
Subject: Re: Move refill button on sidebar to right side
Posted by [dblancey1](#) on Thu, 08 May 2014 17:09:34 GMT
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EvilWhiteDragon wrote on Thu, 08 May 2014 09:02: dblaney1 wrote on Wed, 07 May 2014 22:49: This is a relatively simple change to make and could definitely make its way into the next version.

They should release atleast another patch for it or let someone else take over development since there are still some pretty embarrassing bugs like the default powerup drop built into ssgm causing dead bodies to pick up powerups. (health supplement acquired when dying). Adding a delay or a player check for the first few seconds would fix that. I wrote my own plugin since the built in one is so buggy.

You're aware that TT fixed much more "embarassing bugs" like game crashes, blue hell etc?

Besides that, I guess that if you'd apply, you might get a spot on the team. It's not like the current team will do these kinds of things anymore.

I mean I would love to contribute. I contribute to several open source projects. I don't think development for stock renegade should end at 4.1 either. I would be happy to continue supporting it while the current TT team forks it for 4.2/5.0 for BHP etc.

There is a couple basic built in scripts that I think should exist in the base source code such as a change team script that simply changes the team of an object on creation. Currently there is only one that changes team on receiving a message. You can send the message on creation but there is a split second where the object is on the original team before changing and base defenses target the object. Having a change team script that immediately applies the team change and then destroys itself, would be a very useful resource for mappers. Right now to do this you have to right server specific scripts or plugins. Another useful built in script would be a script that simply enables innate behavior when attached. Again the code for this would be no more than a few lines. There is a script that allows you to set innate parameters but it doesn't work to actually enable innate behavior. Just simple stuff that would make stuff easier for mappers and server owners. I have enabled these behavior through plugins but that doesn't help mappers who don't want to have to rely on servers having certain plugins to run their maps.
