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Subject: Re: Details of some of the features in 4.0  
Posted by [Spoony](#) on Thu, 01 Oct 2009 01:17:15 GMT  
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jonwil wrote on Wed, 30 September 2009 20:05 With regards to the vehicles remain teamed thing, we have 2 tt.ini keywords related to it.  
NeutralVehiclePointsFix. 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.  
ah right, so set ScriptsLastTeamTime to 5 and it'll stay aligned for 5 seconds, then go back to neutral?

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.

jonwil wrote on Wed, 30 September 2009 20:05 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 algorithm for choosing spawn locations works. hmmm... maybe check that?

jonwil wrote on Wed, 30 September 2009 20:05 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. believe me, enough people will complain.

it certainly is a bug, and i have always argued that fixing it is a vast improvement to gameplay in every sense, but I believe TT's official position is that it won't be compulsory.

certainly it should replace the pointsbug (i.e. the current state, where scores and credits are just downright wrong) as the default state, but I do think people ought to be able to use the points bug in their own communities (even though A GREAT MANY people who want this option also seem hell-bent on denying me the same choice they insist upon). even if this is just a case of somebody making a downloadable "pointsbug" file to install on a server, to re-create the original bug.

another thing that might possibly be fixed... Deadzones on Mesa?

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