Subject: Re: Now collecting scripts 4.1 bugs
Posted by Jerad2142 on Thu, 03 Jul 2014 13:25:36 GMT
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I would like a feature that allows a map to add a key to a client's key.cfg.

For example, I made an Asteroids map a while back that is 4.0 capable, however the downloader isn't much good for it as it doesn't provide a way for the client to get the custom keys needed for them to play. For example it requires spacebar from all players to start the game, if someone didn't have a keys config with all the logical mappings the map needs they won't be able to play.

jonwil wrote on Thu, 03 July 2014 02:41
Secondly, no, extra buttons wont be added to the sidebar.

While on the topic, I think at the very least we should add the side bar key definitions so new players have at least the option by default to have a working sidebar.

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jonwil wrote on Thu, 03 July 2014 02:41
int Get_Precipitation(float &density); //returns 0 for rain, 1 for snow, 2 for ash or 3 for none, probably with some #defines to make it easier

This doesn't seem that useful, in Rp2 there are times where its raining and snowing at the same time (IE sleet) so I don't really know how this would work for that.

While on the topic of weather I'd also like to restate the request to make client specific weather.

Another feature I'd like to request is the ability to change the time of day (IE the sky color) which would be extremely useful for me when I make coop maps. Reason for request with specific example from my coop Renegade map. For example on my renegade Bear Hunter map, there is a final boss fight, it'd be great if I could change the skies color to increase the atmosphere.