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

Posted by [Jerad2142](#) on Sat, 05 Jul 2014 20:12:32 GMT

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\*AI Kills no longer count (4.x Bug) - Prior to 4.x kills by AI players (as well as deaths) counted toward the team (only applied to humans vehicles were not counted).

\*Vehicle weapon string not working for map strings - As previously reported, vehicle weapon strings aren't showing up, the fix was made in the 5.0 branch, but I don't know if we back ported it to 4.2.

Improvement Request:

Not only should AI Kills be counted toward the team, but the team should also gain score from them. In addition, any vehicle that is unoccupied should have its kills counted for the team (as well as score). This would be a points fix, currently if the obby, guard tower, or turrets kill someone no points are given to that team, not only does this cheat the team out of points, but if the unit is able to retreat before being killed the enemy team can repair the unit, thus giving them even more points, this is a definite exploit on any points victory game.

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