
Subject: A LE bug with 4.0?

Posted by [roszek](#) on Tue, 27 Dec 2011 15:15:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

I made a map using 4.0 and added silos, noticed that the normal docking animation didn't work on the refineries. After screwing around a bit I was able to get the animation to work again but only after deleting the silo's building controller, and if I put the controller back the animation would stop working again.

The silo controllers were made in the usual fashion, by temping the ref building controllers and setting building type to none and having no vehicles for harvester.

I never had this problem until I started using TT 4.0. Any ideas as to what I'm doing wrong?

Subject: Re: A LE bug with 4.0?

Posted by [roszek](#) on Wed, 28 Dec 2011 20:44:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

So no reply?

Am I the only one having this problem? If not is there a work around with scripts?

I did try adding the dp88 and jfw credit trickle scripts to a generic building controller so I wouldn't have to temp the ref controller but couldn't get either to work properly. Not sure if they need to run with another script (maybe with daves arrow) as I'm a bit of a noob.

Please help.

Maybe this should be moved to the mod forums.

Subject: Re: A LE bug with 4.0?

Posted by [danpaul88](#) on Sun, 08 Jan 2012 16:34:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

roszek wrote on Wed, 28 December 2011 20:44

I did try adding the dp88 and jfw credit trickle scripts to a generic building controller

I don't even remember writing one... but if it's a dp88_ one then I did (and forgot about it) and almost certainly is linked in with my custom building controller code for AR and is unlikely to work as a standalone script.

Subject: Re: A LE bug with 4.0?
Posted by [StealthEye](#) on Mon, 09 Jan 2012 18:31:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you check whether this same map works with scripts.dll prior to 4.0, and if other maps that have silos and refineries work with 4.0?

Subject: Re: A LE bug with 4.0?
Posted by [roszek](#) on Mon, 09 Jan 2012 19:59:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Mon, 09 January 2012 11:31Can you check whether this same map works with scripts.dll prior to 4.0, and if other maps that have silos and refineries work with 4.0?

I found the original .mix that was made pre 4.0 and tested it:

With 4.0 installed I had the same problem with the docking animation.

Reinstalled renegade with only 1037, tested the exact same map and it worked perfectly.

4.0 seems to cause the problem.

Edit:

I found another old map of mine that has silos and refineries.

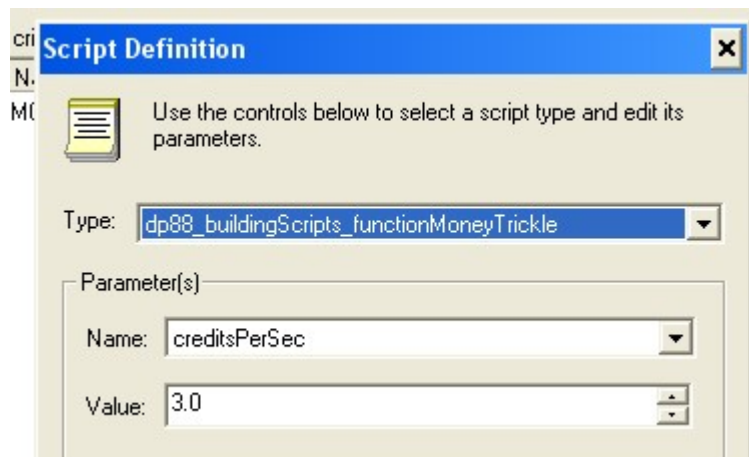
Tested both maps they worked fine then installed 4.0 and same problem.

The same thing also happens when I play MutationRedux.mix.

@danpaul88, this (I think) is the script I am referring to.

File Attachments

1) [dp88_mt.jpg](#), downloaded 633 times



Subject: Re: A LE bug with 4.0?
Posted by [StealthEye](#) on Tue, 10 Jan 2012 00:22:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was added to the bug tracker. Thanks for your input.

Subject: Re: A LE bug with 4.0?
Posted by [danpaul88](#) on Tue, 10 Jan 2012 20:27:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

roszek wrote on Mon, 09 January 2012 19:59
@danpaul88, this (I think) is the script I am referring to.

Yeah, that script won't work without my custom building controller code, its designed for capturable tech buildings in ra2:ar

Subject: Re: A LE bug with 4.0?
Posted by [StealthEye](#) on Fri, 17 Feb 2012 20:10:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fixed.

Subject: Re: A LE bug with 4.0?
Posted by [roszek](#) on Fri, 17 Feb 2012 20:43:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Fri, 17 February 2012 13:10Fixed.

This makes me happy!
