Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sat, 05 Jul 2014 03:39:51 GMT
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Renegade bugs I've noticed over the years:

*Stage Mapping WSEnvironment (4.X+ specific) - As previously reported "WS Environment" is no longer a useful reflect map emulation.
*Movie Crash (4.X+ specific) - The previously reported crash that happens in single player when it goes to load a movie (might only happen if all movies are in the movie folder and no cd is present).
*Dazzle Flash - Most Noticeable when lots of dazzles are in the screen, dazzles will cause a bright flash the second they fade out as you move away from them (only applies to dazzles with a HistoryWeight=0.99.
*AI and Ladders - Some times the AI herp derps and gets stuck in the middle of a ladder, because there is no pathfind zone for a ladder they stay stuck on that ladder.
*Vehicle Turret Facing (2.9.X+ specific) - Vehicle turrets don't face forward if not being controlled by AI or a player, instead they aim at 0,0,0 of the map.
*I've got others that I'm forgetting about, and I've also noticed some odd performance bugs that seem to deal with post processing, but its the 4th and I'm going to get some fireworks shot off, you can expect more bugs eventually, I just need some time (really need to replay through single player as that's a great resource for bug collecting).