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Subject: Preview of a new feature in scripts.dll 4.0  
Posted by [jonwil](#) on Tue, 29 Sep 2009 09:38:06 GMT  
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Note the words "construction yard" in the building list and the extra settings in the displayed window?

Yep, thats right, we can now add totally brand new building controller types to renegade. Construction yards are in and working with other new types including a new set of vehicle purchase factories to hopefully be added later.

We can also add new kinds of script zone, some of which will be used to support various new building types that will be added.

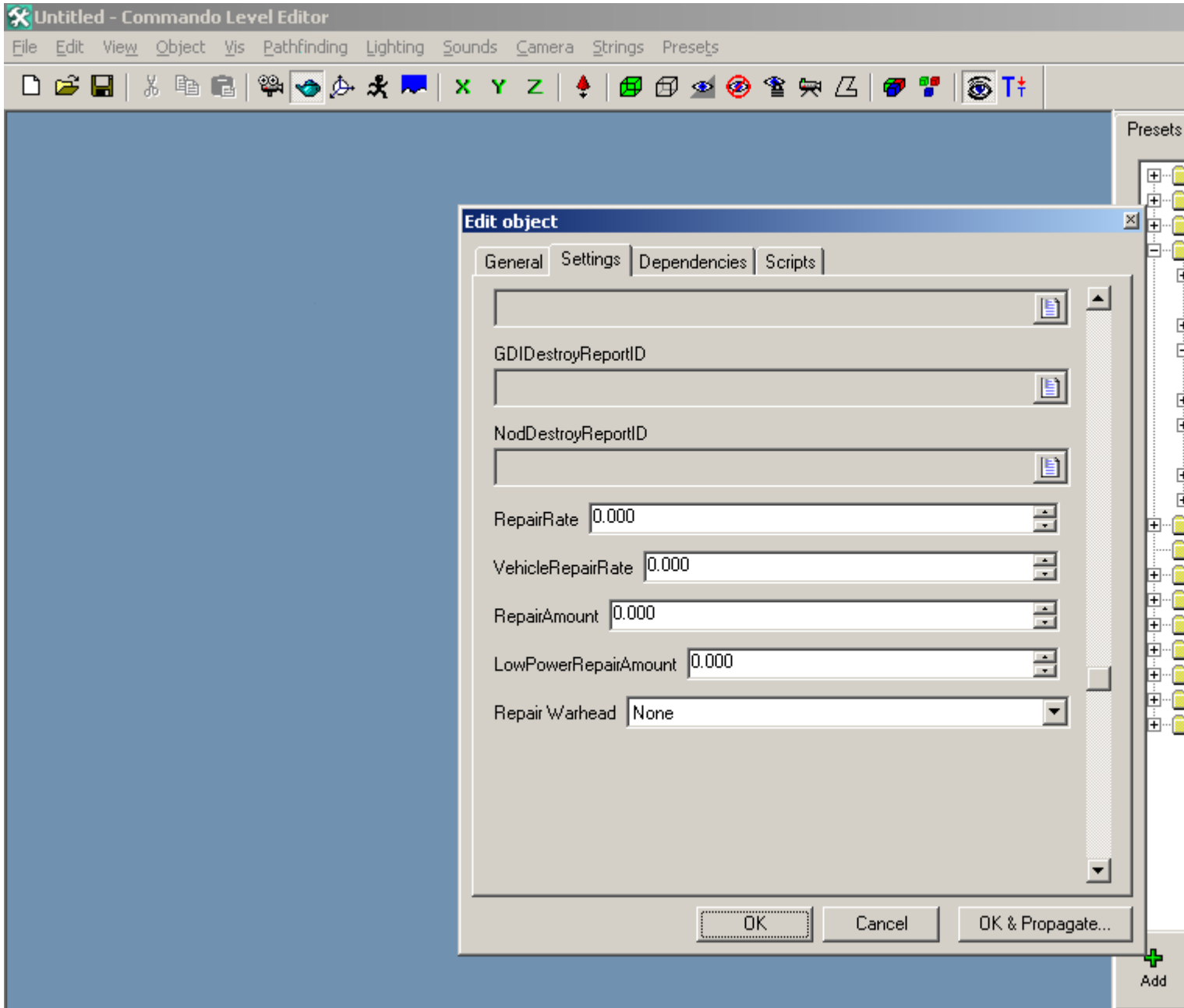
The construction yard is a building controler just like any other and can repair all buildings including base defenses such as the gun turrets.

This is just a preview of the much larger "sample of all the cool stuff we have done for 4.0 so far" list which I will likely be posting tonight or tomorrow.

### File Attachments

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1) [cy.png](#), downloaded 1040 times



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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Spyder](#) on Tue, 29 Sep 2009 09:52:58 GMT  
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Nice job!  
Keep going this way, really looking forward to the new features.

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Nightma12](#) on Tue, 29 Sep 2009 10:49:46 GMT

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Isnt this already included in many maps already?

Or is this more of a implementing it fully into normal renegade?

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Reaver11](#) on Tue, 29 Sep 2009 10:53:57 GMT  
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Yes the constructionyard is in a lot of maps only to add it you need to do more then just add a building controller. This methode makes it way easier.

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [ErroR](#) on Tue, 29 Sep 2009 12:05:16 GMT  
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that's awesome, making level edit goodies makes the game more customizable, in mods. Good job guys

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [jonwil](#) on Tue, 29 Sep 2009 13:41:39 GMT  
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Yeah this is far better than the scripts we have now.  
Note that it also has an on/off switch function you can call from scripts (APB will use it for the spy for example)

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Spyder](#) on Tue, 29 Sep 2009 13:45:31 GMT  
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For me, the following questions are important...

1. Will the visual theme bug be fixed?
  2. Will the hanging bug be fixed (when you pressed the hammer).
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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [jonwil](#) on Tue, 29 Sep 2009 14:31:08 GMT

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What is the visual theme bug?  
Don't know about the hammer bug.  
One thing I do want to fix if possible is the sound play button (or whatever it is)

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**Subject: Re: Preview of a new feature in scripts.dll 4.0**  
Posted by [Omar007](#) on Tue, 29 Sep 2009 15:04:04 GMT  
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jonwil wrote on Tue, 29 September 2009 16:31 What is the visual theme bug?  
Don't know about the hammer bug.  
One thing I do want to fix if possible is the sound play button (or whatever it is)

What he ment with the visual theme bug is that you'll have to select 'turn off advanced text services' and/or 'Disable visual Themes' i guess.

IDK about hammer though

Anyways: Nice job on adding these extra features

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**Subject: Re: Preview of a new feature in scripts.dll 4.0**  
Posted by [Spyder](#) on Tue, 29 Sep 2009 15:06:24 GMT  
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jonwil wrote on Tue, 29 September 2009 16:31 What is the visual theme bug?  
Don't know about the hammer bug.  
One thing I do want to fix if possible is the sound play button (or whatever it is)

Visual theme bug:

When someone wants to edit the level settings, while the visual themes (for windows) are still enabled for leveedit.exe, the programs crashes.

Hammer bug:

I encountered this problem many times while editing objects.ddb.  
Let's say I'm editing some presets. Then it would go like this:

Open preset, edit preset, click ok. Next.

Then after editing 5 presets or so, the program will hang when I click the hammer to edit the sixth preset.

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**Subject: Re: Preview of a new feature in scripts.dll 4.0**

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Posted by [Omar007](#) on Tue, 29 Sep 2009 15:15:30 GMT

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DimitryK wrote on Tue, 29 September 2009 17:06jonwil wrote on Tue, 29 September 2009 16:31What is the visual theme bug?

Don't know about the hammer bug.

One thing I do want to fix if possible is the sound play button (or whatever it is)

...

Hammer bug:

I encountered this problem many times while editing objects.ddb.

Let's say I'm editing some presets. Then it would go like this:

Open preset, edit preset, click ok. Next.

Then after editing 5 presets or so, the program will hang when I click the hammer to edit the sixth preset.

Ah k!

I have encountered that only 2 times or so pretty long time ago (maybe even so long ago it was on my old pc?). Though i have been mass-editing (almost?) all presets lately and it didn't crashed

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Subject: Re: Preview of a new feature in scripts.dll 4.0

Posted by [Blue\\_Leader](#) on Tue, 29 Sep 2009 18:34:29 GMT

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Very cool, great job guys.

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Subject: Re: Preview of a new feature in scripts.dll 4.0

Posted by [GEORGE ZIMMER](#) on Tue, 29 Sep 2009 23:31:37 GMT

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Oh, shit, you guys are editing LE now? Awesome.

If you could, PLEASE MAKE IT MORE STABLE. The crashing-after-every-fucking-time-you-change-a-preset bug is ANNOYING AS BALLS.

Also, fixing some of the features to actually work would be very handy.

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Subject: Re: Preview of a new feature in scripts.dll 4.0

Posted by [jonwil](#) on Wed, 30 Sep 2009 00:36:02 GMT

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Some things are easier to fix than others. Fixing a specific bug (such as the sound bug) is fairly easy since we know where to start looking (i.e. "find the code that runs when you press the sound play button") but fixing crashes (especially those that are "random" or hard to reproduce) is HARD

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due to not knowing where to start.

If anyone knows of any broken features, please speak up.

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Spyder](#) on Wed, 30 Sep 2009 08:11:40 GMT  
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Sometimes when you add a preset to the level, nothing appears. This happened to me every time when adding a tree to the level.

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Reaver11](#) on Wed, 30 Sep 2009 12:36:40 GMT  
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I have modded alot in on single preset. Now if I try to temp stuff or even mod temped stuff then leveleditor will clear my entire preset list. (I can pm you the presets so you could try for yourself)[Well it more looks like the temps20.ddb screwed up since I can still add stuff or modify added stuff]

All I notice is when you have done a lot of work in Leveleditor it will screw up the presets. Once it got so crazy that leveleditor would only let me select spawners as ammo types in weaponpresets. (Afterwards it would crash)

Leveleditor is also experiencing difficulties when you try to make the pathfind for a map that has like 9000000 zones. Even if you block of paths with a large\_pathfindblockers. Leveleditor will continue to work and do its job eventually but all your screens whiteout and you cannot even minimalize them. (I did the waypaths on c&c\_pacific)

Also the agt building controller can be a pain in the ass to place. A couple of times I tried moving and rotating it to get the four miniguns in a different angle but in Ren they kept on the same position.

Also the repairbay buildingcontroller is glitched but I believe you guys have already fixed it. (The electrical minesucking thing)

I tried once to make a heightfield map it worked out pretty nice only my leveleditor kept forgetting the surfacetype I gave the terrain. (So my grass would still sound like metal when you walk over it)

I was using your patched version. Thats about the most I have noticed in leveleditor. Not sure if everything is due to bugs I might be that I just screwed something up.

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Veyrdite](#) on Thu, 01 Oct 2009 06:58:11 GMT  
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Leveledit-bugs I know of:

#### Multiple heightfields

LE supposedly has the ability for you to create and select separate heightfields and edit them (notice the combo-box on the heightfield tab). When you make them, the most recently created heightfield is used, but when you save and load only the first one can be edited.

#### Wrong object types within preset folders

If you create/temp a preset of the wrong type (ie Static Object) in the wrong folder (ie Tiles) LE will either crash when you make the object or screw up your temp file.

#### Heightfield surface-types

Many people believe you cannot make damaging Tiberium fields on heightfields. You can, but anywhere any texture is painted at 100% that area then inherits the surface type of the base texture. This is the same for all surface types, but most commonly noticed with Tiberium. The above post also comments on this.

#### Crash when loading maps with meshes deleted

I have a hunch this only applies to maps where the map W3D uses a lightmap (standard WW maps).

Create a multiplayer map W3D in LE, delete a few of its meshes and then save and re-load.

#### Retarted slow wait everytime you add or move a preset

There has to be a better way than re-loading the whole lot!

Waiting five seconds after adding every preset makes you want to temp all of your presets on a map you are planning to export as a pkg!

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [Sladewill](#) on Thu, 01 Oct 2009 21:50:53 GMT  
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How bout the one where it doesnt load the objects.ddb, it will work fine, then all of a sudden u open le and the presets are missing

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Subject: Re: Preview of a new feature in scripts.dll 4.0  
Posted by [saberhawk](#) on Thu, 01 Oct 2009 22:27:19 GMT  
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Sladewill wrote on Thu, 01 October 2009 17:50How bout the one where it doesnt load the objects.ddb, it will work fine, then all of a sudden u open le and the presets are missing

Not a bug; make sure your copy of Renegade is properly installed.

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