Subject: Re: scripts.dll 3.0
Posted by jonwil on Sun, 20 Aug 2006 15:59:27 GMT
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More stuff planned for 3.0:
Fix any bugs people want to report to me and that I am able to fix
Fix (if possible/necessary) any issues to do with fog color
Change/eliminate the limitations on the size of PT/purchase icon textures (the icons themselves
would still be limited to 128 x 128 like they are now though)
Optional sounds for when stuff is purchased with the sidebar (one sound for refill, one for infantry
and one for vehicles, set through hud.ini)
Several fixes from blackintel (used with permission):
turret turn fix
UDP short message fix
change so that you dont need to use -multi anymore if you are running a server and want to run
the client as well
change to prevent the WFDS from writing to the registry startup entry
the other UDP fix from the black-cell server.dat
Disable the MapName= keyword so that its not required anymore
Also, I am going to look at a location that has been identified to see if it is suitable as a place to
hook for the leave hook that so many people want (exactly WHY so many people want it I dont
know
Also, I am considering implementing resereved slots (something I was thinking about for 2.9 but
wasnt able to implement in time)