



(5 Pages) « First ← 3 4 5

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

**Guest\_godly-cheese**

Posted 22 April 2010 - 05:07 AM

Now, that. Is a lot of maps. Lol.

**Nyerguds**

Posted 22 April 2010 - 08:14 AM

Unfortunately, this was only in Skirmish... somewhere in the real LAN process, it gets reduced to one byte.

As I see it now, there's 3 possibilities for the future...

1. I find out where the value gets reduced, and fix it. Worst case, it's one byte in the packet that's sent. I really need to dig into that code, but unfortunately I got no idea where it is, so I personally don't think this one will be possible.
2. I don't fix it, and internally it gets reduced to one byte. This means we'll have a maximum of 128 maps.
3. I don't fix it, and internally it gets *cut off* at one byte. The difference with the previous case is that the resulting byte then is not seen as signed number, which means we could have 256 maps, which is, admittedly, only 1/4th of the full 1000, but which is still quite a lot.

Mind you, it's probably not too hard to fix case #2 to become case #3.

Either way, I'm looking at some serious LAN testing. I'm glad I got a laptop from my internship that I can put next to my desktop PC to test this LAN stuff, but that'll only last until the 7th of May... I hope I can get some serious LAN research done before that time comes.

Note that SCMO0EA is included in the above numbers... in case #3 it might not be hard to simply make it appear at the end of the list though, ending the whole "should we use it?" debate. It'll just be a matter of cutting off the map number at one byte when making the mission name, starting the map read at 01, and ending after it became 00 again, which is, internally, when it reaches 256.

**pichorra**

Posted 22 April 2010 - 08:30 PM

If you do that, all maps need to be renamed to SCM~~9~~XEA to SCM~~Z~~ZXYEA right? and about the submaps? (EA, EB, WA...). But, if you RLY do that, Westwood Chat will not suport anymore the C&C95, since it read SCMXYEA

and about the collor issue, the link, who nyer posted here, works, no needing anymore to me killing explorer.exe! 😊 (I use Windows 7).

**Nyerguds**

Posted 23 April 2010 - 12:01 AM

Nah, that's no problem. The original "two digits" thing is just an "expand any number to at least to 2 digits" indication. It's not an actual restriction. As you could see in the screenshot, when the number defined as two digits exceeds those two, it just expands to three normally. So you'd go from SCM99EA to SCM100EA without any problems. The only reason I can't go beyond 999 is just that C&C uses the old DOS 8.3 filename format, meaning the "SCM??EA" can't exceed 8 characters. Which means the ?? spot can only be 3 characters long.

As for using ea/eb/ec etc, that really can't be done without changing the network packets, since that information isn't sent at all; it's just always kept on EA.

The development this screenshot is all about is actually just the reading of the map names. The game used to store the maps in a fixed array of 100 spots. Thanks to the magic of memory allocation, I can now make it read a near infinite amount of maps, because instead of storing the name strings in a fixed array (which is, inevitably, finite), I just ask the system to find me 128 bytes of available memory every time I want to store a new map name 😊

But, as I just said, that's only the first step... with this change the game can *list* more maps, but now I gotta

make sure it can actually *use* them, too...

## Nyerguds

Posted 24 April 2010 - 12:47 PM

Well, this is SOME good news, at least... it works beyond 128 😊



I tested 258 though (which is 102 in hexadecimal), and it ended up on scm02ea on the client. So it's actually cut off at one byte.

I'll just limit the map reader to 255 for now, so I can continue on other stuff without wasting too much time with this. I did manage to expand the list to 2.5 times the original size, after all 😊

As I already mentioned, I'll make sure map reading starts at 1 and ends at 100h (256) and cut the number off at one byte when reading. This will allow us to still use map number 00, only it'll end up at the end of the list.

## godly-cheese

Posted 25 April 2010 - 06:08 AM

I actually registered Nyer. 😊

## Nyerguds

Posted 25 April 2010 - 11:35 AM

About damn time, lol.

## Guest\_Chad1233



Posted 26 April 2010 - 07:18 AM

I like replying to your new stuff but hate registering =p So as long guest posting is allowed am good. lol

By the way I like the extended map listing but do you think were ever gonna have that many maps? ^^ Also is it possible to have a new map editor for C&C? cncmap crashes way to many times for me like when i scroll down to the bottom part of the map IT CRASHES! Keeps me from making good maps for TD! >>

It would also be awesome if you was able to work out stereo for c&c we all know it supports... I found a guide to get it working in-game but was to complex for me to follow and due to missing information of mine. But this shouldn't matter for now intill later. ^^

---

**Frankaz**

Posted 26 April 2010 - 01:29 PM

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3003>)

Chad1233, on 26 April 2010 - 05:18 AM, said:

I like replying to your new stuff but hate registering =p So as long guest posting is allowed am good. lol

By the way I like the extended map listing but do you think were ever gonna have that many maps? ^^ Also is it possible to have a new map editor for C&C? cncmap crashes way to many times for me like when i scroll down to the bottom part of the map IT CRASHES! Keeps me from making good maps for TD! >.>

It would also be awesome if you was able to work out stereo for c&c we all know it supports... I found a guide to get it working in-game but was to complex for me to follow and due to missing information of mine. But this shouldn't matter for now intill later. ^^

It will certainly be useful for single player maps, I have an absolute ton of those for C&C1, but you cant possibly put them all in the game at the same time, I'm pretty certain Nyerguds himself has even more than I do...

As for ccm are you using the 3.1 version made for windows? It probably needs Win95 compat mode set and maybe admin rights too.

---

**Nyerguds**

Posted 27 April 2010 - 12:30 AM

Single player? This wasn't about single player at all... and tbh, everything I've seen so far seems to point towards the New Missions list supporting as many maps as the name format allows. All I need to do is raise the maximum map number it reads to 999 (and removing some crap I made in the savegames when assuming the mission number would stay in one byte 😊).

---

**godly-cheese**

Posted 28 April 2010 - 02:47 AM

I use XCC Editor 1.03 for multiplayer maps, and CCMap 3.1 for singleplayer missions (although I never make missions).

---

**MrFlibble**

Posted 28 April 2010 - 05:27 PM

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3014>)

godly-cheese, on 28 April 2010 - 03:47 AM, said:

CCMap 3.1 for singleplayer missions (although I never make missions).

Eh? You use it to make singleplayer missions yet you never make them? You mean you never finish them, or what? 😊

---

**Nyerguds**

Posted 28 April 2010 - 07:00 PM

He probably tried, then got to the Triggers part and gave up 😊

---

**godly-cheese**

Posted 28 April 2010 - 10:25 PM

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3016>)

Nyerguds, on 28 April 2010 - 11:00 AM, said:

He probably tried, then got to the Triggers part and gave up 😊

Haha, I got a good laugh out of that.

But unfortunately, Nyer is right. I usually get the map going then, fail miserably at the triggers part. So then. ... I give up! xD

**MrFlibble**

Posted 29 April 2010 - 11:40 AM

Contrary to what seems to be popular opinion, I find XCC Editor quite suitable for SP mission-making and scripting triggers (although missions created this way do require some manual polishing). So maybe you would like to give it a try 😊

**Nyerguds**

Posted 29 April 2010 - 08:31 PM

The problem is that XCC saves everything in the ini in upper case and removes any comments you put in. Really annoying, especially the upper case thing, on mission names and briefings.

**Revolutionary**

Posted 30 April 2010 - 07:50 PM

Nyerguds ive found a Bug

Im posting this having just minimised the game, if you use the smaller more detailed mini-map it will not show you the very bottom section of the map when playing in high-res.

Edit and the very right hand side

**godly-cheese**

Posted 30 April 2010 - 10:38 PM

👉 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3024>)

Revolutionary, on 30 April 2010 - 11:50 AM, said:

Nyerguds ive found a Bug

Im posting this having just minimised the game, if you use the smaller more detailed mini-map it will not show you the very bottom section of the map when playing in high-res.

Edit and the very right hand side

Who uses the detailed mini map nowadays? xD

**Revolutionary**

Posted 01 May 2010 - 10:36 AM

i started using it in the nod campain and liked it (the mini map may be useful but is boring :L)

Nyerguds it almost looks like what it shows you is based on the top right map cell, and possibly since the mini-mini-map was never updated to work with Hig-Res it doesnt show the "extra bit" you can see. the best example i think i could show you is it displays the highest res on screen however the mini-mini map shows the smaller screen res (not the dos one)

[http://nyerguds.arsa...sions\\_sizes.png](http://nyerguds.arsa...sions_sizes.png) ([http://nyerguds.arsaneus-design.com/cnc95upd/cncversions\\_sizes.png](http://nyerguds.arsaneus-design.com/cnc95upd/cncversions_sizes.png))

**Nyerguds**

Posted 01 May 2010 - 09:24 PM

left-click on the minimap to zoom it out 😊

**godly-cheese**

Posted 02 May 2010 - 11:30 PM

Anyone noticed the new layout or is that just me? O\_o

**Nyerguds**


Posted 03 May 2010 - 12:22 AM


Why exactly did you post that in THIS thread? 😊

---


**Guest\_Maurice76**Posted 03 May 2010 - 09:33 AM

---

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3030>)  
Nyerguds, on 01 May 2010 - 07:24 PM, said:

left-click on the minimap to zoom it out 

I have to admit that when I was playing the Funpark missions, I had it zoomed in as well to more closely follow the dinosaur movement; especially during mission 3 (I think it was 3, where you build your base in the migratory path of the dino's). So it \*can\* be useful, though situational.

I guess it has something to do with the tile being referenced in the top left corner? If that tile is still referenced conform the old situation, but applied to the newer, high-res situation, it would make sense that the right and bottom parts "fall off". It would be a matter of changing the offset tile for the mini-map ... but I am clueless as to what would be needed to do that and/or how difficult that is . I guess it's something hardcoded.

---

**Nyerguds**Posted 03 May 2010 - 07:32 PM

---

The point is simply that on the old resolution, the zoomed in frame fit on the minimap completely. In hi-res however, it still tries to show the whole frame of the currently viewed area, but it's just bigger than the zoomed in minimap. But you can still zoom in on a specific spot by right-clicking on that specific spot the minimap.

---

**godly-cheese**Posted 04 May 2010 - 10:35 PM

---

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3035>)  
Nyerguds, on 02 May 2010 - 04:22 PM, said:

Why exactly did you post that in THIS thread? 

Oops, I went off topic. Sorry!

Hehe...

---

**godly-cheese**Posted 09 May 2010 - 01:19 AM

---

I don't think I've asked this already Nyer, but...

Do the new colors (dark gray and brown) work in multiplayer? Or are they just an addition for modding purposes?

---

**Nyerguds**Posted 09 May 2010 - 01:25 PM

---

I do believe I answered this before...

The number of colours seems to be directly linked to the number of multiplayer players. The logic to distribute them is kinda complex, so I don't see any way to add more atm.

Also keep in mind that in C&C, you can't select your colour after joining. You have to do it before joining, which means people with a duplicate colour automatically get assigned a different one. This entire logic is kinda annoying to mess with.

---

**Guest\_Guest**Posted 10 May 2010 - 03:02 AM

---

Hi, is your patch compatible with "the covert operations". If so, can you tell me the order in which I have to install the game, including it's expansion set.

P.S. Nice work by the way. Can't wait for red alert's patch xD.

---

**godly-cheese**

---

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3082>)

Guest, on 09 May 2010 - 07:02 PM, said:

Hi, is your patch compatible with "the covert operations". If so, can you tell me the order in which I have to install the game, including it's expansion set.

P.S. Nice work by the way. Can't wait for red alert's patch xD.

- 1) Yes, it's compatible... Just install the game normally as you would always.
- 2) Nyerguds' does not make the patches for RA. That's CCHyper's job.

---

## Nyerguds

Posted 10 May 2010 - 11:00 AM

Compatible? It even includes the Covert Ops, lol. The Covert Ops isn't a version change anyway; all it does it add 2 files to the game folder (sc-000.mix and sc-001.mix)

Anyway, I suggest you check out the "What's New" section of the patch release notes:

<http://nyerguds.arsa...n.html#whatsnew> ([http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106/patch106b\\_r2\\_en.html#whatsnew](http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106/patch106b_r2_en.html#whatsnew))

---

## CCHyper

Posted 12 May 2010 - 07:05 PM

---

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3082>)

Guest, on 10 May 2010 - 02:02 AM, said:

P.S. Nice work by the way. Can't wait for red alert's patch xD.

Bah humbug...

---

## godly-cheese

Posted 12 May 2010 - 10:40 PM

---

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3087>)

godly-cheese, on 10 May 2010 - 12:35 AM, said:

---

 (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3082>)

Guest, on 09 May 2010 - 07:02 PM, said:

P.S. Nice work by the way. Can't wait for red alert's patch xD.

- 2) Nyerguds' does not make the patches for RA. That's CCHyper's job.

---

## Revolutionary

Posted 13 May 2010 - 12:17 PM

I think Hyper is Bah Humbug-ging about the problems he had with RA1 and High res ,Nyerguds got it lucky since the cnc1 "bit of code" (ouch thats sounded a horrible way to describe it)was newer and the test bed for what would become res stuff in TS (i think i should re-write this when i wake up a bit with the technical terms



---

## godly-cheese

Posted 05 June 2010 - 01:40 AM

Anything new Nyer?

---

## Nyerguds

Posted 05 June 2010 - 01:02 PM

Well, Hyper has identified a bunch of functions... now I still gotta see what I can do with it.

I'm going to start working on the rules.ini system really soon now. With that implemented, it should be peanuts

to make more objects of any type in the game.

---

**Bullet**Posted 05 June 2010 - 04:21 PM

---

But only C&C1 functions... not RA1 functions 😞

---

**Frankaz**Posted 06 June 2010 - 07:52 PM

---

☞ (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3145>)  
Bullet, on 05 June 2010 - 02:21 PM, said:

But only C&C1 functions... not RA1 functions 😞

Nyerguds is not working on RA1...

---

**Nyerguds**Posted 06 June 2010 - 07:55 PM

---

☞ (<http://forums.gamesector.net/index.php?app=forums&module=forums&section=findpost&pid=3150>)  
Frankaz, on 06 June 2010 - 07:52 PM, said:

Nyerguds is not working on RA1...

And Hyper doesn't tell me about whatever functions he identifies in RA, since he knows that 😊

(5 Pages) « First ← 3 4 5

[Community Forum Software by IP.Board 3.1.0](#)  
Licensed to: Game Sector Network