GAME SECTOR   **ACCOUNT**   **FORUMS**   **ABOUT**   **NETWORK**

C&C Gold patch 1.06c developement topic it's back!

Speedy

..Thats odd.

I actually REMEMBER the SAM site shooting sounds.

Perhaps it was actually removed in the Windows version? I used to play the DOS version, so maybe I remember it from there...

Nyerguds

No, it never did that. The missile IMPACT has a sound, but not the actual firing from the SAM site. If it were a difference between DOS C&C and C&C95 I would've noticed it a lot sooner, since I still regularly do stuff in both versions.

Maybe you're thinking of RA1.

Nyerguds

Poskov also asked if I could implement a Nod EVA...

Thinking about it, this is quite easy actually. I just make the EVA play function check the side (in the same way the radar does it, so it works for MP too), and use a newly added duplicate of the EVA sounds list for Nod.

But it's not really something I want to add to the conquer.ini file...

I'm seriously considering making a rules.ini. It won't have any unit or structure options (maybe later), but then I can move all of the more sensitive conquer.ini options in there. That way people can use these mod options without having to override the user's game settings, too. This file would probably be stored in cclocal.mix, so a rules.ini stored in an sc*.mix file can override it.
Seeing as the new theme functions also seem to cause out-of-sync errors in multiplayer, I'm going to add those in there too. Of course, the normal IsScoreShuffle and ISScoreRepeat aren't part of that; they're normal user settings.

I might also put the default colour scheme settings for all sides in this function. Might even whip up something to modify the default multiplayer colours. I don't understand enough of the system to add new ones (not sure if it's even possible to have more colours than the available number of MP houses), but I might just make it use a list of my colour schemes 🙂
Like graphical modding, this won't affect anything but your own perception of the game: you could replace the multiplayer green colour by the DarkGrey scheme, but it would only be shown that way on your PC 😉

I'm also considering reading one specific language mixfile for the set language, so that if different language packs happen to use the same replacement filenames by accident, the ones from the set language are always read first(and thus, used). This would work by simply reading a lang_XXX.mix (XXX being the language code) before the global updat*.mix read which currently does that job.
This would have little effect to the inbuilt languages, of course, since I won't add language mixfiles for them. They're simply in updatec.mix.

In fact... I better make sure sc*.mix files can override the "official" updat*.mix files, too. The current system really isn't very mod-friendly. At the moment it is 100% impossible to reinstate the removed hospital buildup to make it sellable again, except by removing the updtrmov.mix (I believe it's updatrem.mix in 1.06b).

(ss*.mix and updtr*.mix reading miss a final step to "register" their contents, so the filenames inside it are seen as read but can't actually be accessed, meaning that they are ignored in other mixfiles. This effectively removes the file from the game. I believe this system was made exactly for allowing updates/mods to make buildings unsellable by removing their buildup animation)

To recap... file read order (and, thus, mixfile priority) will become:
-lang_XXX.mix (XXX being the language code)

-sc*.mix (adding) & ss*.mix (removing)
-updat*.mix (adding) & updtr*.mix (removing)
-lang_XXX.ini (XXX being the language code)
-all other mixfiles
-rules.ini read somewhere after cclocal.mix

Coddammit, why do I always get tons of ideas when I got projects to finish and exams to prepare for? 😔

Bullet
Posted 08 December 2009 - 02:06 PM

Maybe your School projects and your preparation for exams inspire you so much... 🙄

Nyerguds
Posted 10 December 2009 - 09:24 AM

Crap... Poskov reminded me of the helipad-exception in C&C that disables helis for Nod in the campaign no matter what you do.

It suddenly occured to me that this affects the Nod funpark campaign, now it's no longer played in real funpark mode 😨

I guess I'll have to make that controllable. Probably with a mission ini key saying NodHelipad=1

but first, I have to find the actual code responsible for that 😶

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poskov
Posted 11 December 2009 - 03:26 AM

Nyerguds, I'm here now 'cause you asked so many times to show up. 😛

Nyerguds
Posted 11 December 2009 - 03:54 AM

Welcome, Poskov! 🙂

Well see, to make my readme later and see what was changed, it's handy if I can look at all the things that were discussed in one single thread. so yeah, I encourage everyone to discuss the mod ideas here 😉

CCHyper
Posted 11 December 2009 - 02:28 PM

Are you prepared for a task of adding a RulesClass? 😛

Nyerguds
Posted 13 December 2009 - 04:15 AM

don't see why/how it would need a class. It's just like how I read conquer.ini now, only in a different file.

CCHyper
Posted 14 December 2009 - 01:20 AM

Depends, if your gonna load *Type variables, you need structure.

Nyerguds
Posted 14 December 2009 - 02:02 AM

Again, not a clue what that means... I already said I'm going to use it for these special beta options and stuff like that.

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poskov

Hey, how 'bout releasing the 1.06c patch by dec.26, you know, as a Christmas present? 😄

Nyerguds

Hey, how 'bout I *don't* waste the time I need for studying for my January exams to make the patch?

Real life still comes first, sorry 😝

Nyerguds

Well, Nod EVA is implemented. It works perfectly, though there are no controls to enable it yet (besides "changing a byte in the exe"). I'll add them when adding the rules.ini separation.

Here's the Nod EVA file list... the only exception to the rule I mentioned before is the file "constrc2.aud", since "constru2.aud" is already used for the buildup sound.

So far, my CABAL-based test is just added as updatnod.mix, but I might actually reserve a file for it.

```
accom1.aud   --> accom2.aud
airredy1.aud --> airredy2.aud
baseatk1.aud --> baseatk2.aud
batlcon1.aud --> batlcon2.aud
bldg1.aud    --> bldg2.aud
bldging1.aud --> bldging2.aud
cancel1.aud  --> cancel2.aud
civdead1.aud --> civdead2.aud
constru1.aud --> constrc2.aud
deploy1.aud  --> deploy2.aud
enemya.aud   --> enemya2.aud
enmyapp1.aud --> enmyapp2.aud
enmyunit.aud --> enmyuni2.aud
estrucx.aud  --> estrucx2.aud
fail1.aud    --> fail2.aud
gdicapt1.aud --> gdicapt2.aud
gdidead1.aud --> gdidead2.aud
gstruc1.aud  --> gstruc2.aud
income1.aud  --> income2.aud
ionchrg1.aud --> ionchrg2.aud
ionredy1.aud --> ionredy2.aud
lopower1.aud --> lopower2.aud
mocash1.aud  --> mocash2.aud
needharv.aud --> needhar2.aud
newopt1.aud  --> newopt2.aud
nobuild1.aud --> nobuild2.aud
nocash1.aud  --> nocash2.aud
nodcapt1.aud --> nodcapt2.aud
noddead1.aud --> noddead2.aud
nopower1.aud --> nopower2.aud
noredy1.aud  --> noredy2.aud
nstruc1.aud  --> nstruc2.aud
nukavail.aud --> nukavai2.aud
nuke1.aud    --> nuke2.aud
nuklnch1.aud --> nuklnch2.aud
onhold1.aud  --> onhold2.aud
pribldg1.aud --> pribldg2.aud
reinfor1.aud --> reinfor2.aud
repair1.aud  --> repair2.aud
select1.aud  --> select2.aud
silos1.aud   --> silos2.aud
strclost.aud --> strclos2.aud
unitlost.aud --> unitlos2.aud
unitredy.aud --> unitred2.aud
```

nathancnc

Nyerguds, you are a magic man!

Melchior

DAmn you guys are on fire, I can't wait till you guys release the next update...

Nyerguds

The only problem I got with this is that I don't have a clue how to combine it with the language packs 😋

Well, if a mod wants to change the EVAs, it'll just have to replace the entire speech.mix 😴

ShadowDog

EDIT: It is now 11:59AM and I am getting sleepier, so excuse any dumb questions.

Hey Nyerguds, forgive me for annoying you, but it's 7:19 AM, First off, you use ASM to do these changes, right? Second, sorry to ask, but are you planning on making the units list expandable like in TS on? If not, could you make a list of what you're not willing to do so annoying people like me quit asking?

Third, and it's taken me 7 tries (I counted) to figure out exactly *what* I was trying to ask, how do sides work in this game? Would additional sides be a matter of expanding lists, rewriting a few functions, or redoing vast portions of code? I was planning on making a mod with four sides (yes, *those* four), and wanted to know whether I have to mess with prerequisites/techlevel on a per mission basis (if you implement that), or if I can legitimately have 4 sides. If I were a betting man, I'd bet on the prerequisites/techlevel one.

Speaking of which, are you planning on eventually adding prerequisite/techlevel overrides on a per mission basis? Also, could you have mix files loaded per mission, so you might have, for example, the Hum-vee look like the Ranger in the Giant Ants missions?

If I wanted to browse through the file and make it so, say, buying things makes you're money go up (or any other trivial change), what brand of ASM should I use, and what tools should I use? I know a little 68000 Motorola, but I get the feeling that that's no good for CnC Gold hacking.

Quote

The only problem I got with this is that I don't have a clue how to combine it with the language packs 😋

Well, if a mod wants to change the EVAs, it'll just have to replace the entire speech.mix 😴

I think you should have a default EVA.mix and EVA2.mix, and if neither is found, default to speec***.mix. That way you can have someone easily remove the file if EVA.mix or EVA2.mix are impairing their playing ability.

Would it be possible to have it so missions can use a different language? I have 2 premises where that would be useful: using the default language for everything except the units, and having the units speak German. The second would be having the HUD be in French and EVA in Spanish, with the units speaking English from a modified file that has half the sounds as a half second of radio static. The first idea is basically that the German commander has been captured, and you need to command his troops to rescue him. The idea behind the second is that the local base you're commanding has had to use a pirated version of EVA to continue operations (this takes place around the mission where GDI's funding is cut off), and they haven't had any time to work out the kinks like Nod did (it does mention somewhere in either TD or Renegade's manual or in-game that Nod stole EVA, right? I know EA says Nod used CABAL the whole time, but if that's true, CABAL, no matter how advanced, is just a souped up EVA in my book). EDIT: http://nyerguds.arsa.../EVA_hacked.jpg (http://nyerguds.arsaneus-design.com/junk/stuff/EVA_hacked.jpg) <-- Does anyone know what this is from? I don't remember that from the manual. Are the original release manuals different from the Worldwide Warfare manuals?

Are "Need Harvester", "Enemy Approaching", "GDI/Nod/Enemy Unit Destroyed", "GDI/Nod/Enemy Structure Destroyed", "Enemy Planes Approaching", "Civilian Killed", "Insufficient Power", "Structure Lost", "Unable to Build More", and "Need More Funds" ever used? I think I remember seeing "Enemy Approaching." in Dune 2, but I've only played that once, so I might be wrong. Is it possible to have EVA say "Not Ready" rather than "Unable to comply; building in progress." if you click a building under construction. In fact, is it possible to disable the UTCBIP message other than putting it in a negative .mix file? Also, was "Battle Control Terminated" used in stock CnC Gold, or did you add it in? I don't remember ever hearing it, but I think I heard it last time I played. And is the "Support Aircraft" ever used?

Is it legal to distribute CnC Gold (which was released for free by EA, right?) with this patch and a couple of custom mission packs?

Could you make a "Replay Mission" menu like in the N64 version?

How hard would a Deviatior Tank be to implement?

Are build limits possible?

Could you make a SpySat superweapon?

~~Do you believe in Santa Claus?~~

Could you put in AntiTechlevels? Basically, once you reach this techlevel, it can no longer be built. If you added this, I'd only need GDI and Nod.

Could you have it so rules.ini has an option that when turned on allows you to select whether to add 7 to the techlevel for the current player (e.x. techlevel 1-7 is Allied and Soviet while 8-14 is GDI and Nod).

Could you put in the ability to disable superweapons. This is mainly for mods, since stock CnC actually has it's superweapons designed much better than any other CnC, as far as I can tell.

Is right-click-scroll do-able?

How about shift-box-select additive? Basically, shift-click adds to the list of selected units fine, but dragging a box around the units you wish to add removes the previous units you had selected from the list.

Would it be possible to put in a little Sole Survivor mode?

Would it be possible to get anyone to play Sole Survivor mode if implemented?

Would blue Tiberium be easy or hard to implement?

Can you put in an option that determines whether Tiberium harms anything or not.

Is there a windowed mode? I don't remember seeing one in the options menu. If not, could you add one?

~~Would it be possible to put in skirmish? Perhaps copy a random map file to skirmish.[whatever the map extension is] and generate a skirmish.ini file (Or was the map file [blah].ini? It's been a while...), then load skirmish.ini as a map. A little hacky, but it's the best idea I have.~~ How do you play skirmish mode?

Could Dune 2k style Upgrades be possible?

Could you include that EA mission (or at least the HUD) with 1.06c? It'd be hilarious to play, and it's jumpstart whoever's going to do a WW vs EA mod. If no one does, *I* will.

And what's the best map editor for TD and RA? I've heard the included map editor for RA can't make missions, and all searches for an RA map editor results in FinalAlert 2. Urgh. And the CnC map editor I found (a couple of months ago, which I lost) couldn't open even open N64 Spec. Ops. 2. Speaking of which, that's because it uses a custom bit of terrain, right?

I've heard that there was a helipad truck (just like the helicarrier) in the beta. Is any coding of it left? Is it possible to reimplement?

Could you add all this stuff along with the Allies, Soviets, and Yuri to the N64 version? And while you're at it, can you become the President of the United States, please? ;P Just kidding about that second to last one.

P.S. Thanks for the power bar. I was playing RA and got *really* annoyed because I blew the power bar and had no clue how much power I had. Speaking of which, could you make the power bar exponential like in TS, so I know at a glace. If not, that's fine.

I've got to go now; my sister wants to play RA. Besides, I started around 7:15 and it's now exactly 10:15. Bye y'all!

This post has been edited by **ShadowDog**: 23 December 2009 - 07:00 PM

Speedy   Posted 23 December 2009 - 05:43 PM

Hey! "Unable to comply; building in progress." is part of my youth dammit. No taking that out!

ShadowDog

↩ (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2171)
Speedy, on 23 December 2009 - 10:43 AM, said:

Hey! "Unable to comply; building in progress." is part of my youth dammit. No taking that out!

I mean it should default to on but be disablable.

Nyerguds

Woah, what the heck man...

-First off, you use ASM to do these changes, right?
Yes.

-Second, sorry to ask, but are you planning on making the units list expandable like in TS on?
I already have, but unfortunately, any added units have the problem that's described as the "100 units bug" in TS - the "overflow" units can't be made buildable or the AI builds tons of them for no reason.

-how do sides work in this game?
The correct name is Houses, actually. There are already 10 Houses in the game. Goodguy, Badguy, Neutral, Special, Multi1, Multi2, Multi3, Multi4, Multi5, and Multi6. All units have ownership values for each of these Houses, but I don't know how exactly the multiplayer ones are given the settings of one of the 2 original ones. But in single player, the Special one can definitely be transformed to a 3rd side. The default radar logo set for it is the dinosaur one though.

-Speaking of which, are you planning on eventually adding prerequisite/techlevel overrides on a per mission basis?
These already exist, as hardcoded mission settings. I will try to remove all such hardcoded settings and put them in the mission files instead, so I guess that's a 'yes' to your question. Overriding a mission's own basic buildlevel setting is already possible in 1.06b though. In fact, outside of the campaign it's always been possible. It's just a mission setting.

-If I wanted to browse through the file and make it so, say, buying things makes you're money go up (or any other trivial change), what brand of ASM should I use, and what tools should I use? I know a little 68000 Motorola, but I get the feeling that that's no good for CnC Gold hacking.
All PCs use x86 assembler language. If you look for a file called "opcodes.hlp" you should find the very file I'm using for this. As for other tools, I use IDA for the actual disassembling, and a small custom tool made by PD for converting my own asm code to bytes, which I then paste into the exe at the correct spot in a hex editor.

-I think you should have a default EVA.mix and EVA2.mix, and if neither is found, default to speec*.mix. That way you can have someone easily remove the file if EVA.mix or EVA2.mix are impairing their playing ability.**
Eh, if a mod overrides all languages, it should just use the normal sc*.mix modding system.

-Would it be possible to have it so missions can use a different language?
Nope. If you look at the language system explanation, the languages are loaded by simply replacing filenames of the mixfiles that contain them on startup. If you start the game in English, the German ones simply aren't loaded at all. They can't be either, since C&C can't read the same filename twice, and all filenames of the actual sounds are kept the same. Would be a giant mess if I had to make a system to allow different filenames for every single sound in the game.

-Are "Need Harvester", "Enemy Approaching", "GDI/Nod/Enemy Unit Destroyed", "GDI/Nod /Enemy Structure Destroyed", "Enemy Planes Approaching", "Civilian Killed", "Insufficient Power", "Structure Lost", "Unable to Build More", and "Need More Funds" ever used?
Most of these are leftovers from Dune II's warnings system. You can enable the "destroyed" ones by enabling DeathAnnounce in conquer.ini though, and "Insufficient Power" is used when clicking on the Ion Cannon (and, in multiplayer, the nuke strike) icon when you got low power.

"Unable to Build More" is another leftover from Dune II. The lack of dynamic memory management meant that all units were put in a fixed size array, meaning that once a certain amount of units were on the map, no more could be produced. This had some pretty bizarre consequences, like the fact that destroying enemy buildings cleared spots on the list, allowing you to build more new ones.

"Need More Funds" was necessary in Dune II because it didn't have the C&C system of automatically continuing production when new money arrived. Units were put on hold when the money ran out, and you had to restart the production manually once you got money again. That message was fired when putting a construction on hold.

As for the "Need Harvester" one... not a clue when that would have to be fired anyway, except maybe if you got refineries but no harvesters.

"Not Ready" is used for the Nuke and Air Strike, not for construction.

"Battle Control Terminated" was missing in the German version, so I made one for that, but for the rest, it's always been there.

-Is it legal to distribute CnC Gold (which was released for free by EA, right?) with this patch and a couple of custom mission packs?

Technically, it's illegal for me to edit the exe despite the fact it's freeware, but the official C&C site has a link to my patch site, so 'nuff said 😌

Also, the missions inside the 1.06 installer aren't custom; they're from the console versions. If you're talking about you or other people redistributing C&C95 with my patch work and custom missions, you better make damn sure you credit me. I've had some guy do that without even mentioning that I made the patch. For that reason, 1.06b has the "by Nyerguds" message on the main menu under the version. This is added in a way that the actual text is 100% impossible to find in the exe, so people can't remove or modify it 😛

-Could you make a "Replay Mission" menu like in the N64 version?

Savegame packs on the site. 'nuff Said?

-How hard would a Deviatior Tank be to implement?

Not a clue. I'd have to look into the Give_Damage function function to figure that out. I think getting the owner from the weapon and copying it to the unit that's hit is probably not all that hard, but the biggest problem is probably making it not permanent, and somehow still storing the original side. I'm afraid that without original engine support for that, it's impossible to implement.

-Are build limits possible?

Not with the knowledge I got.

-Could you make a SpySat superweapon?

You mean a RA1 GPS Full Reveal, or a superweapon that basically shoots flares? At this moment, I haven't been able to clone superweapons at all though. They're a giant bunch of exceptions in the normal sidebar build code.

-Could you put in AntiTechlevels? Basically, once you reach this techlevel, it can no longer be built.

Again, like with the deviator thing, the original unit objects don't have any space to store information like this. I can't just add that; that would mean making some incredibly drastic changes to the game.

-Could you put in the ability to disable superweapons. This is mainly for mods, since stock CnC actually has it's superweapons designed much better than any other CnC, as far as I can tell.

The prerequisites research actually got me close to something like that. I know what to look for now to link superweapons to certain buildings, so I suppose that link can be broken once I find it. Not sure about superweapons from crates though; that's a whole different matter.

-Is right-click-scroll do-able?

I doubt it. I can check positions of the mouse, but I doubt I can catch movements.

-Would it be possible to load a second palette and mark certain units, infantry, and buildings as using it?

You don't seem to grasp the concept of a 256-colour game. The only thing you can do is shuffle the existing colours around, which is what the remap system does. At the moment this is limited to different houses though. For enemies in missions, you can always ally them and mix them up, and make your "marked" units be that different house though. The colour schemes system (described earlier in this thread) takes care of the rest.

-How about shift-box-select additive? Basically, shift-click adds to the list of selected units fine, but dragging a box around the units you wish to add removes the previous units you had selected from the list.

If I ever find out how the selection system works, I'll definitely give that a shot.

-Would it be possible to put in a little Sole Survivor mode?

There's a different game for that, you know. I happens to be called Sole Survivor. I doubt I can implement it; just the unit selection screen would be incredibly hard, let alone making the game actually start with that selected unit.

-Would it be possible to get anyone to play Sole Survivor mode if implemented?

I got enough people to play Mobile HQ mode with me, so I don't see why not.

-How do you play skirmish mode?

How do you read a manual? (http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106/patch106b_r2_en.html) The "Notes on Skirmish and LAN play" would be a nice start.
The next version of the manual will also include a note on how to play Sandbox mode, by playing a CTF skirmish game with the units set to 0 (so you start with just an MCV, and all AI players start with nothing but a defenseless MHQ)

-Could you include that EA mission (or at least the HUD) with 1.06c? It'd be hilarious to play, and it's jumpstart whoever's going to do a WW vs EA mod. If no one does, I will.

Haha, I'll add the hradar.ea 😃
The mission is really just a map with some rocks, the Studio building and the engies thrown on it though.
There's a reason that screenshot is taken in low res; there's nothing else on the map.

-And what's the best map editor for TD and RA?
For C&C1, I alternate between CCMap 3.1, and XCC Editor (included in the XCC Utilities pack). XCC is good for making maps, but CCMap is better for missions. XCC Editor has the annoying side effect that it saves all text in the mission's ini file in upper case, but it displays all terrain and units as it should. CCMap displays everything too dark, and doesn't show the concrete under buildings, which makes a lot of people forget to spread their bases out correctly.

-I've heard the included map editor for RA can't make missions, and all searches for an RA map editor results in Finalalert 2.
Try this one 🙂
http://www.cncforums...d=60&linkid=369 (http://www.cncforums.com/new/local_links.php?catid=60&linkid=369)

-And the CnC map editor I found (a couple of months ago, which I lost) couldn't open even open N64 Spec. Ops. 2. Speaking of which, that's because it uses a custom bit of terrain, right?
N64 GDI mission 2 uses the newly added Snow terrain converted from RA1. Open the ini file and change the Theater setting to Temperate and you can edit it again.

-I've heard that there was a helipad truck (just like the helicarrier). Is any coding of it left? Is it possible to reimplement?
That was just one promotional render, nothing else. There's no coding for anything like that. The closest thing

to it that WW coded was the helicarrier in RA: Aftermath, 1.5 games later 😛

-Could you add all this stuff along with the Allies, Soviets, and Yuri to the N64 version
The N64 version is practically unmoddable due to an LZSS compression system on the files which I haven't been able to figure out. I only managed to extract the mission files by getting them from the memory dump "savegames" from my emulator.
All my findings on C&C64 can be found here:
http://nyerguds.arsa...com/N64Project/ (http://nyerguds.arsaneus-design.com/N64Project/)

-And while you're at it, can you become the President of the United States, please?
Would be hard; I think it requires me to at least have the US nationality 😛

-Speaking of which, could you make the power bar exponential like in TS, so I know at a glace. If not, that's fine.
As far as I know, it already is...

🔗 (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2172)
ShadowDog, on 23 December 2009 - 05:46 PM, said:

I mean it should default to on but be disablable.

I don't see any reason for that. If you want it gone, replace it by the Not Ready one or use the ss*.mix method to remove it, but this is hardly something to add in the patch. I'm annoyed enough about the complaints about the grenade sound as it is...

Speedy   Posted 23 December 2009 - 08:42 PM

I dont get some things, though.

Sure, editing it to make it more stable, or more usable in modern times, that all seems appropriate.

Adding things that makes the game's experience better, why not.

But complaining about things that were in there? UH. Sure, if the coding is screwed up, you try to fix it.. but with complaints about sounds?

Even the annoying sounds add to the nostalgia, if you ask me.

ShadowDog   Posted 24 December 2009 - 01:48 AM

🔗 (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2174)
Speedy, on 23 December 2009 - 01:42 PM, said:

Even the annoying sounds add to the nostalgia, if you ask me.

You got a point there.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

Woah, what the heck man...

I've been away from CnC for a while. Whenever I come back to something I always have to many ideas.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

-Second, sorry to ask, but are you planning on making the units list expandable like in TS on?
I already have, but unfortunately, any added units have the problem that's described as the "100 units bug" in
TS - the "overflow" units can't be made buildable or the AI builds tons of them for no reason.

Wow, so it dates back all the way to TD? I remember one ASM hack for TS increased the limit. Maybe CCHyper
has an answer?

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

**-Would it be possible to load a second palette and mark certain units, infantry, and buildings as
using it?**
You don't seem to grasp the concept of a 256-colour game. The only thing you can do is shuffle the existing
colours around, which is what the remap system does. At the moment this is limited to different houses
though. For enemies in missions, you can always ally them and mix them up, and make your "marked" units be
that different house though. The colour schemes system (described earlier in this thread) takes care of the rest.

I was getting it confused with RA2 for a moment there. The statue of liberty uses a separate palette.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

-How do you play skirmish mode?
How do you read a manual? (http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106
/patch106b_r2_en.html) The "Notes on Skirmish and LAN play" would be a nice start.
The next version of the manual will also include a note on how to play Sandbox mode, by playing a CTF
skirmish game with the units set to 0 (so you start with just an MCV, and all AI players start with nothing but a
defenseless MHQ)

Sorry, I got the patch via the TFD patch, and never remembered to re-RTFM.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

**-And the CnC map editor I found (a couple of months ago, which I lost) couldn't open even open
N64 Spec. Ops. 2. Speaking of which, that's because it uses a custom bit of terrain, right?**
N64 GDI mission 2 uses the newly added Snow terrain converted from RA1. Open the ini file and change the
Theater setting to Temperate and you can edit it again.

Argh, I forgot to mention it was *NOD*: N64 Spec. Ops. 2

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

-Could you add all this stuff along with the Allies, Soviets, and Yuri to the N64 version
The N64 version is practically unmoddable due to an LZSS compression system on the files which I haven't
been able to figure out. I only managed to extract the mission files by getting them from the memory dump
"savegames" from my emulator.
All my findings on C&C64 can be found here:
http://nyerguds.arsa...com/N64Project/ (http://nyerguds.arsaneus-design.com/N64Project/)

Again, I was kidding, but that's still cool.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

-And while you're at it, can you become the President of the United States, please?

Would be hard; I think it requires me to at least have the US nationality 😜

Like anyone's reading the constitution up there anymore. Come on! Nyerguds 2012!

📧 (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2173)
Nyerguds, on 23 December 2009 - 11:59 AM, said:

-Speaking of which, could you make the power bar exponential like in TS, so I know at a glace. If not, that's fine.
As far as I know, it already is...

I'll have to check that again. Though when I was playing earlier I realized Hi-Res mode has a really long bar.

Just wondering, how does the game do damage? I noticed that my guys keep getting killed by their own grenades. Is there some way to toggle friendly fire? I was going to ask about some version of TypeImmune, but that would require another bit to store data in...

Also, have you talked to APOC to see if they'd release the source for free (or, the more likely plan, be willing to sell it). If so, did he say anything other than "no" (Like that they're planning to profit off retro CnC games with CnC Portable, or anything else)?

Speedy

📧 (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

(Like that they're planning to profit off retro CnC games with CnC Portable, or anything else)?

Dont say that too loudly. I heard there's an Iphone version. (coming or already there)

And I can tell you C&C1 AND RA1 are FOR SALE on the PSP network.

I'm assuming ports of Playstation versions, though.

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nathancnc

Yes they are just a port of the original playstation ones. I have all three (C&C, RA, Retaliation) on my PSP Go.

Nyerguds

📧 (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

Wow, so it dates back all the way to TD? I remember one ASM hack for TS increased the limit. Maybe CCHyper has an answer?

Never knew anyone ever found a way around it. Hyper said it was "AI stuff" that was too complicated to touch. I kinda got around it by replacing the dinosaur unit IDs in the units list, making the already unbuildable dino's the "overflow units", and freeing up 4 usable spots. This does make it impossible to make the dinos buildable in mods, of course...
With some more research I might be able to replace the LST and Gunboat spots; making those buildable is 100% useless anyway.

📧 (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

I was getting it confused with RA2 for a moment there. The statue of liberty uses a separate palette.

Yeah... not the same. C&C1 and RA1 can really only have one palette loaded at the time.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

Argh, I forgot to mention it was *NOD*: N64 Spec. Ops. 2

Oh yes, the ufo/crash thing. It's added as second cell to the P04 file. Since maps are just a list of byte pairs of the type [template ID],[tile number], they're easy to edit to add extra tiles onto the map.
Both N64 Nod maps should have that though.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

I'll have to check that again. Though when I was playing earlier I realized Hi-Res mode has a really long bar.

The original hi-res hack made by Komfr limited it to the original size, but I restored that to its default behaviour of using the complete length. Instead, I fixed it by adapting the graphics it uses.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

Just wondering, how does the game do damage? I noticed that my guys keep getting killed by their own grenades. Is there some way to toggle friendly fire? I was going to ask about some version of TypeImmune, but that would require another bit to store data in...

A unit has a weapon ID.
A weapon has a muzzle flash animation ID, a sound ID, a rate of fire, a range, a damage and a projectile type ID.
A projectile has an explosion type, a warhead type, a flying speed, a rotation speed (for tracking projectiles), and some properties to enable or disable inaccuracy, smoke trail, target tracking, ballistic curve, whether it can fly over walls, etc.

So a unit fires a weapon (obeying the ROF and range rules), which manifests as a projectile with these weapon properties (damage and range), which fly to a unit and does it damage at the spot where it lands. I believe one of the currently unknown things in the projectile settings might determine the spread rate.

I don't know exactly how the internal communication of this is done, but anyway, when a unit gets damage from that weapon it calls the unit_damaged function, that probably reduces the health, and does some other stuff like making the unit die if its health has reached zero.

(http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2177)
ShadowDog, on 24 December 2009 - 12:48 AM, said:

Also, have you talked to APOC to see if they'd release the source for free (or, the more likely plan, be willing to sell it). If so, did he say anything other than "no" (Like that they're planning to profit off retro CnC games with CnC Portable, or anything else)?

Sell the source? I doubt it. That never happened before afaik. He asked my opinion about possible fan fixes to include if they'd release TS as freeware, but that's it. I personally never asked; it's their business, and I don't have much hope of it ever happening anyway.

CCHyper   Posted 24 December 2009 - 03:40 PM

Reading them posts makes me think what i could do with this game...

Guest_Jeod   Posted 25 December 2009 - 01:05 AM

Will the 1.06c patch make compatibility with Windows 7 easier? I haven't been able to try TD on Windows 7 so I don't even know if it already works.

Nyerguds   Posted 25 December 2009 - 01:26 AM

If you mean the colour issue, it's not a bug in the game; all 256-colour games seem to have that. It's a DirectX issue or something like that.

As for the CD installer not working on 64-bit systems, my full game installer on the site fixes that.

Nyerguds

↩ (http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=2188)
CCHyper, on 24 December 2009 - 02:40 PM, said:

Reading them posts makes me think what i could do with this game...

Suggestions & help on implementing them are always welcome... heck, you can do it yourself if you want. You make it, I add it.

Nyerguds

Just implemented rules.ini reading. rules.ini contains all of the special settings previously in conquer.ini. The only new settings that remain in conquer.ini are the [CDControl] ones. The [Advanced] and [Music] sections are now in rules.ini.

The file reading order (= priority) now is:

==> language setting read from conquer.ini
-cclocal.mix
-lang_???.mix (based on the conquer.ini Language setting; used for language addons)
-sc*.mix / ss*.mix
-updat*.mix / updtr*.mix (with updatec.mix containing lang_ger.ini, lang_fre.ini, lang_jap.ini, and rules.ini)
==> lang_???.ini is read here
==> rules.ini is read here
-all other mixfiles
==> all general settings read from conquer.ini

CCHyper

Very good, i will be even more impressed if you can add vector loading for adding new TechnoTypes 😝

Nyerguds

Again, I don't have a clue wtf you're talking about 😝

Guest_rami

i have a question to adding units.
you said that you moved the dinos to enable 4 new spots for adding units.
is this only for vehicles or for infantry too?
if not you could somewhen later do the same thing with civilians or with civilian buildings.

Nyerguds

Buildings and helis won't matter at all in that aspect, because the AI doesn't build those automatically at all. For infantry there's more problems, since there's a large chance that a lot of code does wonky stuff with the infantry that has the civilian infantry IDs. I'm not touching them for now.

There is another problem with buildings though... only the first 16 of them can effectively be used as prerequisites.

Or rather, the opposite is true... any building with an ID higher than 15 (it starts from 0) will also enable you to build stuff that has a prerequisite building with an ID that's exactly a multiple of 16 less. This is also how certain civilian buildings can give you the ion cannon, radar and nuke.

I already summed up the current duplicates here:
http://forums.cncnz....ndpost&p=173090 (http://forums.cncnz.com/index.php?s=&showtopic=12964&view=findpost&p=173090)

Nyerguds

Damn, this is exciting... I found the function that handles checking prerequisites of construction options.

This thing not only contains the Nod helipad exception I'd been looking for, but also a ton of other exceptions, like different buildlevels for some stuff in the campaigns (Nod gets the Advanced Power Plant at level 12, while its normal buildlevel is 13) and specific restrictions for single player, like the fact Nod can't build the Rocket Launcher, and GDI can never build the Obelisk or Temple even when capturing a Nod CY (and vice versa for Nod and the Adv Com Center).

This is pretty cool... With this, I can remove about every exception in the game that's been bothering me with one single RemoveBuildExceptions=1 key 🙂

There's also some pretty bizarre stuff in here...

I already knew that there was code to make sure anything that needed the Airstrip could also be built with the weapons factory... and the same for the Barracks/HON and the Adv power plant and normal power plant.

But for some bizarre reason... get this... the SAM site also serves as prerequisite equivalent to the HELIPAD. Big WTF here 😲
(even more so because nothing HAS the helipad as prerequisite anyway)

[edit]

The ini key is implemented... this is a great step towards the release 🙂

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apemax   Posted 26 January 2010 - 04:00 PM

well done. 🙂

Nyerguds   Posted 26 January 2010 - 05:53 PM

Thanks 🙂

Hehe, finding this was pure luck, actually. I was actually looking for the code that gave superweapons to players after they'd built the superweapons building. But instead I found the code that makes the Temple equivalent prerequisite to the Advanced Communications Center.

Guest_PruJner   Posted 27 January 2010 - 11:29 AM

Hello, I am sorry for the lack of information but when the patch output 1.06c is planned?

P.S. At Russian localisation (it guys from a site **http://www.siberian-...o.ru/loc_td.htm (http://www.siberian-studio.ru/loc_td.htm)** are engaged) in the permission 1024x768 on a place of the main menu a black screen (but music plays)! Version 1.06b rev2. How it is possible to solve the given problem and what files of localisation can call it?

Once again in advance thanks! Sorry for my English)

Nyerguds   Posted 27 January 2010 - 04:28 PM

The 1024x768 title screen has to be called "xtitle.pcx".

1.06c will have a russian language addon pack 🙂

I don't know when it will be released. I still have to fix the power label.

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