



(5 Pages) ← 1 2 **3** 4 5 →

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

PruJner

Posted 28 January 2010 - 01:50 PM

Thanks for your work, game really deserve attention given to it! Big RESPECT for you!

Nyerguds

Posted 28 January 2010 - 04:46 PM

by the way, Siberian_GRemlin is the one who will be making and releasing the Russian language pack for C&C95 v1.06c 😊
I made the original test version of the Russian language pack with his files.

Guest_cdoubejj

Posted 03 February 2010 - 11:57 AM

Great work R2 fixed the crashing for me under win 7. The color issue is annoying. i know fallout has a fix. it would be nice if someone would step up and fix this 256 color bug i don't see why it'd be so hard for ms. maybe it's something to do with layers? my print screen came out black. in game has no color distortion though.

Nyerguds

Posted 04 February 2010 - 01:38 AM

The problem is that the 256-colour exclusive mode isn't "exclusive" enough; the OS keeps messing with it. The easy fix is to kill the explorer.exe process after starting the game, and restarting it after you finished playing. (explorer.exe is the entire desktop environment of Windows)

There is apparently a way to fix it by making the program run in hi-colour in a way it thinks it's still in 256-colours, but I have no idea how to program something like that into it on a byte programming level.

Guest_WhiteShoes_N_gloves

Posted 06 February 2010 - 06:24 AM

Hey Nyer, was just thinking, if you can attach sounds to animations, then this opens up all sorts of new stuff, like:

"Pop Up" sound for the SAM, like in the clip of the SAM being hit by grenades.
Deply sound for the Con Yard, again, like int he clip of it deplying (man I love that clip)
Door opening sounds for GDI war factory.

given, not everyone would want these, so make them optional, but I think it could be quite cool and bring more realism to the game with all the "gizmos" making noises.

-Liam

DeathLove Crymo

Posted 06 February 2010 - 07:34 AM

☺ (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2536>)
WhiteShoes_N_gloves, on 05 February 2010 - 08:24 PM, said:

"Pop Up" sound for the SAM...
Deply sound for the Con Yard..
Door opening sounds for GDI war factory.

given, not everyone would want these, so make them optional...

Not a bad idea... worth a try maybe?

Still, great work so far. Definitely breathing some life back into the game.

Nyerguds


Posted 06 February 2010 - 04:57 PM

None of these are animations I can access in any way, as far as I know. They're all special cases that would take tons of research to even find, let alone add sounds to them.

Also, the game kinda doesn't have sounds for em. I'm not going to add new stuff that was never related to the game before.

MrFlibble

Posted 06 February 2010 - 09:40 PM

 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2540>)
Nyerguds, on 06 February 2010 - 05:57 PM, said:

Also, the game kinda doesn't have sounds for em. I'm not going to add new stuff that was never related to the game before.

There's the sammotr2.aud soundbite, but I have doubts if it was supposed to be the sound of the emerging SAM battery, or of its rotation when picking a target. As for other things mentioned, I don't think there were any sounds supposed to accompany those events.

Nyerguds

Posted 07 February 2010 - 01:00 AM

judging from the filename, that could indeed be the SAM site popup sound, but unfortunately I have no idea where or how that animation is played.

MrFlibble

Posted 07 February 2010 - 03:10 PM

I just noticed that the guy who proposed the adding of the sounds has the idea of taking the sounds from the FMVs in mind. But I think the game's just fine as it is in this respect.

Nyerguds

Posted 07 February 2010 - 10:22 PM

The FMV sound for the deploy is far too long... and that still doesn't give anything for the weapons factory.


Guest_Commando Clone

Posted 08 February 2010 - 12:17 AM

When are you going to release your new update, oh and btw I downloaded your current one and the resolution is all screwed up for C&C 95 I can't play with such little units any ideas how to get the resolution back like I just bought the game?

Nyerguds

Posted 08 February 2010 - 01:23 AM

Tried the setup tool in the game folder? 

Nyerguds

Posted 11 February 2010 - 01:42 AM

Annoying EA for Fun and Profit...



Dampkring

Posted 11 February 2010 - 03:10 AM

I just spoke with [Tore](http://forums.gamesector.net/index.php?/user/42-tore/) (<http://forums.gamesector.net/index.php?/user/42-tore/>) about a sound issue and he should have already told you Nyerguds about it:

After the soldier's dying scream a sputtering/sizzling/crackling sound can be heard.

Quite annoying and need to be fixed imo.

Thx for your efforts 😊

CCHyper

Posted 11 February 2010 - 04:52 AM

Is the static noise afterward part of the original audio file? Might be a buffer overlaps otherwise...

MrFlibble

Posted 11 February 2010 - 04:35 PM

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2592>)
Dampkring, on 11 February 2010 - 04:10 AM, said:

I just spoke with [Tore](http://forums.gamesector.net/index.php?/user/42-tore/) (<http://forums.gamesector.net/index.php?/user/42-tore/>) about a sound issue and he should have already told you Nyerguds about it:

After the soldier's dying scream a sputtering/sizzling/crackling sound can be heard.

Quite annoying and need to be fixed imo.

AFAIK this only happens if you use the DOS version SOUNDS.MIX with the C&C95 version.

BTW, if I'm not mistaken, the screen does not shake when a structure is destroyed in C&C95, but it does shake in DOS C&C, DOS RA and RA95 (and Dune 2). can this be introduced in C&C95 (forgive me if I'm wrong about this).

Nyerguds

Posted 11 February 2010 - 07:31 PM

Yeah, the sounds mix in my patch is based on the DOS version, to include the unused sounds. I'll fix it.

not sure about the shaking code. I know Hyper talked about finding that in TS though.

[edit]

The sounds are fixed now for 1.06c. Sorry about that. The only change in the sounds I knew of was that awful abbreviation of the Commando's "You got it!" voice ("Ygt't!"), and I wanted that removed 😊
<http://nyerguds.arsa...ounds-fixed.zip> (<http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106/beta/sounds-fixed.zip>)

[edit]

Huh... a ton of sounds seem to be shortened... I'm going to have to look deeper into this, because some of the original sounds (like the burn yell and obelisk attack) are clearly higher quality than the Gold versions. I'll test which of them give the crack problem, and leave in as many as possible.

Dampkring

Posted 12 February 2010 - 04:28 AM

Ok thanx for the fix, gonna test it.

Nyerguds

Posted 12 February 2010 - 01:53 PM

well in this one I just replaced all sounds that are in C&C95 by their C&C95 version. It's only afterwards that I started noticing that stuff.

CCHyper

Posted 12 February 2010 - 02:49 PM

Screen Shake in C&C95, well, it dont seem to have the code o_o

And if Nyer wants to add it sure, but i am not rewriting the RA's version of the function xD

Dampkring

Posted 12 February 2010 - 03:01 PM

it works, problem fixed now, can play C&C95 again 😊

Thanx 😊

MrFlibble

Posted 12 February 2010 - 03:15 PM

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2600>)
Nyerguds, on 11 February 2010 - 08:31 PM, said:

Huh... a ton of sounds seem to be shortened... I'm going to have to look deeper into this, because some of the original sounds (like the burn yell and obelisk attack) are clearly higher quality than the Gold versions. I'll test which of them give the crack problem, and leave in as many as possible.

I can't be 100% sure, but I think only the infantry screams cause the cracking sound. I still wonder why, as it certainly does not happen in the DOS version or when those are played in XCC Mixer. Maybe that's because of an older format?

Nyerguds

Posted 12 February 2010 - 04:07 PM

Hmm... I could fix the "100% = 255/256" bug in the C&C1 warheads system... what do you think? 😊

I'll add a rules.ini key for it though... FixWarheads or something.

Now, I'm not really sure how to do this... either the messy way (if value is FF, ignore the actual value and make sure it uses 100%), or actually remaking the warheads so the verses values are all stored in 2 bytes 😊

Guest_WhiteShoes_N_gloves

Posted 13 February 2010 - 03:17 PM

Concerning hte sounds. Yes, I know they we'rnt supposed to have sounds orionally as far as we know. I just think they could be nice adds to it. And I'm also aware that the con yard clip is far longer than the little

animation, lol. Anywy, if they were made optional, than it's all good. But if you stumble upon them, do consider. BTW don't know if you know, but the version of Destructible times you have is shorter than the real song.

Which includes a sweet guitar solo! You should get this track and switch them around.
-Liam

Nyerguds

Posted 13 February 2010 - 03:54 PM

I got the full song. But I'm using the version that was inside C&C all along.

Guest_ShadowDog

Posted 15 February 2010 - 06:50 AM

Hey, this is ShadowDog. Just wondering: what are some of the most interesting things you've learned about TD. Like bugs, weird choices, obscure limits, stuff most people wouldn't notice, etc.

ShadowDog

Posted 15 February 2010 - 06:54 AM

Um, sorry for double-posting, but I can't edit posts made while not logged in. I also ment to ask if there were any good TD mods besides the Star Wars mod. Thanks in advance.

Nyerguds

Posted 15 February 2010 - 10:36 AM

Well, yeah, the C&C ants mod-campaign is pretty good, but none of these work on 1.06b since C&C modding relies on exe editing, meaning mods usually include a modified exe... of a version older than 1.06b 🙄 (the main problem with this is that 1.06b splits unit speech off from sounds.mix into talkeng/ger/fre.mix for the language system, so any such added modded exe won't find the unit speech files, since it simply doesn't read the talkXXX.mix file)

Might change if I get around to implementing a rules.ini system, but that's gonna take loads of research into how the game stores the unit/structure/etc type ("blueprint") objects.

Anyway, I got the Star Wars mod pretty much completely fixed up for 1.06c, so that's one down...

CCHyper

Posted 16 February 2010 - 12:42 AM

Ill tell you something, how dam annoy the older games graphic view ports are! 🙄

Guest_rami

maybe wrong place...but...

i saw this <http://nyerguds.arsa...creenshots.html> (http://nyerguds.arsaneus-design.com/cncstuff/cc1_ra1_screenshots.html)

and there's an easier way to do this.

Ultima Online Screenshot Utility

Nyerguds

Posted 16 February 2010 - 09:26 PM

So? This is the "correct" way, without needing actual screenshot utilities.

Also, that's not really related to the patch 😊

CCHyper

Posted 16 February 2010 - 11:56 PM

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2644>) rami, on 16 February 2010 - 11:25 AM, said:

maybe wrong place...but...

i saw this <http://nyerguds.arsa...creenshots.html> (http://nyerguds.arsaneus-design.com/cncstuff/cc1_ra1_screenshots.html)

and there's an easier way to do this.

Ultima Online Screenshot Utility

Yes, when i get time i will write a section of code for TD/RA that allows you to save PCX screenshots.

Nyerguds

Posted 19 February 2010 - 12:53 AM

That would be totally awesometastic 😊

CCHyper

Posted 19 February 2010 - 07:14 PM

Yea it would, bastard of a Graphic Buffer!

Nyerguds

Posted 19 February 2010 - 11:27 PM

Well, I implemented the warheads fix 😊

Nyerguds

Posted 20 February 2010 - 03:22 AM

I changed the minicampaigns system to use EA, EB, EC, ED, EE, WA, WB, WC, WD, WE

The reason for this change was rather silly... the name IDs generated from SCG20EB.INI and SCG20EB.BIN perfectly matched those of SCB20EL.INI and SCB20EL.BIN, meaning that the last Nod Funpark mission would instead give the second GDI one 😊

This problem might occur in other minicampaigns anyway... this ID system is less reliable than I hoped. Maybe this is the reason the covert Ops numbers were spread out...

MrFlibble

Posted 20 February 2010 - 05:10 PM

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2686>) Nyerguds, on 20 February 2010 - 04:22 AM, said:

The reason for this change was rather silly... the name IDs generated from SCG20EB.INI and SCG20EB.BIN

perfectly matched those of SCB20EL.INI and SCB20EL.BIN, meaning that the last Nod Funpark mission would instead give the second GDI one 🤔

I remember that because of the very same problem I incorrectly identified names for Sole Survivor maps when I was trying to compile the list of Sole Survivor-specific MIX contents. Luckily the current map's name is shown in the options menu, so I was able to correct that mistake eventually.

Nyerguds

Posted 20 February 2010 - 08:08 PM

Oh? You know if any of these are incorrectly named then?

http://nyerguds.arsaneus-design.com/cncstuff/mappics/multi_ss/

MrFlibble

Posted 21 February 2010 - 08:11 PM

Yeah, that's right, they begin with SCS.

(5 Pages) ← 1 2 **3** 4 5 →

[Community Forum Software by IP.Board 3.1.0](#)

Licensed to: Game Sector Network