
Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [jonwil](#) on Mon, 17 Jan 2005 03:14:32 GMT

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For Core Patch 2, Blackhand Studios is going to try and fix as many renegade bugs as we can. Here is the current list of things Blackhand Studios knows about and could look into. Note that the presence of something on this list doesn't mean it is fixed or will be fixed (or is even possible to be fixed), just that we are aware of it and are considering fixing it.

mod tools bugs to fix (and enhancements to add):

w3dview crashes when you exit the program

leveledit will crash if you try to load a w3d file that doesn't exist.

leveledit spits out an always.dbs file when you use the "export to mix file" which can lead to corruption of your always.dbs

leveledit has useful hidden menu options that we could enable

leveledit has useless non-working menu options that we could disable

the renx material editor will appear on top of windows like the UVW window and the material navigator

leveledit doesn't read the contents of always2.dat correctly

the buttons under the preset tree have incorrect tooltips

the mod selection screen has a bug where clicking the close button causes garbage to be output into the leveledit folder. The fix is to remove the close button.

In some cases switching back to leveledit causes glitches where it doesn't repaint properly.

The "play" option for sound presets doesn't work.

There is a bug where if the main render window (with the level itself in it) is smaller than the render widgets for the door trigger and vehicle transition editors, the door trigger and vehicle transition editors are broken and don't work (this is most obvious for those running at 800x600 or lower resolutions or that have lots of extra stuff taking up screen space like IM clients or toolbars) If you open a model in w3dview and click on a mesh in the mesh list where the mesh has "skin" settings (e.g. most meshes for human models), w3dview crashes.

The mod tools have other crash issues (which is why BHS needs people to tell us what they are)

Enhance leveledit to not put scripts.dll into a *.pkg file when you export

Enhance leveledit to copy scripts.dll and scripts2.dll into your leveledit folder when you create a mod package. Or alternatively (and probably better), make it read scripts.dll and scripts2.dll and so on from the renegade folder itself.

Possibly release a new cleaner objects.ddb for use by mod makers with all the non-working junk removed (it would only be of use if you were doing a totally new mod with a new always.dbs etc or if you were doing a *.pkg, not if you were doing a *.mix)

Mabie make and release more tools for working with leveledit files (such as *.lvl, *.ltd, *.ltd, *.ddb etc)

map/w3d model type bugs to fix:

vehicles in tunnel on fieldts

base to base on snow

possible vis error for soldiers in tunnels on volcano

Weapons Factory vehicle construction zone is too large/in the wrong place on some Westwood maps

The PT inside the multiplayer obelisk of light has the wrong surface type (so instead of getting

glass shatter sound and shards of glass when you shoot it, you get bullet marks and bullet sound
Some PTs can be accessed from outside their buildings
Some maps use the wrong name for the MCT aggregate in the NOD refinery. We could fix this for all Westwood/CP1/CP2 maps where it is possible to do that.
bad spawn point on the Hand Of Nod on under

engine bugs to fix:

transition animations for entering a vehicle dont work in MP
some on-screen messages such as "ammo is full" dont work in MP
weapons with unlimited bullets dont start loaded
tracked vehicles dont make terrain sounds
repair bay arc appears in the wrong place
mines appear in the wrong place on maps with repair bay
vehicle destruction animations dont work in multiplayer (assuming they were intended to/work on the host that is)
sounds like Harvester Under Attack & Turret Under Attack dont play in MP
sounds for picking up powerups dont play in MP
other sounds dont play in MP (the team will go through the code and find any calls to the sound libraries that dont trigger in MP and fix them)
bug with proximity C4 where you start with 5 instead of 6
change the engine so that it doesnt read *.dep files (will speed up map loading)

server bugs to fix:

linux FDS doesnt support WOL
linux FDS doesnt support RenRem
Any remaining bugs that can be used to crash a server (bugs withheld to prevent misuse)

possible enhancements (things that arent bugs per se but that we can look at for CP2)

If you have a mouse with extra buttons (like my 4-button+wheel Microsoft Optical USB Intellimouse), renegades input system doesnt handle the "official" microsoft way of using the extra buttons

change the renegade messages around to make them cooler (i.e. instead of "x killed y" you could have something like "x killed y with the Laser Rifle" or "x maimed y with the Personal Ion Cannon" or something similar.

Custom text on the loadscreen generated dynamically (e.g. a server MOTD or something like that)

Fix the loadscreen so that we dont need the ugly font anymore

If anyone else knows of any other items to put onto the list, post here.

And if there are items people dont want BHS to fix (e.g. the "access PT from outside building" issues), post here also.