## Subject: Re: Work is being resumed on scripts for Renegade
Posted by Stallion on Wed, 09 Jul 2014 19:48:31 GMT

dblaney1 wrote on Sat, 05 July 2014 19:13Mauler wrote on Sat, 05 July 2014 13:33Just wondering if where at all any way possible to have per map camera ini's?

Would help with having custom cameras for new units.. Sometimes it can be a pain to use stock Renegade camera profiles..
Yeah. This would be great.


Also a global package list that loads for every map would be nice to have in the TT.cfg. I wrote a Perl script that auto generated a definition for every package in my ttfs for my tt.cfg. But it still leaves the issue where if someone sets the next Map to the full map name rather than the definition name, not all of the packages are loaded. This already exists for the objects file.

Ideally it would have two different fields. One for packages loaded before the map specific packages and one that loads after the map specific packages.


I'm lead developer for the RenDeploy project and am making every effort possible to keep this project on the main server and would greatly benefit from having the camera.ini and keys.cfg files (and others would be useful) to be automatically incorporated into client side downloads.

Please make every effort to include at least these in the next update!

Thanks.

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