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Subject: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Fri, 12 Sep 2008 20:19:55 GMT

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1. You guys know how when C&C Generals has a crash, it prints out a crash report which tells you exactly what caused it, such as an invalid line in an .ini?

You guys should make Renegade generate a crashdump.txt, like Generals, which tells you exactly what caused the error. Like, incorrect values etc. in the objects.ddb or .inis.

2. You guys NEED to increase the Renegade sound limit.

For example, I would be shooting my gun, then a bunch of other players would be shooting their guns, then suddenly, I can't hear ricochets or footsteps anymore.

This is especially noticable with vehicle engine sounds,

I would be driving my APC and then some players would be shooting it, during all the ricochets and gunshots, my vehicle's engine sound would suddenly stop playing. You guys should at least, make Renegade have 2x the original sound limit.

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