Subject: Re: Details of some of the features in 4.0
Posted by jonwil on Thu, 01 Oct 2009 01:05:20 GMT
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With regards to the vehicles remain teamed thing, we have 2 tt.ini keywords related to it.
NeutralVechiclePointsFix. Set this one to true (the default) to turn on the team thing and to false to turn it off.
ScriptsLastTeamTime. Set this one to -1 (the default) to make the vehicles remain teamed thing last forever (i.e. until the vehicle is blown up) and to some other positive value to make it last that long.

As of right now these are only settable via tt.ini (i.e. for mods) but we may end up supporting this in the future as a server side option.

Sniper lag, I dont know exactly whats been fixed. I do know we fixed an issue APB was having where if you use a sniper scope to look at far away objects, they look like they warp/teleport around instead of moving smoothly (related to network updates not being sent properly or something)

Player spawns, basically we made it more random so it wouldn't keep choosing the same 1 or 2 spawn locations all the time. I cant really explain more because I dont understand how the old algorithim for choosing spawn locations works.

The pointsfix, for now its mandatory (and as far as I know it will remain so during the beta test cycle of 4.0) All the evidence we have shows that this is very clearly a bug in the game and as such, we will fix it. If enough people complain, we will look into making it server-optional. But we want people to at least try 4.0 with all the changes we made (not just this one fix in isolation) and see if it really does affect the gameplay that much.

Also, note that Renegade Resurrection is NOT compatible with scripts.dll 4.0 and unless YRR puts a LOT of work into it, it will never work with 4.0 (in fact there are some things in RR that cant be made to work with 4.0 without breaking 4.0 features)
Do note though that some bugs yrr fixed (as well as some bugs BI fixed in their mods) have been done in 4.0 (ported or redone properly)

And of course if there are any RR features (those that aren't just giant hacks that is) that people really like and want in 4.0, we can look into those too.

C4s in a MCT/wall, I dont know if we fixed that or not (or if its even fixable). No idea about the obelisk glitch either.