Subject: Re: Changes made since RC3, also collecting bugs here
Posted by jonwil on Mon, 17 Feb 2014 22:25:35 GMT
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Current to-do list:
Some fixes to INI load code (is causing the bogus and unintended Hint: to appear on the load screen)

Remove the in-game bug tracker and replace with notes telling people to go to the forums (as it was never being checked by anyone and was just filling up with useless reports)

Test a pathfind testcase from Zunnie to make sure the fix we have for the other pathfind testcase fixes Zunnie's issue too

Investigate the problem Zunnie has with the new "GDI Spawn Character and Nod Spawn Character settings on objects of type Global Settings-General in leveledit" feature in leveledit and either fix it (if its a TT bug) or document what Zunnie did wrong (if there is an issue with Zunnie's test case)

Fix the issue with controls not loading/saving properly (if I can get hold of someone with the issue and talk to them about it/do some testing with them/etc)

Fix the issue where wwconfig.exe is starting up all the time for some people (if I can get hold of someone with the issue and talk to them about it/do some testing with them/etc)

Investigate some (possibly old/bogus) reports that using "host game" on the advanced game listings screen crashes and if its crashing with 4.1, fix it

Fix the sniper sound issue reported here (if it is in fact a bug and not just the way its always worked)

Fix the crash in the vehicle dialog (if I can get reproduction steps and/or a crashdump)