
Subject: Re: Changelist for scripts.dll 4.0

Posted by [Naamloos](#) on Sun, 22 Jun 2008 17:37:31 GMT

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

Very impressive work! I got a few questions though.

Quote:A change to stop objects that are 100% hidden by other objects from being drawn (something called Occlusion Culling)

Ok, I just want to be sure here. This is basically VIS without having to manually set up VIS sectors? If so, exactly what "objects" are affected by this? Terrain, characters, vehicles, projectiles, particles? And how well has this been tested?

Quote:A change to the loading of mix files on startup. As of now, any mix file without C&C_ on the front will be loaded as will any of the stock westwood C&C_ maps if they exist.

Add hud.ini keyword so that mods like Reborn and RA:APB can specify a new prefix instead of C&C_ to be used by the above mentioned mix file load code (does not affect the code that displays the list of valid maps in the map list)

Got a question which is a little related to this. Will it be possible to make map names appear different ingame (loading screens, ect) and completely ignore the filename, and look somewhere else instead? Basically if a map file was named "RA_NorthByNorthwest.mix", have it appear ingame as "North by North-west"?

Quote:Bluehell fix

I disagree with removal of key game features!
