

Forum:[Hack Forums](#)

Thread: [A Failed Project.](#)

SIM-2501407 - July 2, 2016, 3:48 pm

Developer left the project.

OP REMOVED and PERM CLOSED THREAD.

Gold - July 2, 2016, 3:59 pm

Wish this was a sole 317 project, never the less good luck !

Stealth™ - July 2, 2016, 4:00 pm

I saw this on rune-server. Please use Asteria or something similar as the server base.

SIM-2501407 - July 2, 2016, 4:44 pm

(Jul 2, 2016 03:59 PM)Gold Wrote: [\[CITE\]](#) Wish this was a sole 317 project, never the less good luck !Thank you! Hope to improve graphics even more as we go.

Even though it's loading higher data, you should give it a try once we release the server.

Many servers load higher data, but it's still a 317.

Mr. Corleone - July 2, 2016, 6:02 pm

I'll give it a go once it's done. Also, how much time do you spend on this?

EternityX - July 2, 2016, 6:18 pm

holy shit this is amazing

best of luck

SIM-2501407 - July 2, 2016, 6:54 pm

(Jul 2, 2016 06:02 PM)Randelixim Wrote: [\[CITE\]](#) I'll give it a go once it's done. Also, how much time do you spend on this?According to the person doing the developing they've had Unity open for 7 days and 18 hours. I'll be keeping this up to date as he makes progress and we come closer to a release.

(Jul 2, 2016 06:18 PM)EternityX Wrote: [\[CITE\]](#) holy shit this is amazing
best of luck

Really appreciate the nice feedback. Makes me happy to see people like it.

Developer added some commands

A NEW ERA... - July 2, 2016, 7:55 pm

THAT SHIT IS SO FUCKING BEAUTIFUL RELEASE THIS SERVER NOW

SIM-2501407 - July 2, 2016, 7:58 pm

(Jul 2, 2016 07:55 PM)Jacoooby Wrote: [\[CITE\]](#) THAT SHIT IS SO FUCKING BEAUTIFUL RELEASE THIS SERVER NOWThank you for the feedback, actually made me laugh a bit. Client is close to being functional, then we'll add content. After the content is added, we'll release the server. We will continue to work on the client and the content after release of course.

A NEW ERA... - July 2, 2016, 8:14 pm

(Jul 2, 2016 07:58 PM)Act of Valor Wrote: [\[CITE\]](#) Thank you for the feedback, actually made me laugh a bit. Client is close to being functional, then we'll add content. After the content is added, we'll release the server. We will continue to work on the client and the content after release of course. Will you be able to switch between Unity and a regular 317 client? I like the choice of changing between revisions

Raddify - July 2, 2016, 8:35 pm

this actually looks interesting,
hope it gets big.

SIM-2501407 - July 2, 2016, 8:49 pm

(Jul 2, 2016 08:14 PM)Jacoooby Wrote: [\[CITE\]](#) Will you be able to switch between Unity and a regular 317 client? I like the choice of changing between revisions

Probably not to be honest. We are going to release the Unity client first, then go from there. Maintaining two clients is double the work load, so unless we get a larger development team, I don't see it happening unfortunately.

We'll have to see in the future if we can do it.

(Jul 2, 2016 08:35 PM)Raddify Wrote: [\[CITE\]](#) this actually looks interesting,
hope it gets big.

Thanks dude, keep checking on the thread for updates.

Stealth™ - July 2, 2016, 8:53 pm

(Jul 2, 2016 08:49 PM)Act of Valor Wrote: [\[CITE\]](#) so unless we get a larger development team, I don't see it happening unfortunately.

Let me know if you're looking for another developer :)

SIM-2501407 - July 2, 2016, 8:57 pm

(Jul 2, 2016 08:53 PM)Stealth™ Wrote: [\[CITE\]](#) Let me know if you're looking for another developer :) I will keep that in mind, but we aren't considering doing it until way down the road, if at all.

The Unity client is a large work load and we don't see much point in getting a 317 client. Maybe if there is a higher demand later, we will do it. No guarantees as of now, sorry.

Stealth™ - July 2, 2016, 9:04 pm

(Jul 2, 2016 08:57 PM)Act of Valor Wrote: [\[CITE\]](#) I will keep that in mind, but we aren't considering doing it until way down the road, if at all.

The Unity client is a large work load and we don't see much point in getting a 317 client. Maybe if there is a higher demand later, we will do it. No guarantees as of now, sorry.

I was referring to the server as I tend to stick to backend stuff.

Brew. - July 2, 2016, 11:04 pm

Nice work AoV, it looks pretty neat.

Keep it up.

SIM-2501407 - July 2, 2016, 11:26 pm

(Jul 2, 2016 11:04 PM)Brew. Wrote: [\[CITE\]](#) Nice work AoV, it looks pretty neat.

Keep it up.

Brew, thanks for the feedback homie. Definitely going to want to talk to you about this some more soon.

Navus - July 3, 2016, 8:44 am

Very nice project, looks great so far!

SIM-2501407 - July 3, 2016, 4:13 pm

(Jul 3, 2016 08:44 AM)Navus Wrote: [\[CITE\]](#) Very nice project, looks great so far!

Thank you Navus for the feedback. Learning how to use a map editor right now. so I can make custom areas.

Harry? - July 4, 2016, 1:29 am

Looks amazing my friend keep it up! Didn't realise you were a part of this project but now I know you are I'll actually stay up-to-date with it XD

Lil Kodak - July 4, 2016, 4:03 am

(Jul 2, 2016 06:54 PM)Act of Valor Wrote: [\[CITE\]](#) According to the person doing the developing they've had Unity open for 7 days and 18 hours. I'll be keeping this up to date as he makes progress and we come closer to a release.

Really appreciate the nice feedback. Makes me happy to see people like it.

Developer added some commands

those graphics in that picture look amazing mate! Carry on and ill play

SIM-2501407 - July 4, 2016, 9:08 am

(Jul 4, 2016 01:29 AM)Alatus Wrote: [\[CITE\]](#) Looks amazing my friend keep it up! Didn't realise you were a part of this project but now I know you are I'll actually stay up-to-date with it XD

Haha, yes sir my friend, It's a big project and I have strong faith it will get released one day. Appreciate the advice too.

(Jul 4, 2016 04:03 AM)Lil Kodak Wrote: [\[CITE\]](#) those graphics in that picture look amazing mate! Carry on and ill playThank you and I'll send you a message once it's ready for a release!

When I post a picture, it's meant to show what I've done (e.g. levels on interfaces via client scripts.)

Fixed clipping, and therefore local path finding

Fixed minimap colors (need to implement texture average still)

Implemented tile color bleeding

Widgets are now instanced on demand

Corrected tab icon alignment

Converted widget format to something easier to work with

Fixed a rotation issue with straight wall decoration objects

You can no longer right click objects that have "no" options

Packed mapfunction, and mapscene sprites for minimap stuff

Implemented mapscene sprites for objects that use them (should really bake these into the landscape image.. done)

Extended object bit masks to a long to prevent id overflowing the mask

Fixed a typo causing npc rendering to break

Implemented proper interaction for npcs

Fixed clip bounds on chat box

Implemented support for col tags in strings

Implemented support for img tags in strings, with support for loading variable images from the cache, with specified offsets, and optional predefined positions (top/bottom/center)

EternityX - July 4, 2016, 2:58 pm

this being Unity, I'm assuming you can create your own shaders, etc to make the game look completely different?

xenko - July 4, 2016, 4:51 pm

This is dope. I was actually going to do this but I'm locked into another project right now. Best of luck, let me know if you need help.

SIM-2501407 - July 4, 2016, 5:49 pm

Fixed a huge bug with appearance updating for players

Asterik now renders beside input in chat

Fixed first message offset for chat rendering

Fixed a bug with widget item texture caching

(Jul 4, 2016 04:51 PM)Geralt Wrote: [CITE](#) This is dope. I was actually going to do this but I'm locked into another project right now. Best of luck, let me know if you need help. The only thing we would need is someone code content since we are converting from Java to JavaScript. Thank you too.

Otis???????????????? - July 4, 2016, 8:14 pm

By taking a look at this, I can say that I am indeed impressed.

SIM-2501407 - July 5, 2016, 1:31 pm

Implemented map dots for actors

Fixed model attachment rebasing when combining multiple models with attachments

Applied cheap fix that should fix a majority of z buffer fighting issues..

Fixed resource leak with object loading

SIM-2501407 - July 7, 2016, 10:25 am

Updates:

Added ground item support

Ground items now display on the minimap

Fixed minimap dots of remote entities being slightly offset incorrectly

Noted items now display the item on top of the note..

Noted items now have their amounts displayed in widgets

Fixed a signing issue with my buffer implementation (C# uses unsigned bytes by default, and signed everything else for some reason)

Fixed order of operation issue when decoding models causing half of my models to break randomly

Fixed vertex data not being pushed to GPU @ animated objects [1]

Fixed input for non-alphabetical/numerical characters from being processed

Added support for the set region target packet

Added support for all ground item packets

[1] Note the waterfall rotation, compare to picture up above.

You can follow our progress on our forums:

Forums: <http://resolute-ps.xyz/forums/>

[img]http://resolute-ps.xyz/forums/uploads/monthly_2016_07/d6757b75e93c10f0447fd1fd862925e9.png.7e5ea846bf6bf52b0b3d9027b4ac8a64.png[img]

winallday - July 8, 2016, 3:09 pm

Nice project,I know you from Rspunit

SIM-2501407 - July 8, 2016, 3:21 pm

(Jul 8, 2016 03:09 PM)winallday Wrote: [\[CITE\]](#) Nice project,I know you from RspunitThanks buddy!

I'll never forget any of the homies from RSPUnit. Hope to see you on the beta, testing some bugs ;)

SIM-2501407 - July 9, 2016, 4:07 pm

We have been doing some forum work the past day or two.

I've also been in contact with some YouTuber's, so we'll probably get a promotional video out there soon. We hope to have beta out next week.

winallday - July 10, 2016, 3:37 pm

(Jul 8, 2016 03:21 PM)Act of Valor Wrote: [\[CITE\]](#) Thanks buddy! I'll never forget any of the homies from RSPUnit. Hope to see you on the beta, testing some bugs ;)

Will be on your server on the first day of the client release,im supporting you :D

SIM-2501407 - July 10, 2016, 5:40 pm

[Video: <https://www.youtube.com/watch?v=LyHqniQPlzs>]

Increased performance on loading screen

Wrote client loader & php backend for client stuff

Entity stack hiding now works for actors

Fixed a bug related to software rendering and lighting

All entities in a stack will now have their menu options added

Implemented animation interpolation

Hitpoint bars are now positioned based on model bounds

Hit marks are now positioned based on model bounds

Added support for the open chat underlay packet

Added support for the open chat overlay packet

Added support for underlay chat widgets

Added support for overlay chat widgets

Added support for tab overlay widgets

Fixed a bug causing the "Close" menu option to not show sometimes

Tab icons no longer draw if a tab overlay widget is active

Can now interact with widgets regardless of their area

Widget text is no longer always shadowed

k9thebeast - July 11, 2016, 10:08 am

Looks sick af cant wait. Props to Valor and Demmonic for this beast lookin server.

SIM-2501407 - July 11, 2016, 10:16 am

Movement flag is now rendered on the minimap when moving

You can now interact with ground decoration objects

You can now interact with wall decoration objects

You can now interact with animated interactive objects

Player models no longer receive shadows

Added support for prayer head icons

Ground items are now rebased when changing regions

Updating is no longer tied to framerate

Fixed issue causing ground items to duplicate

Fixed an issue causing cached widgets to not be released when changing a tab widget

Added support for widget buttons with the option type of 1 (e.g. logout button)

Fixed a bug causing an NPE during ground item removal

(Jul 11, 2016 10:08 AM)k9thebeast Wrote: [\[CITE\]](#) Looks sick af cant wait. Props to Valor and Demmonic for this beast lookin server.Appreciate it.

Yung Metro - July 12, 2016, 12:51 am

wow man this looks really amazing.

Strictly - July 12, 2016, 12:53 am

This really looks dope and amazing!

SIM-2501407 - July 12, 2016, 12:54 am

Added support for "using" inventory items

Added support for dragging inventory items

Added support for the examine item option

Added support for the examine actor option

Added support for item on actor

Added support for item on item

Clicking a ground item now shows the proper cross

Fixed an issue causing cached widget strings to not be released

Farquadgrey - July 12, 2016, 3:03 am

Holy shit OP this is amazing, kudos for putting in so much time this will be widely popular

SIM-2501407 - July 12, 2016, 8:54 pm

(Jul 12, 2016 03:03 AM)Farquadgrey Wrote: [\[CITE\]](#) Holy shit OP this is amazing, kudos for putting in so much time this will be widely popular! hate leeches servers, they put no effort their server.

before <https://gyazo.com/96534e15b7cb29f7939d346dd2b06d26>

after <https://i.gyazo.com/f7025330e6b9bcbcb82d4d493d2d63e73.png>

We are still doing more client work.

Farshad97 - July 13, 2016, 12:21 pm

i think i saw this on runeserver. can u link me the thread on there?

Neighbor - July 13, 2016, 12:30 pm

(Jul 13, 2016 12:21 PM)Farshad97 Wrote: [\[CITE\]](#) i think i saw this on runeserver. can u link me the thread on there?

<https://www.rune-server.org/runescape-development/rs2-client/projects/633146-resolute-unity-client.html>

SIM-2501407 - July 13, 2016, 6:19 pm

Some more client updates:

The client now waits for a player update packet after a region load packet to load the scene (fix for really weird loading issue when changing planes)

Scene is now recreated when plane changes

Buffers are now reset on logout, to prevent malformed packet issues on relogin

Tabs are no longer released on relogins, fixing the NPE disconnect on login

Widget descriptors are no longer freed on new region load, fixing an issue causing inventories to not update when changing regions

Side note:

<http://resolute-ps.com/> will be our new domain soon.

? ? ? ? ? I ? - July 13, 2016, 6:49 pm

Holy shit dude good luck with this, any idea when you guys are going to allow people on the server?

SIM-2501407 - July 13, 2016, 8:51 pm

(Jul 13, 2016 06:49 PM)? ????I ? Wrote: [\[CITE\]](#) Holy shit dude good luck with this, any idea when you guys are going to allow people on the server?I am hoping to get an alpha released this week so people can get a preview of the client. There will be obvious, minor bugs that will need to be fixed. An official date for a release has yet to be determined, however it will be within a month.

SIM-2184472 - July 15, 2016, 9:53 am

This is pretty cool, hopefully hf can have a big server blow up. Been craving a home server these days, so much of the population is spread around all the servers with 100 or so players at peak times. GL I'll hopefully be alpha testing.

SIM-2501407 - July 15, 2016, 6:44 pm

(Jul 15, 2016 09:53 AM)Shabba.Ranks Wrote: [\[CITE\]](#) This is pretty cool, hopefully hf can have a big server blow up. Been craving a home server these days, so much of the population is spread around all the servers with 100 or so players at peak times. GL I'll hopefully be alpha testing.

Ran into more problems than expected, we will not be able to do the alpha this week. Sorry about and hopefully you continue to support us.

We have huge plans for this server, unique things that other servers have not done.

Harry? - July 16, 2016, 11:32 am

(Jul 15, 2016 06:44 PM)Act of Valor Wrote: [\[CITE\]](#) Ran into more problems than expected, we will not be able to do the alpha this week. Sorry about and hopefully you continue to support us.

We have huge plans for this server, unique things that other servers have not done.

ETA's are only estimated, take your time brother, better to get it perfect than rush it! :)

SIM-2501407 - July 17, 2016, 7:55 pm

Resolute isn't abandoned, we have simply working on other aspects of the project such as tools.

Image of a map editor as an example:

The map editor we were using was causing a lot of unknown problems, so Demmonic made his own.

Codexion - July 17, 2016, 11:21 pm

Jesus that looks awesome. Maybe I'd actually play another private server.