Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sun, 06 Jul 2014 09:20:59 GMT
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Going through the bugs/requests from this thread:
WSEnvironment should be fixable.
Movie crash is fixed.
Dazzle flash, I have no clue why this could be happening. We do have clones of all the dazzle code though so we should be able to investigate.
AI and ladders I have no idea about unless the fix I made to PathActionClass solves it.
Vehicle turret facing cant be fixed without removing the change that caused it in the first place (a change that was made for VERY good reasons). So no, a fix isn't likely to happen at this point.
The "building destroyed" stuff is definatly on the todo list but it wont be the crappy way people keep suggesting (making it possible to flip the IsDestroyed flag from true to false over the network), it will be done properly.
AI kill issue will be investigated, as will the vehicle weapon string thing (can someone remind me again exactly what the problem is?)
Unsure about the kill improvement requests
per-map cameras.ini files is difficult because of how (and where) the code reads cameras.ini.
Global package list, not sure on that, would need to find out from StealthEye what to modify to make it happen.

Just added a new server.ini keyword (at the behest of Danpaul88) that lets you disable logging to disk (renlog*.txt and bhs_renlog*.txt)