Subject: Small things that need fixing
Posted by Goztow on Sat, 21 Jun 2008 21:31:48 GMT
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I think that this new client side patch should also fix some small things. Things that everyone sees and thinks: this isn't that important but it would be nice if it worked correctly.

This is the topic for that . Some things I have been thinking of:

* the "new account"-button should redirect to a working page. God knows how many people never tried this game because of that error
* the "recruit" tag in-game is annoying to say the least
* quick match game doesn't wok anymore. While this doesn't seem like a good Ren feature at this time to me, it could at least redirect to the adv game listings. At the moment it just says that your password is incorrect :s
* the 'news' button in the bar where u also have "my information" could redirect to rencommunity.com?
* maybe a small fix so more than 5 pages per 10 seconds from outside a server are ignored. Implementing a /ignore command to put someone on your page ignore list from inside a game as well
* extend the buddy list to more than 20 persons
* add the game.exe from TFD so everyone has a no cd patch
* add the extended options list to the options tab so we can skip the quit button, ... (options that are in registry)

Add more of your ideas in this topic .

Subject: Re: Small things that need fixing
Posted by Jamie or NuneGa on Sat, 21 Jun 2008 21:55:00 GMT
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skip intro button in the ingame menu would be nice.

Subject: Re: Small things that need fixing
Posted by HeavyX101- Left on Sat, 21 Jun 2008 21:57:21 GMT
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This what i think should be fixed too.
In Multiplayer Practice mode(i think in SP too) when enter the pts or hit Esc, after then when u want to get ingame, u have to wait few seconds.
Sorry if you guys didnt get it .

Subject: Re: Small things that need fixing

Posted by Jamie or NuneGa on Sat, 21 Jun 2008 22:22:31 GMT
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A fix to c4 glitching would be nice...

don't know if many know but it is quite easy to make it so your times c4 cannot be disarmed... a fix
for this would be nice.

Subject: Re: Small things that need fixing
Posted by _SSnipe_ on Sat, 21 Jun 2008 22:23:45 GMT
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Goztow wrote on Sat, 21 June 2008 14:31I think that this new client side patch should also fix
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Add more of your ideas in this topic .
a agree with everything you just said

Subject: Re: Small things that need fixing
Posted by papaelbo on Sat, 21 Jun 2008 23:31:17 GMT
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SSnipe wrote on Sat, 21 June 2008 17:23Goztow wrote on Sat, 21 June 2008 14:31I think that
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^^

Subject: Re: Small things that need fixing
Posted by HeavyX101- Left on Sun, 22 Jun 2008 00:35:04 GMT
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SSnipe wrote on Sat, 21 June 2008 18:23Goztow wrote on Sat, 21 June 2008 14:31I think that this new client side patch should also fix some small things. Things that everyone sees and thinks: this isn't that important but it would be nice if it worked correctly.

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are in registry)

Add more of your ideas in this topic .
a agree with everything you just said
I'm too. When i bought renegade, i was wondering why wouldnt they work.

And it would be nice if they could make it so if you like host a game , it lets you choose a game mode. And if you could customize the game mode. That would be so nice and really really fun.
Renegade is waking up again

Subject: Re: Small things that need fixing
Posted by Genesis2001 on Sun, 22 Jun 2008 00:51:33 GMT
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A ConsoleCommandRegistrant<> class would be nice. This way we can add console commands without having to know ASM.

~Zack

Subject: Re: Small things that need fixing
Posted by TruYuri on Sun, 22 Jun 2008 01:01:21 GMT
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Remove the "Curved Surfaces Support" thing in the graphical options. I don't think that has EVER been able to be enabled by anyone anywhere.

Subject: Re: Small things that need fixing
Posted by jonwil on Sun, 22 Jun 2008 03:52:01 GMT
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"add the game.exe from TFD so everyone has a no cd patch" already planned.
Don't know about the others.

Subject: Re: Small things that need fixing
Posted by SlikRik on Sun, 22 Jun 2008 04:14:59 GMT
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I'm not sure if anyone else gets this...

When I click Advanced Game Listings and log in, Renegade seems to freeze for a variable

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amount of time, sometimes as short as 10 seconds, sometimes as long as a minute, until it unfreezes and acts normally. I'm not sure if this is at all fixable or related to what we're discussing here, but at the moment, it's my biggest gripe about Renegade and would love to see it fixed.

I've been under the assumption that it's simply the client connecting to the listings server and getting all the running servers, but then how could it possibly take as long as a minute when simply pressing the refresh button never takes longer than 5 seconds to update the list?

Subject: Re: Small things that need fixing
Posted by Lone0001 on Sun, 22 Jun 2008 04:22:33 GMT
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It takes that extra 10secs when you have pkg maps in your data folder, it won't if you take all of them out of it. But yes it would be nice for that to be gone.

Subject: Re: Small things that need fixing
Posted by _SSnipe_ on Sun, 22 Jun 2008 04:26:44 GMT
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SlikRik wrote on Sat, 21 June 2008 21:14I'm not sure if anyone else gets this...

When I click Advanced Game Listings and log in, Renegade seems to freeze for a variable amount of time, sometimes as short as 10 seconds, sometimes as long as a minute, until it unfreezes and acts normally. I'm not sure if this is at all fixable or related to what we're discussing here, but at the moment, it's my biggest gripe about Renegade and would love to see it fixed.

I've been under the assumption that it's simply the client connecting to the listings server and getting all the running servers, but then how could it possibly take as long as a minute when simply pressing the refresh button never takes longer than 5 seconds to update the list?
same here sometimes for over 3 minutes

Subject: Re: Small things that need fixing
Posted by Lone0001 on Sun, 22 Jun 2008 04:45:56 GMT
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Remove all the pkg mods/maps out of your ren data folder and it won't take that long.

Though really it would be nice if that could be removed so it doesn't take so long when you have a pkg in your data folder.

Subject: Re: Small things that need fixing
Posted by HeavyX101- Left on Sun, 22 Jun 2008 05:11:06 GMT

SlikRik wrote on Sun, 22 June 2008 00:14
When I click Advanced Game Listings and log in, Renegade seems to freeze for a variable amount of time, sometimes as short as 10 seconds, sometimes as long as a minute, until it unfreezes and acts normally.
I know that is causing to do that. It is the mod packages that you have in your data folder. If you delete them all, then that problem wont happen again. But we all need some mod packages, so it would be cool if they fix that bug too!

Subject: Re: Small things that need fixing
Posted by Veyrdite on Sun, 22 Jun 2008 06:33:15 GMT

Is that actually a bug or was it planned for some sinister doings by XWIS? ^^ Stealing all of our personal beta maps
Does renegade actually upload the packages to XWIS?

Mind you In my opinion the game listings should be scrapped altogether and instead replaced with the resurrection pre-load version.

Subject: Re: Small things that need fixing
Posted by Goztow on Sun, 22 Jun 2008 06:48:09 GMT

It probably scans for stuff that could cause the zero bug. If you have a PKG, it might scan inside it.

Subject: Re: Small things that need fixing
Posted by Veyrdite on Sun, 22 Jun 2008 07:06:28 GMT

Goztow wrote on Sun, 22 June 2008 16:48It probably scans for stuff that could cause the zero bug. If you have a PKG, it might scan inside it.
And yet the 0 bug persists.

Another bug to report is that when you play a pkg with a custom HUD, it may stay with you (on mix maps) until you restart the game. I hope they fix that.
EDIT: Also hud images for weapons (top of screen) in packages and mixs don't load correctly the first time they are updated. You have to collect another weapon first, and then the new weapon has the same problem.

Subject: Re: Small things that need fixing

Posted by TruYuri on Sun, 22 Jun 2008 07:41:40 GMT
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Thought of another:

Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason. It is personally annoying, and should be considered a bug that should be fixed if it is not already.

EDIT: Animations, when switching from third to first person always go out of sync with their sound. Not a biggie, but if anything can be done about it, awesome.

Subject: Re: Small things that need fixing
Posted by SlikRik on Sun, 22 Jun 2008 07:48:49 GMT
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{SB}Lone0001 wrote on Sun, 22 June 2008 00:22It takes that extra 10secs when you have pkg maps in your data folder, it won't if you take all of them out of it. But yes it would be nice for that to be gone.
Well that makes sense, seeing as all of Rp2's new releases are .pkg's (including the countless number of testing maps we made lol).

Well thanks for the info, and yea, it would be great if that could be fixed lol.

Subject: Re: Small things that need fixing
Posted by Veyrdite on Sun, 22 Jun 2008 08:46:45 GMT
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TruYuri wrote on Sun, 22 June 2008 17:41Thought of another:

Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason. It is personally annoying, and should be considered a bug that should be fixed if it is not already.

EDIT: Animations, when switching from third to first person always go out of sync with their sound. Not a biggie, but if anything can be done about it, awesome.

The vehicle aiming is a 3rd-party glitch. In MX0, the outro should (renegade without custom scripts or patches) have the mammoth barrels pointing forward when it has them pointing left of the camera.
It also happens with turrets with no AI as well.

Subject: Re: Small things that need fixing
Posted by =HT=T-Bird on Sun, 22 Jun 2008 12:19:10 GMT
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To Zack's request:
It's very nice, but probably won't make it into the scripts/bhs due to client-side security issues
Never fear though, BI has a solution to our hook woes in the works.

Subject: Re: Small things that need fixing
Posted by Jamie or NuneGa on Sun, 22 Jun 2008 22:40:31 GMT
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{SB}Lone0001 wrote on Sun, 22 June 2008 05:22It takes that extra 10secs when you have pkg maps in your data folder, it won't if you take all of them out of it. But yes it would be nice for that to be gone.

aha had this for ages, always wondered what it was.

Subject: Re: Small things that need fixing
Posted by jonwil on Sat, 28 Jun 2008 16:22:34 GMT
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Can anyone explain more about this problem "Hud images for weapons (top of screen) in packages and mixs don't load correctly the first time they are updated. You have to collect another weapon first, and then the new weapon has the same problem.

Full steps on how to reproduce it would be nice (as I have been unable to reproduce it myself)

Subject: Re: Small things that need fixing
Posted by Slave on Tue, 01 Jul 2008 22:55:47 GMT
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That happened to me when I added a new gun to a map. When exported as pkg, the hud icon went fubar, when exported to mix it worked just fine.

Also, when using a custom hud.ini to decorate the menus, everythnig works fine when using 2.92. However, when using 3.x, on the purchase screens, only the shadows of text appear.

Edit: While looking at the image, I also noticed the Cost x2 text below the powerplant status.

File Attachments
1) purcheese.jpg, downloaded 566 times

FPS = 60, KBPS = 0

1 175 GDI Officer

2 225 Rocket Soldier Officer

3 150 Sydney

4 500 Deadeye

5 400 Gunner

6 450 Patch

7 1000 Havoc

8 1000 Sydney

9 1000 Mobius

0 350 Hotwire

Buy

Cost X2

Back

Credits: 100015

Buy

FPS = 60, KBPS = 0

1 175 GDI Officer

2 225 Rocket Soldier Officer

3 150 Sydney

4 500 Deadeye

5 400 Gunner

6 450 Patch

7 1000

8 1000

9 1000

0 350

Cost X2

Back

Credits: 100013

Buy

Subject: Re: Small things that need fixing
Posted by jonwil on Tue, 01 Jul 2008 23:52:27 GMT
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Can you show me the hud.ini you are using when that second screenshot is generated. What do you set the MerchandiseTextColorAlpha, MerchandiseTextColorRed, MerchandiseTextColorGreen, and MerchandiseTextColorBlue entries to?

Subject: Re: Small things that need fixing
Posted by Slave on Wed, 02 Jul 2008 00:30:36 GMT
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My bad, last time I looked at it was a year ago, and for whatever reason, the following works just fine for 2.92

(Edit: Because 2.92 ignored those entries. They were introduced in 3.x)

MerchandiseTextColorAlpha=0
MerchandiseTextColorRed=255
MerchandiseTextColorGreen=255
MerchandiseTextColorBlue=255

But yeah, the 0 pretty much renders it invisible, like it should have been in the first place. Solved, and thanks for reminding me.