Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 03:15:17 GMT

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Regarding harvesters, the "Battlefield information" dialog box (the one you see when you press the "Battle Information" key (default is K) does display the health of both teams harvesters. [KH]LordOfDeath, if its something else you are requesting, please provide more details. Its possible that the Hotwire issue is fixed by a change we already made/back-ported, we will need to run tests on single player to look for issues.

Single player issues will be looked at, we need to run testing in single player with the current 4.2 internal build and find the bugs that exist so we can fix em.

AI soldier kills/deaths not counting to the team kills/deaths ratio is a bug so (unless we discover the change was made for a valid reason) it will be fixed.

Vehicle weapon thing from that thread is fixed in 4.2

The WSEnvironment test map I have seems to be working in the latest 4.2 internal build so something I back-ported seems to have sorted it out (Jerad, feel free to let me know if its still broken)

Not sure what to do about the keys.cfg stuff but I can see that its something people want.

We have a Set_HUD_Help_Text_Player engine call in 5.0 but due to some issues with exactly which code we own in 4.2 (and some other things) I dont want to back-port it to 4.2 (meaning that particular feature will NOT be hitting 4.2)

Muzzle flash issue will be looked into.

We have a feature in 5.0 for shell casing ejection velocity and yes, one for bullet speed stuff but again, there are some issues in the way of back-porting it to 4.2 so those features wont make it either. (and no doing it with a simple checkbox to override the speed check isn't going to happen either)

The obelisk fix should have been sorted (per the post from Saberhawk), if its not, its something we need to investigate.

Tile animation twitching is probably something we can investigate.

The most likely guess for the texture glitching is that you have graphics detail set to something other than max, that's what usually causes things like that, not 100% sure though.