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Subject: Re: Set\_Face\_Location no longer makes AI VTOLs strafe

Posted by [Jerad2142](#) on Sat, 28 Jun 2014 02:32:59 GMT

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jonwil wrote on Fri, 27 June 2014 19:32As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

But because people didn't care enough to find these problems before, this issue now wont get fixed for Renegade.

As for the comment that these sorts of issues should have been foreseen, its no different to how any software developer does things. TT dropping support for Renegade is no different to Microsoft dropping support for targeting older versions of Windows with Visual Studio or whatever. Its a decision made by the dev team (and since they are unpaid guys doing this for fun in their spare time, no-one has the right to tell them what to do)

If 4.0 hadn't completely broke Rp2 I would have moved to 4.0 and caught this issue then, however instead I decided to continue finishing Rp2 up in 3.4.4 while 4.0 got polished up.

In addition, I'm just going to point out that single player still crashes at the end of level one, and beings people have been complaining about single player crashes from the get go maybe they didn't bother testing anything else beings that never got fixed ;p