Subject: Auto-updater
Posted by reborn on Wed, 14 Jul 2010 11:50:26 GMT
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If the TT project is successful and accepted, will EA let you push further updates through the updater?

Subject: Re: Auto-updater
Posted by jonwil on Wed, 14 Jul 2010 14:27:14 GMT
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As of right now, the auto-updater does not even EXIST anymore.
It seems like changes were made to the way XWIS works (specifically the machine servserv.westwood.com is now controlled by XWIS instead of EA) and no update checks are carried out any more for renegade.

Subject: Re: Auto-updater
Posted by reborn on Wed, 14 Jul 2010 14:53:59 GMT
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Wait, are you saying that XWIS now controls the auto-update (albeit they've not implemented it/it's broken)?

Subject: Re: Auto-updater
Posted by KobraOps on Wed, 14 Jul 2010 17:00:58 GMT
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XWIS still going to make the patch mandatory?

Subject: Re: Auto-updater
Posted by reborn on Wed, 14 Jul 2010 20:18:14 GMT
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If there is no working auto-updater then how will TT be delivered? An optional download?

If the updater is now under the control of XWIS, surely Olaf would welcome, or at least allow someone to try and create/fix it, then perhaps more maps could be added before the release of TT?

Subject: Re: Auto-updater
Posted by HaTe on Wed, 14 Jul 2010 20:54:49 GMT
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oops, lol.

Subject: Re: Auto-updater
Posted by reborn on Wed, 14 Jul 2010 21:04:12 GMT
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He's talking not talkinging about the built-in map downloader that would come with TT, but rather the method that TT itself would preferably used to be distributed.

Subject: Re: Auto-updater
Posted by Sladewill on Wed, 14 Jul 2010 21:04:21 GMT
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They are obviously going to impliment it another way not through xwis but controlled by the TT team

Subject: Re: Auto-updater
Posted by KobraOps on Wed, 14 Jul 2010 22:02:55 GMT
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Sladewill wrote on Wed, 14 July 2010 16:04They are obviously going to impliment it another way not through xwis but controlled by the TT team

And what is this "obvious" way

Subject: Re: Auto-updater
Posted by Omar007 on Wed, 14 Jul 2010 22:34:53 GMT
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Well maybe TT reads the map the server runs and then downloads it from another website?

That'd be a pretty obvious alternative.

Subject: Re: Auto-updater
Posted by raven on Thu, 15 Jul 2010 01:25:23 GMT
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jonwil wrote on Wed, 14 July 2010 09:27As of right now, the auto-updater does not even EXIST anymore.
It seems like changes were made to the way XWIS works (specifically the machine servserv.westwood.com is now controlled by XWIS instead of EA) and no update checks are carried out any more for renegade.

... :\

worst possible news ever.

Subject: Re: Auto-updater
Posted by Goztow on Thu, 15 Jul 2010 06:20:45 GMT
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If they can disable it, they can also reenable it surely.

Subject: Re: Auto-updater
Posted by reborn on Thu, 15 Jul 2010 07:09:10 GMT
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Hopefully, and if they can, why are we not asking Olaf if he kindly wouldn't mind sending out a map update right now?
Perhaps he is in control of it, but needs permission to use it?

Subject: Re: Auto-updater
Posted by jonwil on Thu, 15 Jul 2010 07:34:25 GMT
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The only way to be sure is to ask Olaf.

Subject: Re: Auto-updater
Posted by Goztow on Thu, 15 Jul 2010 07:44:58 GMT
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jonwil wrote on Thu, 15 July 2010 09:34The only way to be sure is to ask Olaf.

I sent him a PM.

Subject: Re: Auto-updater
Posted by reborn on Thu, 15 Jul 2010 07:49:03 GMT
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Olaf has confirmed that he runs the patcher, but it is up and running as far as he knows.
He doesn't have specific permission from EA to send out patches, so sending out any sort of
patch would be possible, but approval from EA would be preffered.

I am going to assume that TT would have such an agreement with EA for when the TT patch is
ready, and accepted widely as fit for purpose. So good news!

However, this does allow for another possibility...

If someone has a good relationship with EA, and can gain approval for a patch before TT is ready
for release, then Olaf has confirmed that a patch with a few additional maps would be possible.

That is pretty fucking awesome. Even if all clients had an additional Three more maps, it would be
an exciting breath of fresh air.

Subject: Re: Auto-updater
Posted by Goztow on Thu, 15 Jul 2010 09:14:39 GMT
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The maps would be easy to choose as a choice has been made for the core patches. Most of the
core patch maps were pretty decent, bar the really huge ones.

Subject: Re: Auto-updater
Posted by KobraOps on Thu, 15 Jul 2010 13:32:41 GMT
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Omar007 wrote on Wed, 14 July 2010 17:34Well maybe TT reads the map the server runs and
then downloads it from another website?

That'd be a pretty obvious alternative.
 I was talking about the actual patch...

Subject: Re: Auto-updater
Posted by Omar007 on Thu, 15 Jul 2010 14:39:43 GMT
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KobraOps wrote on Thu, 15 July 2010 15:32Omar007 wrote on Wed, 14 July 2010 17:34Well
maybe TT reads the map the server runs and then downloads it from another website?

That'd be a pretty obvious alternative.

I was talking about the actual patch...
Announcement in the MOTD with a link to another website which contains the download?...

Subject: Re: Auto-updater
Posted by KobraOps on Thu, 15 Jul 2010 15:29:43 GMT
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Omar007 wrote on Thu, 15 July 2010 09:39KobraOps wrote on Thu, 15 July 2010 15:32Omar007
wrote on Wed, 14 July 2010 17:34Well maybe TT reads the map the server runs and then
downloads it from another website?

That'd be a pretty obvious alternative.
 I was talking about the actual patch...
Announcement in the MOTD with a link to another website which contains the download?...

God damn u dont get it. They need to make the patch required, so u cant play online with out it.
And to do that they must go through XWIS. And my question was are they still going be able to do
that

Subject: Re: Auto-updater
Posted by Omar007 on Thu, 15 Jul 2010 17:21:59 GMT
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KobraOps wrote on Thu, 15 July 2010 17:29Omar007 wrote on Thu, 15 July 2010 09:39KobraOps
wrote on Thu, 15 July 2010 15:32Omar007 wrote on Wed, 14 July 2010 17:34Well maybe TT
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God damn u dont get it. They need to make the patch required, so u cant play online with out it.
And to do that they must go through XWIS. And my question was are they still going be able to do
that
The patcher may not work atm but version check certainly does.
Changing the client version number gives issues

So an alternative could be to only change the version number and let the MOTD give a link to the
patch

Also, send a mail to APOC for permission. When i asked to make TR stand-alone i received a go
within 10 minutes

Subject: Re: Auto-updater
Posted by Sean on Thu, 15 Jul 2010 18:50:49 GMT
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reborn wrote on Thu, 15 July 2010 02:49Olaf has confirmed that he runs the patcher, but it is up and running as far as he knows.
He doesn't have specific permission from EA to send out patches, so sending out any sort of patch would be possible, but approval from EA would be preffered.

I am going to assume that TT would have such an agreement with EA for when the TT patch is ready, and accepted widely as fit for purpose. So good news!

However, this does allow for another possibility...

If someone has a good relationship with EA, and can gain approval for a patch before TT is ready for release, then Olaf has confirmed that a patch with a few additional maps would be possible.

That is pretty fucking awesome. Even if all clients had an additional Three more maps, it would be an exciting breath of fresh air.

That's epic.

I believe Gozy should make some sort of anouncement on the site asking which maps should be in the update (or jus put in cp2 maps). Hell any new maps would be fucking awesome.

Also, if TT could contribute a lil for once and maybe add lil tweaks, i.e. blue hell fix or something..

Subject: Re: Auto-updater
Posted by Omar007 on Thu, 15 Jul 2010 18:59:14 GMT
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Azazel wrote on Thu, 15 July 2010 20:50
...
Also, if TT could contribute a lil for once and maybe add lil tweaks, i.e. blue hell fix or something..
That was the whole point of TT

Subject: Re: Auto-updater
Posted by saberhawk on Thu, 15 Jul 2010 22:04:34 GMT
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Omar007 wrote on Thu, 15 July 2010 13:21
Also, send a mail to APOC for permission. When i asked to make TR stand-alone i received a go within 10 minutes

APOC doesn't work for EA anymore...

Subject: Re: Auto-updater
Posted by Omar007 on Fri, 16 Jul 2010 00:03:01 GMT
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omg i missed that news

That sucks... I wouldn't know how to get a fast and good response then.

Subject: Re: Auto-updater
Posted by sadukar09 on Fri, 16 Jul 2010 01:01:34 GMT
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Omar007 wrote on Thu, 15 July 2010 20:03omg i missed that news

That sucks... I wouldn't know how to get a fast and good response then.
We could always call Kane.

Subject: Re: Auto-updater
Posted by Lone0001 on Fri, 16 Jul 2010 01:20:01 GMT
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Omar007 wrote on Thu, 15 July 2010 20:03omg i missed that news

That sucks... I wouldn't know how to get a fast and good response then.

Well, don't really worry about that, there is a new community manager:
http://forums.commandandconquer.com/jforum/posts/list/41284.page

PS. Original post of Apoc stepping down, qutting, whatever you want to call it is here.

Subject: Re: Auto-updater
Posted by Goztow on Fri, 16 Jul 2010 07:19:30 GMT
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Wow, APOC has left the building? That's very sad news indeed!

Subject: Re: Auto-updater
Posted by zeratul on Fri, 16 Jul 2010 08:23:57 GMT

How long has it been off?

Subject: Re: Auto-updater
Posted by Sean on Fri, 16 Jul 2010 16:13:12 GMT

Z3RATUL99 wrote on Fri, 16 July 2010 03:23How long has it been off?

Longer than when you cheated,

Answer your question?

Subject: Re: Auto-updater
Posted by liquidv2 on Sun, 18 Jul 2010 07:56:50 GMT

Azazel wrote on Fri, 16 July 2010 11:13Z3RATUL99 wrote on Fri, 16 July 2010 03:23How long has it been off?

Longer than I've been cheating,

Answer your question?

Subject: Re: Auto-updater
Posted by Clark Kent on Sun, 18 Jul 2010 16:51:59 GMT

liquidv2 wrote on Sun, 18 July 2010 02:56Azazel wrote on Fri, 16 July 2010 11:13Z3RATUL99 wrote on Fri, 16 July 2010 03:23How long has it been off?

Longer than I've been cheating,

Answer your question?

I c wat u did thar.

Subject: Re: Auto-updater
Posted by zeratul on Sun, 18 Jul 2010 19:40:47 GMT

liquidv2 wrote on Sun, 18 July 2010 01:56Azazel wrote on Fri, 16 July 2010 11:13Z3RATUL99 wrote on Fri, 16 July 2010 03:23How long has it been off?

Longer than I've been cheating,

Answer your question?

Subject: Re: Auto-updater
Posted by Ethenal on Tue, 20 Jul 2010 20:32:16 GMT
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Azazel wrote on Fri, 16 July 2010 11:13Z3RATUL99 wrote on Fri, 16 July 2010 03:23How long has it been off?

Longer than when you cheated,

Answer your question?
That's really god damn funny after what's happened. Tool.

On topic though, that's really great news that it works. Most of XWIS' shit doesn't work, so it's surprising he bothered with that...

Subject: Re: Auto-updater
Posted by Olaf van der Spek on Wed, 21 Jul 2010 12:08:51 GMT
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Ethenal wrote on Tue, 20 July 2010 22:32On topic though, that's really great news that it works. Most of XWIS' shit doesn't work, so it's surprising he bothered with that...
You're such a nice guy!

Subject: Re: Auto-updater
Posted by reborn on Wed, 21 Jul 2010 12:57:11 GMT
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I have no idea why people give Olaf such a hard time :S
He's always been really nice to me, and he supports the game we all love. WOL would most likely of been shut down years ago if left to EA.

He's also shown willing to help us out with an update if we can get permission from EA, let's be nice?

Subject: Re: Auto-updater
Posted by Sladewill on Wed, 21 Jul 2010 14:29:01 GMT
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reborn wrote on Wed, 21 July 2010 13:57I have no idea why people give Olaf such a hard time :S
He's always been really nice to me, and he supports the game we all love. WOL would most likely
of been shut down years ago if left to EA.

He's also shown willing to help us out with an update if we can get permission from EA, let's be
nice?

agreed, theres no need to be haters, just because its not going well. I'm sure it'll get sorted soon.

Subject: Re: Auto-updater
Posted by liquidv2 on Thu, 22 Jul 2010 22:44:31 GMT
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Olaf van der Spek wrote on Wed, 21 July 2010 07:08Ethenal wrote on Tue, 20 July 2010 22:32On
topic though, that's really great news that it works. Most of XWIS' shit doesn't work, so it's
surprising he bothered with that...
You're such a nice guy!
despite what people say i appreciate what you've done for command and conquer
carry on

Subject: Re: Auto-updater
Posted by Hypnos on Thu, 22 Jul 2010 22:46:36 GMT
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Ethenal has a point regarding that the majority of the facilities supplied by XWIS do not work.

But, we still appreciate the effort.

Subject: Re: Auto-updater
Posted by havoc9826 on Fri, 23 Jul 2010 06:57:41 GMT
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Hypnos wrote on Thu, 22 July 2010 15:46Ethenal has a point regarding that the majority of the
facilities supplied by XWIS do not work.

But, we still appreciate the effort.
Speaking of which, why are my two alternate nicks on my serial (I only ever registered 3 since
XWIS took over) suddenly as of this week telling me "Error: Deleted nick   Server: Renegade; SID
81044; Nick:<namegoeshere>"? I certainly did NOT delete the other two nicks, though fortunately
my primary nick still works. Also, unless I just am missing something because I've only had 6

hours of sleep each night this week, http://xwis.net/control_panel/ is either unintelligible in telling me how to manage the nicks on a Renegade serial rather than a RA2/YR serial, or the functionality just isn't there.

Subject: Re: Auto-updater
Posted by Olaf van der Spek on Mon, 26 Jul 2010 20:19:39 GMT
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Hypnos wrote on Fri, 23 July 2010 00:46Ethenal has a point regarding that the majority of the facilities supplied by XWIS do not work.
Then I expect you to post some requests for support!
Given that I haven't seen many I can only conclude the majority of services work fine.

Subject: Re: Auto-updater
Posted by Ethenal on Tue, 27 Jul 2010 02:28:43 GMT
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Olaf van der Spek wrote on Wed, 21 July 2010 07:08Ethenal wrote on Tue, 20 July 2010 22:32On topic though, that's really great news that it works. Most of XWIS' shit doesn't work, so it's surprising he bothered with that...
You're such a nice guy!
Do I detect a hint of sarcasm?

Subject: Re: Auto-updater
Posted by Goztow on Mon, 02 Aug 2010 06:35:32 GMT
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Olaf van der Spek wrote on Mon, 26 July 2010 22:19Hypnos wrote on Fri, 23 July 2010 00:46Ethenal has a point regarding that the majority of the facilities supplied by XWIS do not work.
Then I expect you to post some requests for support!
Given that I haven't seen many I can only conclude the majority of services work fine.
 http://www.renegadeforums.com/index.php?t=msg&goto=434098&rid=4882#msg_4 34098

Subject: Re: Auto-updater
Posted by Ethenal on Tue, 03 Aug 2010 23:15:20 GMT
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Goztow wrote on Mon, 02 August 2010 01:35Olaf van der Spek wrote on Mon, 26 July 2010 22:19Hypnos wrote on Fri, 23 July 2010 00:46Ethenal has a point regarding that the majority of the facilities supplied by XWIS do not work.
Then I expect you to post some requests for support!

Given that I haven't seen many I can only conclude the majority of services work fine.
  http://www.renegadeforums.com/index.php?t=msg&goto=434098&rid=4882#msg_4 34098
Case and god damn point. Thank you Goztow.

Subject: Re: Auto-updater
Posted by Sladewill on Tue, 03 Aug 2010 23:23:36 GMT
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Thing is the xwis.net had to be on the same server so they could easily have access to the servers listings such as xwis.net/rg/online

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Subject: Re: Auto-updater
Posted by Ethenal on Tue, 03 Aug 2010 23:58:38 GMT
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Sladewill wrote on Tue, 03 August 2010 18:23Thing is the xwis.net had to be on the same server so they could easily have access to the servers listings such as xwis.net/rg/online
Right, because the listing on that link is so well put together (it still has a bunch of artifacts present in the text - BI's listings work much better) and because that link clearly isn't connecting to XWIS on its own... those garbled names are only present if you try to connect to XWIS through the IRC (interface Renegade uses) interface.

Subject: Re: Auto-updater
Posted by Goztow on Wed, 04 Aug 2010 06:27:25 GMT
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Sladewill wrote on Wed, 04 August 2010 01:23Thing is the xwis.net had to be on the same server so they could easily have access to the servers listings such as xwis.net/rg/online
Only if you have a really lazy webmaster. How do u think they did it?
http://www.blackintel.org/renegade/xwiswol

Subject: Re: Auto-updater
Posted by EvilWhiteDragon on Wed, 04 Aug 2010 22:56:23 GMT
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Ethenal wrote on Wed, 04 August 2010 01:58Sladewill wrote on Tue, 03 August 2010 18:23Thing is the xwis.net had to be on the same server so they could easily have access to the servers listings such as xwis.net/rg/online
Right, because the listing on that link is so well put together (it still has a bunch of artifacts present in the text - BI's listings work much better) and because that link clearly isn't connecting to XWIS on its own... those garbled names are only present if you try to connect to XWIS through the IRC (interface Renegade uses) interface.

We connect to the XWIS IRC server as well. I guess the difference is in the fact that we actually clean up the data.

Subject: Re: Auto-updater
Posted by halo2pac on Sat, 21 Aug 2010 02:59:16 GMT
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Screw the new maps I want to be able to push client side server specific mod downloads! Just like counter strike!

Join my moded server.. initiates download and now u can drive semi's instead of mammies, in my server.

Subject: Re: Auto-updater
Posted by argathol3 on Fri, 27 Aug 2010 15:35:11 GMT
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I'm down