
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [jonwil](#) on Sat, 05 Jul 2014 15:37:24 GMT

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Ok, a whole bunch of stuff has just been back-ported to 4.2.

User (and modder) visible changes in 4.2 so far (compared to 4.1):

New fields under "Global Options - C&C Mode Settings" in LE to allow mods to have separate "GDI EVA" and "Nod EVA" sounds for low power (so GDI EVA for GDI power going down, GDI EVA for Nod power going down, Nod EVA for GDI power going down and Nod EVA for Nod power going down)

Various memory leak fixes

New "Default and Soldier only" collision group that collides only with "Default", "Soldier" and "Soldier Ghost"

Small speedups in a few places

Improvements to the way we detect GPUs

Dynamic shadows will now affect dynamic objects

Eliminate the "lag" you get when you start a game or return from the menu in single player or skirmish.

Make Commands->Set_Is_Rendered work over the network for everything (and not just vehicles) if the other player has a compatible scripts build.

Fix it so that Commands->Set_Radar_Blip_Color actually works across the network

(Commands->Set_Radar_Blip_Shape already worked fine in 4.1,

Commands->Set_Radar_Blip_Color would have worked except for a bug)

Make it so that bandtest.dll no longer links to vfs.dll (it didn't actually use vfs.dll so there is no point having it link to it, the launcher does need vfs.dll though)

Change it so that the engine start sound for vehicles will override the engine off sound.

Restore brake lights to the stock Renegade behavior.

Make the movie clips (startup video and mission videos) respect the value of the "cinematic" volume slider/checkbox in the audio config.

An improvement to the dialog that reports d3dx9_43.dll is missing.

Fix AI air unit strafing

Fix ring and sphere primitives (fixes ion canon rings)

Fix single player movie crash

Bump version number to 4.2

Add FPS display to lsdview and w3dviewer

Make lsdview restore last-used camera/window position on start

Fix a crash that could occur with dazzles on shutdown

A fix for JFW_Message_Send_Zone_Player

Fixes to various scripts that had issues due to code that needed to convert between degrees and radians but was not doing that.

Further documentation changes

Add a flag to soldiers in LE so that you can stop a given infantry unit from being able to use the "refill" button on the sidebar (has no effect on the refill button on the PTs)

Fixes to how AI soldiers handle doors, elevators and ladders.

Add purchase reports for vehicles in LE. This will play one of 2 sound/string combos (sound being set on the string in the string editor), either GDI or Nod depending on the player type of the player that the sound is being played for.

Add a flag to vehicles in LE that determines if a vehicle can be repaired/sold (either by Repair Bay building controllers or by various repair/sell scripts)

Add a string and color setting to LE for vehicles. If this is set, the relevant string will be displayed any time someone gets into the driver or gunner seat of the vehicle (this is intended for use if you e.g. have a vehicle which requires pressing a special key to activate a certain feature and you want to make sure players know to use that key)

Improvements to dp88_ar_deployable_infantry

Improvements to dp88_ore_miner

Improvements to dp88_Ore_Field

Improvements to dp88_RemoteControlConsole

Improvements to dp88_AR_Prism_Tower

Improvements to dp88_linkHealth

Improvements to dp88_AR_Rocketeer (including playing the "engine off" sound when you transition out of flight mode)

Improvements to dp88_AR_MirageTank (including making sure the engine isn't turned on if there is no driver)

Improvements to dp88_buildingScripts_controller

Improvements to dp88_AI_Objective

Improvements to dp88_damageAnimation

Improvements to dp88_conquestControlZone:

Improvements to dp88_Ammo_Animation

Various improvements to danpaul's veterancy logic

Fix display of vehicle names in certain cases

Improvements to JFW_Attack_Object

Improvements to JFW_Attack_Location

Improvements to JFW_Turret_Spawn_3

Improvements to MDB_Unit_Limit

Improvements to SH_UndergroundVehicle
