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

Posted by [jonwil](#) on Fri, 11 Jul 2014 13:52:27 GMT

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More changes:

Fix an issue where with downloaded maps it was possible that the "Server Info" dialog didn't display the correct map name. (thanks to WhiteDragon for fixing this)

Fix some issues with the radar and HUD caused when loading a single player save game.

Fix an issue with AI code for VTOLs (there are still other issues we haven't yet found though)

Fix up the M00_BuildingStateSound* clones to work identical to stock (since we dont have a way to know how the creator of those 2 scripts meant them to work, making them work like stock is the best we can do)

Fix an issue with Test_Cinematic

Some improvements to the chat code from WhiteDragon

Fix an issue causing AI soldier kills and deaths not to be properly registered with the relevant team in certain cases (it now works like stock did)

Fix an issue with certain things that can grant ammo (like powerups) not working correctly in single player or skirmish in some cases.

Fix an issue where soldiers would mistakenly play their "TAKE_DAMAGE_FROM_FRIEND" sound instead of their "TAKE_DAMAGE_FROM_ENEMY" sound and vice versa.

Fix an issue with the SH_DangerZone script

Add some new engine calls Get_Clouds, Get_Lightning, Get_Wind, Get_Rain, Get_Snow, Get_Ash

Add a new script JFW_Ion_Storm_Weather_2 to use the new engine calls and make the ion storm weather logic for TSR easier to use

Fix an issue with the dp88_remotecontrol scripts where it was possible for the soldier remote-controlling the vehicle to get squashed when the vehicle died.

Fix issues with muzzle flashes getting screwed up if a vehicle has its model or weapon changed.

I am in the process of adding per-team sidebar sounds (if you set these, they will be used instead of the current both-team sounds)
