
Subject: Collecting ALL outstanding scripts issues
Posted by [jonwil](#) on Fri, 06 Feb 2015 07:11:14 GMT

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I should have some time to work on scripts again soon and I am collecting all the outstanding scripts issues to make sure I dont miss anything.

The changes made since the last posted test build are:

Fixes to vehicle AI (fixes spinning gunboat on M03)

Obelisk fixes from dblaney1

Current to-do list: (Some of these issues only affect mods and not Renegade, they are being posted here because this same list is being posted for various mod teams)

Shore defense canon on M03 initially points the wrong way and causes issues.

Weapon firing sounds are apparently screwing up (need more information and a way to reproduce this)

Helipads (using the Air Factory building controller) are broken (need confirmation that this is in fact the case and a test case I can use to investigate for myself)

AI base defenses are broken on the stock maps (need further evidence and reproduction steps for this)

Issue where changing the team name via the per-map strings.tdb file causes it not to properly reset for the next match

Issue with Give_Powerup not properly updating the weapon chart at the top of the screen (need reproduction steps for this)

Need to un-hardcode the colors used for the win screen text at the end of the match

Tutorial map crash in Apocalypse Rising

JFW_Per_Preset_Visible_People_In_Vehicle chokes if the driver gets out and the passenger stays in

If anyone knows of any other issues that need fixing, post them (or link to them) in here. If its not in this thread, its NOT going to get looked at. (I dont have the time to read chat logs and pour through a pile of threads looking for issues)
