...So why think now that he can't?

jonwilAicraftKiller said on IRC and I quote
"<Aircraftkiller> Anyway, Reborn sucks and we won't fix set_animation publically until Reborn loses the competition contest and we shit in their mouth and make them swallow it"

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Renx on Wed, 04 Aug 2004 10:55:11 GMT
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Odd....I didn't direct the question at you, but you didn't answer it anyway.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Deactivated on Wed, 04 Aug 2004 11:12:44 GMT
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They won't fix it because it would give other mods an advantage.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by jonwil on Wed, 04 Aug 2004 11:31:30 GMT
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yep, thats the point.
SK could fix it.
But, he wont fix it (or if he does fix it, it would be only for RenAlert)
So I fixed it so that all mods can use it.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Sir Kane on Wed, 04 Aug 2004 13:22:20 GMT
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I fixed that a few day ago, n00bs.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Deactivated on Wed, 04 Aug 2004 14:35:17 GMT
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Silent KaneI fixed that a few day ago, n00bs.

RenAlert only, of course? :rolleyes:

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Hav0c on Wed, 04 Aug 2004 14:57:54 GMT
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:rolleyes:

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Sir Kane on Wed, 04 Aug 2004 15:34:35 GMT
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If you believe everything that jonwil says...

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Pendullum on Wed, 04 Aug 2004 16:53:54 GMT
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Well, renalert wouldnt really be able to use it because there are no walking mech units in red alert

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Aircraftkiller on Wed, 04 Aug 2004 16:58:21 GMT
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Except for those other things that you're overlooking, you know, the stuff you added to Reborn that makes absolutely no sense whatsoever.

If Reborn can have "medic guns" and big dildo looking Obelisks of Light, I'm sure Red Alert can have walking tanks... :rolleyes:

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Sir Kane on Wed, 04 Aug 2004 17:13:50 GMT
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And don't forget the gem powered units and weaponary!

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Vitaminous on Wed, 04 Aug 2004 18:48:28 GMT
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AircraftkillerIf Reborn can have "medic guns" and big dildo looking Obelisks of Light, I'm sure Red Alert can have walking tanks... :rolleyes:

Heh, big dildo Obelisks have been there since Tiberian Dawn, I honestly don't understand what's so wrong with them.

The damn thing is based off the secret Firestorm Cinematics, but the texture isn't.

Anyway, both the RenAlert team and the Reborn team can do what the fuck ever they want, why? Because none of you are paid to do your work.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Spice on Wed, 04 Aug 2004 19:43:28 GMT
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AprimeAircraftkillerIf Reborn can have "medic guns" and big dildo looking Obelisks of Light, I'm sure Red Alert can have walking tanks... :rolleyes:

Heh, big dildo Obelisks have been there since Tiberian Dawn, I honestly don't understand what's so wrong with them.

The damn thing is based off the secret Firestorm Cinematics, but the texture isn't.

Anyway, both the RenAlert team and the Reborn team can do what the fuck ever they want, why?

Because none of you are paid to do your work.

Wise Words. Take heed.

Thanks Jonwill for fixing this for the community.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Doitle on Wed, 04 Aug 2004 19:57:24 GMT
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Nice work jw... Selflessness is next to cleanliness... or something... No wait selflessness is next to godliness... Or something... Argh I can't remember. Anyhow keep it up lol.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by bighairybear on Wed, 04 Aug 2004 20:30:37 GMT
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Quote:
" Anyway, Reborn sucks and we won't fix set_animation publically until Reborn loses the competition contest and we shit in their mouth and make them swallow it"
Now that I have fixed Set_Animation, reborn gets working mecha and ACK and SK get nothing

RenAlert & Reborn are considered competitors?

 I find that rather sad and disheartening

If both teams were trying to make the mods for the same CnC era then i could understand competion.

But they are not.

They are mods based on different games with different gameplay, they are still both Cnc but they are also quite different.

Its sad that work on either of these free mods would be hindered by childish competition & squabbles.

Oh, and Good work jonwil   Hopefully it will be the end of hyperactive tanks.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Pendullum on Wed, 04 Aug 2004 21:08:58 GMT
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Only 1 person thinks of it as a competition... and the quote right there tells you who

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Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Aircraftkiller on Wed, 04 Aug 2004 21:11:27 GMT
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Competition is good. Whining about "competition is bad" is not. You don't get better by pulling a Reborn and saying "we just do this for fun!!!!!1 NO CRITICISM ALLOED"

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Pendullum on Wed, 04 Aug 2004 21:23:01 GMT
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criticism is allowed, flaming isnt but you dont understand that

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Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by jonwil on Wed, 04 Aug 2004 22:00:43 GMT
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Everything I had seen from SK lead me to believe that if he did fix Set_Animation, it would be for RenAlert only (and they do need it, its used for the ore truck arms animation). This includes the quote from ACK from before.
Should Silent_Kane provide me with a version of bhs.dll (to put into Core Patch 1) featuring working Set_Animation before I release 1.9, I will use that. (but only if said bhs.dll is something Reborn, RA2Ven and SWANH can use).

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Renx on Wed, 04 Aug 2004 23:48:06 GMT
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Competition makes things better. It's a fact proven time and time again. Without competition, there is no reason to improve yourself. There's nothing to work towards, and things will always stay at the same level.

Does anyone remember the thread Blazer posted about EA elliminating their competition? That explained things very good. More competition makes for better products.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Renardin6 on Thu, 05 Aug 2004 00:13:06 GMT
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Hey ack :

AircraftkillerCompetition is good. Whining about "competition is bad" is not. You don't get better by pulling a Reborn and saying "we just do this for fun!!!!!1 NO CRITICISM ALLOED"

Well, let me explain you something :

YOU SUCKS !

And so do all your ass lickers...

But I can help you :

 [/img]

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by bigejoe14 on Thu, 05 Aug 2004 00:54:20 GMT
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Wow, Renardin had to resort to image spam insults. How low.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Renardin6 on Thu, 05 Aug 2004 00:56:08 GMT
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Well, I think it's fun.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Renx on Thu, 05 Aug 2004 02:23:20 GMT
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Like any care about his opinion anyways :rolleyes:

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by NeoX on Thu, 05 Aug 2004 04:20:13 GMT
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RenxCompetition makes things better. It's a fact proven time and time again. Without competition, there is no reason to improve yourself. There's nothing to work towards, and things will always stay at the same level.

Does anyone remember the thread Blazer posted about EA elliminating their competition? That explained things very good. More competition makes for better products.

You are a moron...the only reason why everyone hates reborn is because Ack was on the team got pissed and left and now the whole Renalert team is asshole to them even tho they were never part of it there should be no comparason between the two..they are totaly differnt. And EA is gay...so that explains that.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by bigejoe14 on Thu, 05 Aug 2004 04:28:00 GMT
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No skunkpit, that isn't the reason why. The Reborn team promised a full public release that wasn't a beta (even tough they stated that it was upon release) and it would be bug and glitch free (which it isn't). They didn't even have a finished installer!!!

And where the hell did you get the idea that Aircraftkiller was part of the Reborn team?

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by NeoX on Thu, 05 Aug 2004 04:31:14 GMT
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He was at the very beginning....

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Aircraftkiller on Thu, 05 Aug 2004 05:56:34 GMT
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No, you're an idiot. I was never on Reb4rn's team.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by NeoX on Thu, 05 Aug 2004 06:02:45 GMT
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ok

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Crimson on Thu, 05 Aug 2004 07:13:04 GMT
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1) Great work on fixing this script. I, too, feel that scripts made should be scripts shared for everyone to use.

2) Competition IS a good thing, but I can't agree with the blatant and strong "Reborn bashing" that goes on around here. You've all crossed the line of constructive critcism and into the realm of destructive criticism. If Reborn is truly that bad (which I can agree it needs a LOT of work), then it will fail on its own instead of continuing this attack.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by Aircraftkiller on Thu, 05 Aug 2004 08:04:10 GMT
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If it fails on its own, then it's irrelevant as to whether or not we bash it.

Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by jonwil on Thu, 05 Aug 2004 08:33:56 GMT
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Everyone is entitled to an opinion.
My opinion is that Reborn is a good mod.
ACK has a different opinion.
It is ok to have an opinion.
What is not ok is to act like your opinion is the only valid one (even if others aggree with you) or to try and force your opinion onto other people.