
Subject: I Got A Present For Ya!
Posted by [papaelbo](#) on Mon, 12 Sep 2011 17:12:11 GMT
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Hi

Great to see TT get a release out. Had no problems installing to a clean First Decade install on Win7 64bit. Initially without TT i got the "WOL Components are out of date" message and couldnt play, but with TT it went straight in no problem. Am also loving 1920x1080 resolution!!

However, i miss my CP2 sounds - ie. Timed C4 "timer bleeps" and the Remote C4 "I Got a Present For Ya!". Ah, the simple things! Anyways, is there any way to have these with 4.0? I tried reinstalling with CP1+2 then TT but this didnt work.

Other than that, these may not be bugs but maybe to do with my resolution? This wasnt happening before:

I mean, if the bars down the sides were completely black, that would be fine. But this looks "messy". Or is this just because its beta?

Subject: Re: I Got A Present For Ya!
Posted by [Caveman](#) on Mon, 12 Sep 2011 17:22:12 GMT
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The missing bars are due to be fixed for next release.

Subject: Re: I Got A Present For Ya!
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 17:24:09 GMT
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Basically the menus are a w3d, and that w3d has a mesh that is a certain size in it, wherever you don't see the w3d you see the game in its framerate saving mode (or whatever you call it).

I suppose the easiest (and best) fix would be for someone to edit the menu w3ds. I say best because Rp2 uses the inside of a 3d building for its background menus, so as the screen gets wider you just see more of the room, however it'd look dumb to slap black bars on top of that room just to fix the menus... but that's just my opinion. If the fix could be applied only to mods that wanted it I'd be fine with it either way.

Subject: Re: I Got A Present For Ya!
Posted by [papaelbo](#) on Mon, 12 Sep 2011 17:31:30 GMT
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If they can be / are due to be fixed then great

I only suggested black bars as that is what i am used to when running Ren in a lower resolution.

Subject: Re: I Got A Present For Ya!
Posted by [Spyder](#) on Mon, 12 Sep 2011 17:40:39 GMT
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Would be even more cool if TT created a new texture pack which substitutes the old menu textures and such so that they fit for every resolution.

Subject: Re: I Got A Present For Ya!
Posted by [TankClash](#) on Mon, 12 Sep 2011 18:26:42 GMT
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<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=335#Files>

Subject: Re: I Got A Present For Ya!
Posted by [Jerad2142](#) on Mon, 12 Sep 2011 18:50:02 GMT
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TankClash wrote on Mon, 12 September 2011
12:26<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=335#Files>
Lol what the fuck, I spent at least an hour if not two trying to find that, I even tried to download the core patches, but they of course won't work on 4.0. In the end I just made one from scratch, as well, that is life for you.

Subject: Re: I Got A Present For Ya!
Posted by [papaelbo](#) on Mon, 12 Sep 2011 20:39:52 GMT
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TankClash wrote on Mon, 12 September 2011
19:26<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=335#Files>

Thanks - also got from there...

ION / NUKE Countdown
<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=11>

Im just used to having these here! Can anyone say whether these smaller details will all be re-added with a future release?

Still need the remote C4 "got a present for ya!" though!

Subject: Re: I Got A Present For Ya!
Posted by [Blazer](#) on Fri, 16 Sep 2011 20:03:32 GMT
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Glad to see the C4 countdown is still popular

Subject: Re: I Got A Present For Ya!
Posted by [papaelbo](#) on Sat, 17 Sep 2011 17:05:14 GMT
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Blazer wrote on Fri, 16 September 2011 21:03Glad to see the C4 countdown is still popular

I have never known the game without it!
