
Subject: Re: Progress report

Posted by [TruYuri](#) on Fri, 25 Sep 2009 22:57:41 GMT

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pawkyfox wrote on Fri, 25 September 2009 16:44nopol10 wrote on Fri, 25 September 2009 06:50Just curious, why are the occasional progress reports that are not just "lots of codes working behind the scenes" pertaining to TT on the APB forums and not here?

<http://www.apathbeyond.com/forum/index.php?showtopic=20407&st=0&#entry38> 7105
Quote:Jonwil, in continuing to prove he's the go-to guy when it comes to engine coding around here, has given us a list of fun new changes he's managed to get working that we should share. Naturally the other TT guys like Ghostshaw and Stealtheye are involved here, not to shortchange them! Anyways, here's just some of the codewise news that's been cooked up:

- New version of LevelEdit to handle some of the significant changes
- Fixes to weapon ammunition updates (no more ammo count flipping)
- Fixes to positional update at long ranges (no more lag sniping)
- Fixes to ladders (no more warping/teleporting)
- Console commands updated; new BAN and KICK system inbound
- Extended debugging output, to make crash logging and bug reports easier to post and diagnose
- Fixes to better support sidebar purchasing, without piles of scripts on each terminal
- Game logo will no longer disappear after returning to the menu from LAN
- Entirely new building class: Construction Yards, which constantly heal your base and objects (such as vehicles) flagged as structures, with a setting for full power and low power.
- Upcoming new building classes for Naval Yards, Missile Silos, Tech Centers, Helipads, etc.
- UAC (modern Windows access control) support, for writing changes that normally require Admin access
- You can set your default map prefix (RA_, CNC_, etc)
- WOLAPI data, such as login info, now stored in its own location
- Map thumbnails, crashdumps, chatlogs, screenshots, and the like are placed in My Documents\BlueHell\APBClient to make them easy to find
- Cleaned up registry and file writing code
- Rare issues reading HUD, killstrings, etc. configurations have been fixed
- Serial checking will no longer fail if you have no serial
- In-game web browser fixed up, and we can override which default pages it loads
- Lots more awesome stuff

Sounds like it is not for Ren...only for APB.

No. Scripts is for all. Considering that the APB testing team is the primary testing group for scripts (and put a LOT of hours into testing them), I really don't see the problem with those being posted on our forums.
