Subject: Pure Mode Settings
Posted by infusi0n on Mon, 31 Aug 2009 03:54:39 GMT
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I hope you guys have blocked a few type of skins from being reverted back to default values. Things like loadscreen skins and text box skins(hud_6x4.dds for example, which shrinks the textbox for people using widescreen resolutions).

Subject: Re: Pure Mode Settings
Posted by liquidv2 on Mon, 31 Aug 2009 06:09:09 GMT
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yeah, i wouldn't want anyone having advantage loading screens!111

...?

Subject: Re: Pure Mode Settings
Posted by TruYuri on Mon, 31 Aug 2009 06:54:31 GMT
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liquidv2 wrote on Mon, 31 August 2009 01:09yeah, i wouldn't want anyone having advantage loading screens!111

...?

Err, I think he's asking if things like loadscreens *aren't* blocked.  By default values I think he means that the anti-cheat will block custom skins from \data\ and load them to "default", aka the always.dat skins.

Subject: Re: Pure Mode Settings
Posted by RTsa on Mon, 31 Aug 2009 09:01:55 GMT
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Isn't TT supposed to have widescreen fixed anyway?

Dunno if it fixes loadscreens too, though. I don't see how that's important at all, though.

Subject: Re: Pure Mode Settings
Posted by TruYuri on Mon, 31 Aug 2009 20:58:40 GMT
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RTsa wrote on Mon, 31 August 2009 04:01Isn't TT supposed to have widescreen fixed anyway?

Dunno if it fixes loadscreens too, though. I don't see how that's important at all, though.

I currently run APB Gamma using Scripts 4.0 on 1440x900, widescreen. Saberhawk has most definitely done work on widescreen and it is fantastic to play on now, he just needs to finish a bit more work on it and it is 100% awesome.

(works for everything, loadscreen, main menu, ingame, etc)

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Subject: Re: Pure Mode Settings
Posted by Omar007 on Tue, 01 Sep 2009 17:22:03 GMT
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TruYuri wrote on Mon, 31 August 2009 22:58RTsa wrote on Mon, 31 August 2009 04:01Isn't TT supposed to have widescreen fixed anyway?

Dunno if it fixes loadscreens too, though. I don't see how that's important at all, though.

I currently run APB Gamma using Scripts 4.0 on 1440x900, widescreen. Saberhawk has most definitely done work on widescreen and it is fantastic to play on now, he just needs to finish a bit more work on it and it is 100% awesome.

(works for everything, loadscreen, main menu, ingame, etc)
You made me f**king jealous
/me wants 4.0

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Subject: Re: Pure Mode Settings
Posted by infusi0n on Tue, 01 Sep 2009 18:46:11 GMT
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will the server-side pure mode revert even non-ingame skins back to always.dat defaults (such as textbar size and loadscreen .dds files)?

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Subject: Re: Pure Mode Settings
Posted by StealthEye on Tue, 01 Sep 2009 20:00:52 GMT
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It will probably change everything; there's no real difference what the file is used for to the engine. (I say "probably" because that part is not yet done afaik.)

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