Subject: Re: scripts.dll 3.0
Posted by jonwil on Thu, 24 Aug 2006 05:34:42 GMT
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Further analysis of a different part of renegade reveals the true cause of the PT texture size issue (see the post I made on it).

Reserved slots will be in (thanks to Dead6re for his info on that)
I am going to make it possible to change the color that is used (currently black) when you mouseover a menu option in the main menus.
Plus, there is the shadow texture feature the RenAlert guys have shown off.

And I intend to improve crashdump.txt further.
It will get crc32 checksums of more files that are relavent to crashes I am seeing.
Also, it will dump some details about the game (what map is running, what, if any, mod package is running and some other stuff that will make it easier to diagnose problems)
Plus, if I can figure out how, I will make it dump hardware details (most notably video card and video card driver details). Although I probobly wont do this since if I really need that info I can have the person with the crash send me a dxdiag.txt file from that machine or whatever.