
Subject: Move refill button on sidebar to right side (hotkey 5)

Posted by [dblaney1](#) on Wed, 07 May 2014 20:41:25 GMT

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The refill button should definitely be moved to the vehicle column. This would make it hotkey number 5 (this would help alot) and would allow more space for infantry which there are much more of compared to vehicles.

Every time a map with the sidebar comes up a server each team ends up with a bunch of accidental vehicle purchases by people since 5 right now is a vehicle and not refill like the stock purchase terminal.

The other option which I also like is to get rid of the fake radar area and add another row (5 on each side) to the sidebar. Then make the refill button sticky to the bottom of the infantry row which would also make it number 5.

Subject: Re: Move refill button on sidebar to right side

Posted by [Mauler](#) on Wed, 07 May 2014 20:44:51 GMT

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I'm pretty sure everything in 4.1 is final... I wouldn't count on anything drastically changing anymore

Subject: Re: Move refill button on sidebar to right side

Posted by [dblaney1](#) on Wed, 07 May 2014 20:49:06 GMT

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This is a relatively simple change to make and could definitely make its way into the next version.

They should release atleast another patch for it or let someone else take over development since there are still some pretty embarrassing bugs like the default powerup drop built into ssgm causing dead bodies to pick up powerups. (health supplement acquired when dying). Adding a delay or a player check for the first few seconds would fix that. I wrote my own plugin since the built in one is so buggy.

Subject: Re: Move refill button on sidebar to right side

Posted by [Ethenal](#) on Wed, 07 May 2014 22:04:29 GMT

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Mauler wrote on Wed, 07 May 2014 15:44 I'm pretty sure everything in 4.1 is final... I wouldn't count on anything drastically changing anymore

Yeah you're already asking for the building respawn thing, I highly doubt they're gonna address something like this.

Subject: Re: Move refill button on sidebar to right side

Posted by [jonwil](#) on Wed, 07 May 2014 22:26:26 GMT

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I can confirm that no, we are NOT going to change this (or the building re-spawn thing or anything else in 4.1)

The only reason we will release a new 4.1 release is if either A.A serious game-breaking bug appears (e.g. crash, serious glitch etc) or B.If there is a new cheat out there AND that we can get a copy of AND that we have a way to block or stop.

Subject: Re: Move refill button on sidebar to right side

Posted by [Mauler](#) on Wed, 07 May 2014 23:09:21 GMT

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Ethenal wrote on Wed, 07 May 2014 16:04Mauler wrote on Wed, 07 May 2014 15:44 I'm pretty sure everything in 4.1 is final... I wouldn't count on anything drastically changing anymore
Yeah you're already asking for the building respawn thing, I highly doubt they're gonna address something like this.

lol what... no I didn't

Subject: Re: Move refill button on sidebar to right side

Posted by [Ethenal](#) on Wed, 07 May 2014 23:26:29 GMT

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Mauler wrote on Wed, 07 May 2014 18:09Ethenal wrote on Wed, 07 May 2014 16:04Mauler wrote on Wed, 07 May 2014 15:44 I'm pretty sure everything in 4.1 is final... I wouldn't count on anything drastically changing anymore

Yeah you're already asking for the building respawn thing, I highly doubt they're gonna address something like this.

lol what... no I didn't

I quoted you, but was replying to dblaney1. Sorry for confusion.

Thanks jonwil, I figured that was how it was gonna be. Doesn't bother me, Ren is as bug-free as ever (at least for our relatively stock set-up it is), excluding a few minor things.

Subject: Re: Move refill button on sidebar to right side
Posted by [dblancey1](#) on Wed, 07 May 2014 23:37:42 GMT
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If you don't plan on updating it ever again than give the project to someone else and let them maintain it and keep it active.

This is a MAJOR usability issue. The hotkey for refill should be the same on maps with both interfaces. It causes a ton of accidental purchases and user complaints about maps that use the sidebar.

As far as the building restore thing, I still have not seen a legitimate reason as to why it can't be done. All the reasons given about it crashing servers is not true. The change is entirely a client side fix.

Subject: Re: Move refill button on sidebar to right side
Posted by [saberhawk](#) on Thu, 08 May 2014 03:54:54 GMT
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dblancey1 wrote on Wed, 07 May 2014 16:37

This is a MAJOR usability issue. The hotkey for refill should be the same on maps with both interfaces. It causes a ton of accidental purchases and user complaints about maps that use the sidebar.

A "MAJOR" usability issue that has existed for as long as the sidebar was a thing (which is about 8 YEARS now...) without being reported.

Subject: Re: Move refill button on sidebar to right side
Posted by [dblancey1](#) on Thu, 08 May 2014 04:48:57 GMT
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No it only exists with the sidebar. It uses 0 for the refill hotkey instead of the default 5. Its inconsistent.

Subject: Re: Move refill button on sidebar to right side
Posted by [EvilWhiteDragon](#) on Thu, 08 May 2014 16:02:13 GMT

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dblaney1 wrote on Wed, 07 May 2014 22:49 This is a relatively simple change to make and could definitely make its way into the next version.

They should release atleast another patch for it or let someone else take over development since there are still some pretty embarrassing bugs like the default powerup drop built into ssgm causing dead bodies to pick up powerups. (health supplement acquired when dying). Adding a delay or a player check for the first few seconds would fix that. I wrote my own plugin since the built in one is so buggy.

You're aware that TT fixed much more "emberassing bugs" like game crashes, blue hell etc?

Besides that, I guess that if you'd apply, you might get a spot on the team. It's not like the current team will do these kinds of things anymore.

Subject: Re: Move refill button on sidebar to right side (hotkey 5)

Posted by [OuTSMoKE](#) on Thu, 08 May 2014 16:24:26 GMT

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Best way to combat this, if a sidebar map comes up, type !skip.

I hate that bar, always purchase the wrong shit becuae renegade is ingrained in you to play one way. It's worse than when IK tried to change the PT layouts around.

Subject: Re: Move refill button on sidebar to right side (hotkey 5)

Posted by [dblaney1](#) on Thu, 08 May 2014 17:06:17 GMT

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I am not the biggest fan of it either, but having the refill hotkey the same as the regular one would help a lot. I really wish they wrote a clone of the stock layout that allows all the features the sidebar enables. That would be nice to have as an option for mappers.

Subject: Re: Move refill button on sidebar to right side

Posted by [dblaney1](#) on Thu, 08 May 2014 17:09:34 GMT

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EvilWhiteDragon wrote on Thu, 08 May 2014 09:02 dblaney1 wrote on Wed, 07 May 2014 22:49 This is a relatively simple change to make and could definitely make its way into the next version.

They should release atleast another patch for it or let someone else take over development since there are still some pretty embarrassing bugs like the default powerup drop built into ssgm causing dead bodies to pick up powerups. (health supplement acquired when dying). Adding a delay or a player check for the first few seconds would fix that. I wrote my own plugin since the

built in one is so buggy.

You're aware that TT fixed much more "emberassing bugs" like game crashes, blue hell etc?

Besides that, I guess that if you'd apply, you might get a spot on the team. It's not like the current team will do these kinds of things anymore.

I mean I would love to contribute. I contribute to several open source projects. I don't think development for stock renegade should end at 4.1 either. I would be happy to continue supporting it while the current TT team forks it for 4.2/5.0 for BHP etc.

There is a couple basic built in scripts that I think should exist in the base source code such as a change team script that simply changes the team of an object on creation. Currently there is only one that changes team on receiving a message. You can send the message on creation but there is a split second where the object is on the original team before changing and base defenses target the object. Having a change team script that immediately applies the team change and then destroys itself, would be a very useful resource for mappers. Right now to do this you have to right server specific scripts or plugins. Another useful built in script would be a script that simply enables innate behavior when attached. Again the code for this would be no more than a few lines. There is a script that allows you to set innate parameters but it doesn't work to actually enable innate behavior. Just simple stuff that would make stuff easier for mappers and server owners. I have enabled these behavior through plugins but that doesn't help mappers who don't want to have to rely on servers having certain plugins to run their maps.

Subject: Re: Move refill button on sidebar to right side

Posted by [saberhawk](#) on Thu, 08 May 2014 18:16:16 GMT

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dblaney1 wrote on Wed, 07 May 2014 21:48No it only exists with the sidebar. It uses 0 for the refill hotkey instead of the default 5. Its inconsistent.

Right, the sidebar which has existed for about 8 years now...

Subject: Re: Move refill button on sidebar to right side

Posted by [dblaney1](#) on Thu, 08 May 2014 18:37:10 GMT

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You do realize there are servers that have both the sidebar and old purchase terminal since most maps don't use the sidebar. This is a major issue for those servers since it leads to tons if accidental purchase and complaints.

In what world is having the hotkeys change on different maps acceptable. The hotkey for refill should be the same in both interfaces.

Subject: Re: Move refill button on sidebar to right side
Posted by [triattack](#) on Thu, 08 May 2014 21:42:50 GMT
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dblaney1 wrote on Thu, 08 May 2014 11:37 You do realize there are servers that have both the sidebar and old purchase terminal since most maps don't use the sidebar. This is a major issue for those servers since it leads to tons of accidental purchase and complaints.

In what world is having the hotkeys change on different maps acceptable. The hotkey for refill should be the same in both interfaces.

maybe you don't realize it but the sidebar has always been like this (as others have said) in mods like apb changing it in renegade will mean it's different on the other mods.

also something else you mentioned about some scripts you want to make stuff for mappers more easy. but some of the options you mentioned are already level edit options.

and with the reviveable buildings the problem is that the function will be used in mods like APB etc. and then cause trouble because they use more advanced scripts. also if someone decides to use techlevels it might also break stuff.

Subject: Re: Move refill button on sidebar to right side
Posted by [Omar007](#) on Thu, 08 May 2014 22:26:23 GMT
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triattack wrote on Thu, 08 May 2014 23:42 and with the reviveable buildings the problem is that the function will be used in mods like APB etc. and then cause trouble because they use more advanced scripts. also if someone decides to use techlevels it might also break stuff. Afaik the code to do this is already there (last time I checked anyway) so those mods would already be crashing if they use scripts that crash when reviving buildings. The sole problem with building revival with that code was that clients didn't sync that information. (this is what the bandtest.dll modification fixes)

I do think that the sidebar thing is a bit too much (that may be because it doesn't bother me at all though). Imo this is something you'd do for your own personal mod. The position of the refill has been right there since the beginning and, imo, makes sense in the order of things; it's related to characters and is the most basic character item you can purchase thus the first item in the character column.

Can't really speak about the innate behavior you're talking about since it's been too long and I forgot about that but if you're switching team on creation, wouldn't it be better/easier/faster to define the team in LE correctly in the first place?

Subject: Re: Move refill button on sidebar to right side (hotkey 5)

Posted by [iRANian](#) on Fri, 09 May 2014 06:36:46 GMT

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Reviving buildings is already possible in APB, so I wonder why it's brought up?

Subject: Re: Move refill button on sidebar to right side (hotkey 5)

Posted by [dblancey1](#) on Mon, 12 May 2014 18:36:57 GMT

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This is an issue and it really should be addressed. Maybe those that only play standalone mods don't think so, but on servers that run maps with both interfaces it presents a big problem.

Subject: Re: Move refill button on sidebar to right side (hotkey 5)

Posted by [Ethenal](#) on Mon, 12 May 2014 19:23:54 GMT

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That's a long time for such a "big problem" to not be named as a big problem...

Subject: Re: Move refill button on sidebar to right side

Posted by [Mauler](#) on Mon, 12 May 2014 20:17:24 GMT

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jonwil wrote on Wed, 07 May 2014 16:26 I can confirm that no, we are NOT going to change this (or the building re-spawn thing or anything else in 4.1)

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