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Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Mon, 17 Feb 2014 00:40:56 GMT

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Ethenal wrote on Sun, 16 February 2014 20:04Also, does someone know why every single time I start the Renegade executable, whether through Renegade.exe, game.exe, or game2.exe - the Renegade Config window is brought up before I can start the game.

That happens in TS:R too, it's really annoying... I have no idea why it does it, all the relevant things are already present in the registry :/

Ethenal wrote on Sun, 16 February 2014 20:04EDIT: changing characters at the purchase terminal causes the character that just got deleted to drop a weapon and then you immediately pick it up. In this way you can spawn as a minigunner, buy an engineer, and you get an Auto Rifle that was dropped by the minigunner.

I assume you're using some sort of weapon drop plugin? The scripts system was tweaked at some point such that Destroyed is always called when an object is shut down, whilst previously it wasn't called when you purchased a new infantry. The change helps to make the creation/shutdown sequence more predictable and allows dynamic memory cleanup to occur in Destroyed() without the danger of leaking in the case where it wasn't called properly due to buying a new infantry.

The weapon drop code should only trigger on the "Killed" event, not the more generic "Destroyed" event (which fires in both the "killed" and "bought new infantry" cases)

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