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

Posted by [Jerad2142](#) on Sun, 06 Jul 2014 15:53:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sun, 06 July 2014 03:20

Vehicle turret facing cant be fixed without removing the change that caused it in the first place (a change that was made for VERY good reasons). So no, a fix isn't likely to happen at this point.

Fair Enough.

jonwil wrote on Sun, 06 July 2014 03:20

AI kill issue will be investigated

I added the ability to set a team's kills/deaths in 4.1 for my bear hunter map, so I'd like to port that over at least if it can't be fixed correctly.

jonwil wrote on Sun, 06 July 2014 03:20

as will the vehicle weapon string thing (can someone remind me again exactly what the problem is?)

<http://www.renegadeforums.com/index.php?t=msg&th=40712&start=0&>

Ethenal wrote on Thu, 03 July 2014 08:52 Jerad Gray wrote on Thu, 03 July 2014 08:25 I would like a feature that allows a map to add a key to a client's key.cfg.+1 this, this would be a greatly useful feature for people that don't even know keys.cfg, or have an empty (or nonexistent) one for whatever reason.

Additionally, maybe you could make the client display what keys it has bound, like in the spirit of the old "mapch" command - it might require a netcode change (which I can imagine you might not want to/can do) to send all of the Logical/Physical keys that are bound for a player, but I think it'd be greatly useful. However, if the Jerad's first request could be added, then this matters a lot less.

Thanks for your work gentlemen

And I'm brining this up again, as I'd really like to port my asteroids map to Renegade and the only thing holding it back is the inability to have all the clients have the needed keys.

The ability to set Hud Help Text on a client would be great for important instructions you want them to read, in ECW I can remotely set the color of the message as well as what player it appears on.

I'd also like to report an old Renegade bug, if you force a vehicle to switch weapons with scripts, and the muzzle flash was happening during the moment you switched weapons the flash will stay on until the weapon is fired again. Its a minor bug really and I can ignore it, but if it's something else to fix that'd be great.

I still strongly desire to be able to set bullet speeds above 400m/s, maybe a new check box could

be added to level editor DoNotHitDetect, and bullet logic would work the same as they currently do in Renegade unless this was checked. I'm fairly confident there are enough Renegade mods out there with customized weapons and vehicles that plenty of people would make use of this setting.

Another cool feature would be the ability to set bullet shell eject velocity, since some guns eject those at crazy velocities, but I doubt many mods would make use of that, maybe some of imperialKaskins's stuff as well as my own.
