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

Guest_psde

Posted 23 February 2010 - 12:24 PM

Thanks for the work you are putting into this. One thing that bugs me is the ingame-chat. Is there a way to make it easier to use? Another key (other than F6), own messages are getting displayed too, messages staying onscreen longer, and most important a sound for incoming messages would be really great.

Ringwraith

Posted 24 February 2010 - 07:48 PM

↪ (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2512>)
cdoublejj, on 03 February 2010 - 09:57 AM, said:

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.

Was panning through this forum and couldn't help but notice the colour craziness thing. I have a workaround for getting proper colours if you don't know it already, simply right-click on the desktop and bring up the "Screen Resolution" window and then startup C&C and make sure the window is selected when it loads up. Should put the colours to normal, (don't ask me why) trying to minimise and restore it might make it hard to get it back to proper colours again though, (I think I've managed it before, forgotten how I did it, still involved making sure the windows was selected).

Regardless, it still likes to crash on me and I'm using win 7 too...

Nyerguds

Posted 24 February 2010 - 07:56 PM

I know about the colour bug, I know about all the different workarounds... but it's just not related to the patch. I can't fix it from within; it's a DirectX issue.

As for crashes, they normally give you a message of the "the instruction at address #### blahblahblah". That instruction address can help me see where the problem occurred, and might help me to fix it.

↪ (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2712>)
psde, on 23 February 2010 - 11:24 AM, said:

Thanks for the work you are putting into this. One thing that bugs me is the ingame-chat. Is there a way to make it easier to use? Another key (other than F6), own messages are getting displayed too, messages staying onscreen longer, and most important a sound for incoming messages would be really great.

Not sure about the delay... if I find it I might be able to make it echo the player's messages somehow, but personally, I got no idea how to even start on that.

If I find the code it'll probably be peanuts to build in a sound event though. Those are easy 😊

Ringwraith

Posted 25 February 2010 - 02:34 PM

Well I guessed it was a system issue rather than the patch, just trying to helpful (sometimes it happens 😊).

↪ (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2726>)
Nyerguds, on 24 February 2010 - 05:56 PM, said:

As for crashes, they normally give you a message of the "the instruction at address #### blahblahblah". That instruction address can help me see where the problem occurred, and might help me to fix it.

It just stops completely. No form of warning as far as I'm aware or message, apart from the usual 'Windows is looking for a solution' uselessness.

CCHyper

Posted 25 February 2010 - 04:23 PM

BTW Nyer, the messages on the Online and Networks games use MessageListClass, its simple to fetch and put strings on the screen.

Nyerguds

Posted 25 February 2010 - 08:27 PM

Mkay, I'll look into that later...

For now though, I've kinda completely rewritten the Warheads 😊

I already said I changed the warheads to use 2 bytes for the Verses values (percentage of damage vs each of the 5 armour types)... well, while I was at it, I tried adding a new warhead. I made a clone of the Fire warhead and linked it to the Nuke.



And what do I get? The fricking Living Dead. Zombies. Un-bloody-dead abominations, still standing upright, but neither alive nor dead.

I immediately realized that this was probably because the warheads in C&C, unlike the RA ones, don't contain the actual information of which infantry death animation should be linked to them. When I finally found the function, I was baffled by the way they screwed that up.

Basically, as I expected, they just had a list that linked each warhead through to its infantry death animation.

Now, I'd expect an overflow check on that list would be of the kind "if the warhead value is higher than the list length, go to the default **die_normal**". But no. It just aborted the function completely, resulting in the aforementioned zombies. They were just damaged to 0 health, but not actually killed.

So what I did was, I changed the warheads structure (again), so I could save the infantry death ID into the actual warheads, like it's done in RA1. Then I adapted that list that linked each warhead to its infantry death animation, so it just has a list of death animations instead of warheads. And of course, I changed the code that used that list so it would use the newly added infantry death ID of a warhead to pick an index on that list.

The newly implemented infantry death IDs for warheads are:

- 0: Normal (Humvee gun, minigun, commando sniper)
- 1: Torn apart (Guard Tower/Apache, MLRS missile)
- 2: Blown away (tank shot, bazooka)

3: Burn (flamethrower, ion cannon)
4: [wh6] (used for the unknown warhead 6, not sure what it does)
5: [wh7] (used for the unknown warhead 7, not sure what it does)
6: Eaten (looks like Normal, but is used for the carnivorous dinos; I suppose it does the "heal from eaten infantry" thing)

Any illegal infantry death IDs end up in the Normal death animation, forever fixing the zombies bug.

The result... I can add as many new warheads as I want, with specified infantry death ID. I tested the system with all warheads in the game, and it works perfectly 😊

CCHyper

Posted 25 February 2010 - 09:10 PM

Haha, best thing i have heard all day! And i thought TS *Take_Damage() was bad enough...

Speedy

Posted 25 February 2010 - 09:36 PM

Command and Conquer: Tiberian Dawn's Generals.

Now with SCUD Storm, Nukes and Uplink Cannon like the real C&C Generals 😊

Nyerguds

Posted 26 February 2010 - 01:06 AM

Speedy... "warheads" are just the damage modifiers that make a weapon's damage act like, e.g., fire, or missiles. It determines if it can damage walls and stuff like that, and how much % damage it does against each armor type.

To give a simple example, it's what makes sure the Commando's gun is awesome against infantry but barely scratches a tank. That's not a property of the weapon, but of its warhead ("HollowPoint").

Speedy

Posted 26 February 2010 - 01:53 AM

Ah. THOSE warheads.

I thought you meant ACTUAL warheads, aka superweapons. 😊

Kind of stupid of me, I've done a small amount of modding, I should know those words. 😊

Nyerguds

Posted 26 February 2010 - 06:59 PM

I just added a ForceBriefScreen=1 option for missions.

Normally, missions only show a text briefing screen if it has no Briefing video, or can't find the video it's supposed to play. This option will force the text screen to appear even if there is a Briefing video.

Nyerguds

Posted 28 February 2010 - 02:28 PM

For anyone interested.. I made a rules.ini-like structure for all information I have so far that is related to the weapons. You can check it out here:

<http://forums.cncnz.com/entry176372> (<http://forums.cncnz.com/index.php?showtopic=13364#entry176372>)

Nyerguds

Posted 01 March 2010 - 08:08 PM

Just added all special music in rules.ini 😊

```
[Music]
//; WARNING: Using a non-looping theme for the normally looping scenes will start
//; the normal playlist loop
MainMenuTheme=MAP1
```

```

GDIMapTheme=MAP1
NodMapTheme=NOD_MAP1
GDIScoreTheme=WIN1
NodScoreTheme=NOD_WIN1
MultiplayerScoreTheme=WIN1
//; score themes played on the score screen after the last mission
GDICreditsTheme=OUTTAKES
NodCreditsTheme=OUTTAKES
//; default start theme for missions:
DefaultTheme=AOI
RemixScores=1 //; Enable music remixes and hidden themes
MultiplayMusic=1 //; Enable music in multiplayer/skirmish games
ShuffleStartMusic=1 //; Shuffle the start theme in single player
IncrementStartMusic=1 //; Correspond campaign start theme to the mission number
//; (this overrides ShuffleStartMusic for the campaign)
    
```

(comments are actually just with ; in the ini file, but these <code> tags do C++ colouring, lol)

As you see, the specific score options make the old TransitMusic method completely unnecessary. If you don't like the new stuff, you can just replace all the scores and credits themes by WIN1, and the Nod map theme by MAP1.

I also split out the rather confusing StartMusic option into its 2 base options again, with the Increment overriding the Shuffle one for campaign missions.

Nyerguds

Posted 03 March 2010 - 01:40 AM

Booyah. Any theme now automatically loops when set for a special scene, and doesn't loop when played from the playlist.

Basically, the "loop" option is no longer in the themes themselves now, but a global status that's changed to the correct state when the game starts the music for the main menu, score screens, map screens or gameplay.

This means that the note above the themes options in the rules bit I posted no longer applies; any theme can now be used as score or map theme, and will loop automatically on that screen, without continuing the playlist. This also means that any of the menu themes can be put in the playlist without looping endlessly when the playlist reaches that one.

Guest_Mark

Posted 05 March 2010 - 11:58 PM

Thanks for all the effort you are putting into this.

I am wondering if it would be possible to add a 'Delete Mission' button to the Save/Load mission menu options. It would be a big help in keeping the save games organized.


Mark

MrFlibble

Posted 06 March 2010 - 05:20 PM

 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2780>)
 Mark, on 06 March 2010 - 12:58 AM, said:

I am wondering if it would be possible to add a 'Delete Mission' button to the Save/Load mission menu options. It would be a big help in keeping the save games organized.

Isn't the "Delete Mission" option already there? 

Guest_Mark

Posted 07 March 2010 - 04:32 AM

Oops, you are right. I was looking in the Save and Load screens, but I see it now on the main menu. Sorry about that.

Mark

Nyerguds

Hm. And it's not in the title screen main menu. Only the ingame one.

MrFlibble

Posted 07 March 2010 - 08:01 PM

I doubt anyone would be in a rush to delete saved games right after starting the game 😊

pichorra

Posted 07 March 2010 - 11:57 PM

if i understeadn correctly, there's a way to add more life to the units, edit the range of the weapons, the power, and the sound, just adding a rules.ini?

so, we can add a capgaind like a "Resident Evil: TD Edition!"

Nyerguds

Posted 08 March 2010 - 09:42 AM

"just" adding a rules.ini? Screw you, that's gonna be a project as big as all of the current 1.06c.

CCHyper

Posted 08 March 2010 - 02:10 PM

Dude, nice use on wording against someone who does not know what it entails...

Guest_Scargy

Posted 08 March 2010 - 04:50 PM

cant wait for the C patch keep up the good work!

Nyerguds

Posted 10 March 2010 - 07:36 PM

I just added boolean reading to the ini files. This means that any True/False option in rules.ini (and, after I implement it everywhere, conquer.ini too) will take 0/1, Y/N, Yes/No, True/False, Enabled/Disabled, Aye/Nay, and whatever else that starts with the same letters as these, because that's all it really checks. Case insensitive, of course 😊

PruJner

Posted 19 March 2010 - 12:24 PM

Played in C&C4 and deleted him in the same day, I am irritated by a new game! I sit and weakened in Tiberian Dawn) We will consider that C&C4 it is a patch of 1.06c.

Speedy

Posted 19 March 2010 - 03:31 PM

☺ (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2848>)
PruJner, on 19 March 2010 - 11:24 AM, said:

Played in C&C4 and deleted him in the same day, I am irritated by a new game! I sit and weakened in Tiberian Dawn) We will consider that C&C4 it is a patch of 1.06c.

This. This made no sense. Seriously.

Revolutionary

Posted 19 March 2010 - 04:26 PM

☺ (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2807>)
Nyerguds, on 10 March 2010 - 05:36 PM, said:

True/False 0/1, Y/N, Yes/No, True/False, Enabled/Disabled, Aye/Nay

imo i would have 1 = yes/T/True and 0 = No (N,False) or is this me being silly.

Nyerguds

Posted 20 March 2010 - 06:05 PM

lol, I switched them around. Obviously, 1 is True. I just put 0/1 for the sake of numerical order 😊

Guest_Maurice76

Posted 02 April 2010 - 12:02 AM

Great work, Nyerguds! Loved your 1.06b patch, just finished good ol' C&C95 that way. The only annoying part were the random lockups during mission play, but I am sure you're aware of those (and unfortunately clueless to fix).

Anyway, tidbit of info: I downloaded the C&C95 ISO's from Gamespot, because while I did have the original DOS version of the game, I never bought the '95 version. Using the downloaded ISO, I had several FMV's crash consistently at specific points (with an illegal operation error message):

- After GDI mission 4, Greg Burdette reporting, he eventually says "Only when one General Mark Sheppard and his vision of one world order are sto-" ... crash out at that point;
- After GDI mission 7, you get a video with "6 critical items transmitted". After the fourth or so, Kane shows up and after a few words, it's end of story (crash) ;
- Briefing on GDI mission 8, to repair the damaged base (not the companion one, where you need to rescue Dr. Mobius), skips out after the first or second directive, omitting the rest (note that it doesn't crash, it just stops playing and starts the mission) ;
- The trailer from Red Alert, after the sub gets downed with the depth charges and the C&C letters appear again, just before they "connect" again, it crashes;

Now the interesting part: I got my original C&C CD's and after playing up to GDI mission 10 or so, I simply copied over the Movies.mix file from there, over the one that came along with the downloaded ISO. Exit problems, all video's play without crashing with that one. It's slightly smaller in size than the downloaded one, but I guess that's because of the lack of additional trailers mostly; the original one only has the Tiberian Sun trailer at the end (although, in all honesty, that one is garbled up for me, for some reason, in both the GDI and NOD movies.mix file).

Could it be that the downloaded freeware ISO actually has a damaged Movies.mix file? Perhaps incorrect offsets?

One thing I liked about the patch was the ability to play it in 1024x768 screen resolution. Since I've finished it, I decided to switch over to Red Alert 1 again, but well, 640x480 is the max there 😊. Is a higher resolution for RA95 a possibility just like C&C95, or are there technical blockades that prevent that resolution there?

Guest_Maurice76

Posted 02 April 2010 - 01:32 PM

Ok, scratch that resolution question, I found CCHyper's topic about the RA patch, where this is answered 😊.

I got to this forum thread through an external link, so I missed the overview of the other forum threads.

Nyerguds

Posted 02 April 2010 - 09:01 PM

Not sure about the movies.mix problem, but the TS trailer thing is probably due to a wrong VQP file. These files determine the colours of the in-between pixels in the horizontal direction when stretching the 320x200 vids to 640x200. (they're not stretched vertically; instead black interlacing lines are added).

I know there are 2 versions of the video; the Covert Ops version has a static fade out at the end. If you have the wrong combination of video and VQP file it screws up.

Frankaz

Posted 03 April 2010 - 01:30 AM

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2850>) Speedy, on 19 March 2010 - 01:31 PM, said:

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2848>) PruJner, on 19 March 2010 - 11:24 AM, said:

Played in C&C4 and deleted him in the same day, I am irritated by a new game! I sit and weakened in Tiberian Dawn) We will consider that C&C4 it is a patch of 1.06c.

This. This made no sense. Seriously.



SENSE

This picture makes none

Guest_Maurice76

Posted 03 April 2010 - 12:53 PM

<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2906>
Nyerguds, on 02 April 2010 - 07:01 PM, said:

I know there are 2 versions of the video; the Covert Ops version has a static fade out at the end. If you have the wrong combination of video and VQP file it screws up.

Ahh, that could explain it; I installed Covert Ops over the original game install as well, so I guess it got mixed up there when I copied the original movies.mix without getting the VQP file to match.

<http://forums.gamesector.net/index.php?app=forums&module=forums§ion=findpost&pid=2598>

MrFlibble, on 11 February 2010 - 05:35 PM, said:

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).

Oh, it just occurred to me that the absence of screen shaking in C&C95 is an indication of the fact that the devs decided to remove this feature, as it is no longer present in later games. It's just that I keep forgetting that

C&C95 was actually released **after** RA 😊

Guest_GASK3T

Posted 15 April 2010 - 05:17 PM

hey - i need some help,
i have that color issue with C&C 95 and RED ALERT. Love these games as used to make Rules.ini edits back in the day.

I am currently using Windows 7 64 bit and read a little bit about a fix for it by making some edits with the registry. can anyone walk me through this please? i am desperate to get C&C and RED ALERT Working again.

Nyerguds

Posted 16 April 2010 - 09:20 PM

I believe some people on the official boards described it pretty accurately. I don't have Win7 though, so I can't even test that.

<http://forums.comman...list/38360.page> (<http://forums.commandandconquer.com/jforum/posts/list/38360.page>)

Nyerguds

Posted 20 April 2010 - 06:21 PM

well, it's been quiet for a while... but I think I got something worth discussing again 😊



Guest_Chad1233

What is this? I am not seeing it. 😊

CCHyper

Posted 21 April 2010 - 08:44 PM

Something with the scenario reading i say, looking at the filename...

Revolutionary

Posted 21 April 2010 - 09:43 PM

Yea I think hyper's right

Am i right in saying Nyerguds you have expanded the list of "map numbers" from around 100 (0-99) to 1000 (0-999)

(took me ages to notice that 😊)

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