Subject: Renegade Patch
Posted by Renardin6 on Thu, 24 Feb 2005 13:20:40 GMT
View Forum Message <> Reply to Message

Dreaming about it ? Might be possible.

Because of German community and their Aceton anti-cheat program, the Generals ZH expansion is gettinga new patch.

Want the same for Renegade ? It's possible. I have someone that can reach the top of EA germany, so what do we do ?

Any idea about a nice email to write ?

Subject: Renegade Patch
Posted by genetix on Thu, 24 Feb 2005 13:30:40 GMT
View Forum Message <> Reply to Message

I'm sure emails have been sent. ZH is still a fairly new game.

Subject: Renegade Patch
Posted by reborn on Thu, 24 Feb 2005 13:40:22 GMT
View Forum Message <> Reply to Message

if this really is possible i would suggest that we all back BHS and ask for them to be given access to the WOL servers for renegade for a restart when neccessary, and to have a final patch 1.038 with a big map pack that everyone must download, and for it to also include renguard which MUST be configured to auto update.
If we send them an e-mail as a community and all support BHS that would be cool.
I know some people might not like RG, or even BHS for that matter, but at least a compulsary download of a huge map pack would be nice...
and also all the source code would be nice.

but i think that this is as likely to happen as me win the lottery, people have tried this, petitions signed, votes cast, its all been said and done, but still would be nice if possible.

Subject: Renegade Patch
Posted by Renardin6 on Thu, 24 Feb 2005 14:15:13 GMT
View Forum Message <> Reply to Message

Quote:Renardin (02:16 PM) :
As I can see, generals zh gained a new patch with anti cheat and fixes just because of the german players and there aceton anti cheat program, what about doing the same for Renegade, I know somebody who worked and still has contact with EA germany, it's about time to gain official

patch and a resurrection of Renegade website...
mac (02:36 PM) :
Go for it?
Renardin (03:13 PM) :
OK

Let's try then...

Subject: Renegade Patch
Posted by Xtrm2Matt on Thu, 24 Feb 2005 15:57:54 GMT
View Forum Message <> Reply to Message

Why would EA want to release an almost-dead game which gets no support as it is?

Subject: Renegade Patch
Posted by Hav0c on Thu, 24 Feb 2005 17:00:07 GMT
View Forum Message <> Reply to Message

Why not?

Subject: Renegade Patch
Posted by Jecht on Thu, 24 Feb 2005 17:12:51 GMT
View Forum Message <> Reply to Message

EA no longer makes money on this game, they wont give support for it. The only option on the
table is the BHS idea.

Subject: Renegade Patch
Posted by Weirdo on Thu, 24 Feb 2005 17:57:49 GMT
View Forum Message <> Reply to Message

=[DT=gbull=[L]=]EA no longer makes money on this game, they wont give support for it. The only
option on the table is the BHS idea.

Actually, it might be good for there promotion of newer C&C games if they put some BHS stuff in a
real patch. I don't know how much effort it would take for them to do something like that. But
maybe the promotion is good enough to do it.

Specially since, EA's Reputation for support C&C games might need a boost.

Subject: Renegade Patch
Posted by Renardin6 on Thu, 24 Feb 2005 18:37:21 GMT
View Forum Message <> Reply to Message

exactly.

Subject: Renegade Patch
Posted by Chronojam on Thu, 24 Feb 2005 19:40:30 GMT
View Forum Message <> Reply to Message

Xtrm2MattWhy would EA want to release an almost-dead game which gets no support as it is?
I doubt this argument could be used to get them to release some source code to us, but maybe
it'd help convince them that something should be done. It's not our fault it's almost-dead, after all.
They allegedly have a team together purposely to work with older, almost-dead games, right?

Subject: Renegade Patch
Posted by JPNOD on Thu, 24 Feb 2005 20:58:07 GMT
View Forum Message <> Reply to Message

Sounds good to me.
Its worth a try, I'd say go for it.

Subject: Renegade Patch
Posted by Oblivion165 on Thu, 24 Feb 2005 21:03:06 GMT
View Forum Message <> Reply to Message

man, imagine all that could be done with the renegade source code.

Subject: Renegade Patch
Posted by Blazer on Thu, 24 Feb 2005 21:54:47 GMT
View Forum Message <> Reply to Message

I doubt they would ever give out source code. But at supporting WOL would be nice.

Subject: Renegade Patch
Posted by Oblivion165 on Thu, 24 Feb 2005 22:35:49 GMT
View Forum Message <> Reply to Message

BlazerI doubt they would ever give out source code. But at supporting WOL would be nice.

Well developers do it all the time. The Quake 1 and 2 sources are out now.

Same as Duke 3d

Subject: Renegade Patch
Posted by IRON FART on Thu, 24 Feb 2005 23:12:02 GMT
View Forum Message <> Reply to Message

If we do this as a community, then any change we make will have to be subtle and please everyone.

If EA goes along with this, I doubt that they will release much of any source, and they would only allow limited access to things.

Subject: Renegade Patch
Posted by Sir Phoenixx on Fri, 25 Feb 2005 00:02:03 GMT
View Forum Message <> Reply to Message

oblivion165
Well developers do it all the time. The Quake 1 and 2 sources are out now.
They're free under a GPL license. One of the restrictions is that you must make your mod/game's complete source code available for download to the public. (You also can't sell it.)

Subject: Renegade Patch
Posted by Blazer on Fri, 25 Feb 2005 00:56:32 GMT
View Forum Message <> Reply to Message

Don't get your hopes up. I honestly believe they will NEVER release source. W3D is still used in some current games, they will never release.

Subject: Renegade Patch
Posted by IRON FART on Fri, 25 Feb 2005 00:59:10 GMT
View Forum Message <> Reply to Message

Listen to Blazer. ^^^

They'll never release source. The most they will do is give someone a little more access to WOL.

But there can't be any significant Renegade update without the source. Therefore the community will only be able oto make stuff like RG and CP1. Not much more.

Subject: Renegade Patch
Posted by Renardin6 on Fri, 25 Feb 2005 02:12:36 GMT
View Forum Message <> Reply to Message

just think about RA3 and LOTR:BFME... Those games use or will use 'sage' engine... wich is a w3d engine.

Subject: Renegade Patch
Posted by icedog90 on Fri, 25 Feb 2005 02:21:57 GMT
View Forum Message <> Reply to Message

I say it's a good idea and worth a try.

Subject: Renegade Patch
Posted by EA-DamageEverything on Fri, 25 Feb 2005 07:10:21 GMT
View Forum Message <> Reply to Message

FMrebornand to have a final patch 1.038 with a big map pack that everyone must download, and for it to also include renguard which MUST be configured to auto update. 100% agree with this! Set all Servers up to Full-RG and all players must get certain mappacks by the autoupdate. This would be the way to solve the problem that we ain´t got enough fanmap-providing Servers and not all players have the CorePatches...

But its not a good Idea binding another Anticheat Tool into Renegade. Not really. The Renegade Community together updates this game internal without EA and its good. RenGuard works fine on 99% of all players and one Tool more may cause complications client-server/server-client sided. Server runs with RenGuard SSC and the client runs Aceton? How would the 2 different programs communicate?

And to the other Ideas: I am wondering why most of the ppl playing every day on WOL is too dumb/unable/lazy to download a few Fanmaps from the popular and well-known download databases? There are many young ppl playing (young=under 18) and nearly all of them do know how to download something and how to install it. So where is the problem that 95% of all AOW servers are running Westwood+CP1 maps? New maps are made for being played and try something new -NEW is the important word I think.

New functions have been added (IE SS-CP1.3 & Scripts 2.01) and the whole community accepts and loves them (Crates, wreckages, Dragonade mod @black-cell...etc). Computers getting faster and better, so why do we have this annoying situation? I found out that one of the problems is: You will find ANY information about Renegade you want -but on 99,999 different websites!

I am a german player, I think Germany has one of the greatest Renegade Comunnitites along the US- and UK-Community   (ok there are maybe 30% german servers in comparison to the rest UK/NL/US, but look at GaySpy/ASE: 60% in comparison to the servers with an US-Flag).

It would be a step forward to centralize all information like in this great forum here! I wrote

something similar to this in the german Forum at http://www.cncforen.de (Topic: Zusätzliches Forum für Blackhand) with my Nick Basishure. If some of you understand german or are germans read it if you want. BTW, mac is posting there too.

Damn big post here, sorry. but finally I must add congrats to Alkaline! Unrules has got a simple but very effective concept: Providing the maps needed to play on their servers in mappacks and get a strong community of ppl who exactly want to play these maps! Some donate money to keep the servers alive and have fun playing on them. Thats the way it should be.

Subject: Renegade Patch
Posted by Xtrm2Matt on Fri, 25 Feb 2005 07:59:48 GMT
View Forum Message <> Reply to Message

I'm still going by my statement.
Xtrm2MattWhy would EA want to release an almost-dead game which gets no support as it is?

Hav0cWhy not?
Why not? Because EA wouldn't waste their time on a game their planning on closing down? (server wise)

Again, forcing players to install RenGuard will lead to many problems. What if players don't want to install things to play Renegade? What if players don't even want RenGuard? You cannot force this upon them.

Subject: Renegade Patch
Posted by EA-DamageEverything on Fri, 25 Feb 2005 12:27:55 GMT
View Forum Message <> Reply to Message

As long as thousands of ppl log in every month on WOL, I think EA will not shutdown the server and install another Gamelisting Service on it.

You´re right we cannot force players to use RG immediately and for the rest of their life. But we must do our homework today: Explain those newbies and RG-Haters in an understandable way why they should use this Tool. The reason is being showed in some RG-Messages: With RG you get unofficial patches....blah......prevents you from being accused to cheat...blah!

The first step to acclimate Renegade users was the Half-RG mode. So far so good. Players can join without RG and can read why it would be better with RG. In some cases, good Snipers were accused of cheating although they didn´t cheat. Just as an example...Some ppl were argueing RG causes bad lag issues. RG takes a minimum of kbits to hold a stable connection to the RG servers. In summary there are really NO facts against RG and my humble opinion is that it is just recommended to use it due to the fact there are more or less cheaters on WOL....ok on other games too.

I have Wolfenstein ET and for example, PunkBuster is implemented in the setup. Surely i can

choose if I enable it or not but it´s explained while installing the game why man should better use it. Sad , RG was released AFTER Renegade was out.

K dudes, any other ideas which can be done easier?

Subject: Renegade Patch
Posted by WNxCABAL on Fri, 25 Feb 2005 12:37:34 GMT
View Forum Message <> Reply to Message

I emailed EA once, asked about WOL moderators.
They said NOBODY other than EA employee's can have the power.

Subject: Renegade Patch
Posted by WNxTilly on Fri, 25 Feb 2005 13:34:07 GMT
View Forum Message <> Reply to Message

_TFWxANDY_I emailed EA once, asked about WOL moderators.
They said NOBODY other than EA employee's can have the power.

Maybe we need to plant an Employee to work in the cleaning department or similar position

Tilly

Subject: Renegade Patch
Posted by WNxCABAL on Fri, 25 Feb 2005 16:17:03 GMT
View Forum Message <> Reply to Message

I vote Tilly!

Subject: Renegade Patch
Posted by flyingfox on Fri, 25 Feb 2005 17:41:47 GMT
View Forum Message <> Reply to Message

Listen if there "is" going to be another patch it won't come with renguard;if anything it'll add punkbuster functionality to westwood online as punkbuster can be automatically updated for every game that is making use of punkbuster.

and why should it not include renguard, well for one renguard is a standalone web application that people have to use first before they want to play the game; hell you wouldn't even be able to play single player without renguard. It is also complicated from a user's perspective that they must use a second application to play the game without making use of renguard: if you have no programming knowledge or little knowledge of computers in general, all you know is to double

click a shortcut to the game on your desktop. Nice and simple. Listen some people don't want to use renguard, some people suffer from performance issues from renguard and require their full system resources to play the game at an acceptable framerate and lag factor. Let's not forget that while renegade is good in that you will always damage someone if your bullet touches, the lag is awful and most modern games I have played have come to expect pings of 30 at best -- nobody likes dying from behind a corner during gameplay.

Subject: Renegade Patch
Posted by Naamloos on Fri, 25 Feb 2005 17:49:43 GMT
View Forum Message <> Reply to Message

IF there is a new patch for renegade, don't add RG to it untill that 100 extra ping it gives is removed.

Don't get me wrong here, i think it's good that RG exists, but those lag kills can stay away...

And maps... I think bug fixes are more important then just maps.

Subject: Renegade Patch
Posted by Blazer on Fri, 25 Feb 2005 18:27:21 GMT
View Forum Message <> Reply to Message

RG does NOT add extra ping. If you dont believe me I will record a damn fraps movie of me playing in a server without RG, and then in the same server with RG. Its stupid rumors like this that make people not want to use RG.

Subject: Renegade Patch
Posted by EA-DamageEverything on Fri, 25 Feb 2005 19:06:26 GMT
View Forum Message <> Reply to Message

Blazer, plz give up you were beaten up

We can say everything and it´s like speaking with a wall though...

Guys, you as the clients DOWNLOAD data from the server and if you have DSL 3,5Mbits with Fastpath like me, some lag spikes are mostly NOT MY FAULT.

I would say, go to renstation.net and read the summary about lag factors which was written by crimson. But unfortunately the site is down...

There are some servers in WOL Euro where I have an avg Ping of 50-60. Note that when Im logged in on US, my Ping climbs up tilll....whatever.

Subject: Renegade Patch
Posted by Crimson on Fri, 25 Feb 2005 19:07:49 GMT
View Forum Message <> Reply to Message

Hmm, I can rewrite that... I should have stickied it here too.

Subject: Renegade Patch
Posted by snipesimo on Fri, 25 Feb 2005 19:59:28 GMT
View Forum Message <> Reply to Message

Renguard doesn't cause lag, but on my system lately it has been having a bad habit of gobbling memory down way more than it should be.

Subject: Renegade Patch
Posted by Memphis on Fri, 25 Feb 2005 20:09:09 GMT
View Forum Message <> Reply to Message

i havent had too many problems with renguard at all but one thing i have noticed is that without renguard the maps load a lot faster then they do with it. It doesnt bother me too much but i dont think this point has been addressed before

---

Subject: Renegade Patch
Posted by WNxCABAL on Fri, 25 Feb 2005 21:16:19 GMT
View Forum Message <> Reply to Message

-DT-Memphisi havent had too many problems with renguard at all but one thing i have noticed is that without renguard the maps load a lot faster then they do with it. It doesnt bother me too much but i dont think this point has been addressed before

Really? lol, I would say the opposite for mine, with RG, for some reason, it is faster lol

---

Subject: Renegade Patch
Posted by Naamloos on Fri, 25 Feb 2005 21:58:35 GMT
View Forum Message <> Reply to Message

It's probably just for slow comp's like i am using...

Subject: Renegade Patch
Posted by Memphis on Fri, 25 Feb 2005 22:54:05 GMT
View Forum Message <> Reply to Message

---

thats strange is it possible only the speeded westwood maps only work without rg i doubt that. I have no idea why it takes longer to load a map with renguard because this is a pretty fast comp so it loads in a few seconds with or without rg i never realy noticed before becuase game2.exe is almost un used

---

Subject: Renegade Patch
Posted by stealthkiller on Sat, 26 Feb 2005 00:03:18 GMT
View Forum Message <> Reply to Message

RG doesn't cause lag, but CP1 did give me some problems. However, i think it's more my shitty comp than rg.

Subject: Renegade Patch
Posted by Naamloos on Sat, 26 Feb 2005 12:40:11 GMT
View Forum Message <> Reply to Message

Well talking about CP1... I don't know... But it seems that the flame trower type weapons make more FPS lag then in other mods(that don't use CP1).

But this may be a bug in renegade...   Anyone else have that?