Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 11 Jul 2014 15:37:09 GMT
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Xpert wrote on Fri, 11 July 2014 01:12Ethenal wrote on Thu, 10 July 2014 19:33dblaney1 wrote on Thu, 10 July 2014 17:14
Both easy to write and if you want I can write them. It would just be nice to have these in the main scripts source code so mappers don't need the servers to put up custom scripts.

Just write it yourself and submit it, they've always accepted useful scripts over the years written by community members to be incorporated into the main scripts build. Doesn't sound too difficult, but I'd check and make sure it doesn't already exist first.

Ya, don't be a retard like zunnie and make billions of script duplicates based on ones that already exist, which is probably one of the reasons his shit got taken out of the main build. Compiling is such a breeze now.

I always try to use one of the built in scripts first if it exists.

jonwil wrote on Fri, 11 July 2014 06:52More 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 relavent 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)

Thank you so much for the weather stuff. It really helps a lot for some stuff I was working on.

Is there any way to add a ddb file that is read after the mapname.ddb file. I can overide that ddb by making a package with a file with an identical name in it but I have to do that for every map i want to overide it with. One that loads after the map.ddb would be great. So essentially it would load objects.ddb, mapname.ddb, then lastly load overides.ddb. On this server I enforce that all clients have the latest tt scripts so stock clients aren't an issue. I just would like to override temps etc. For example overriding the purchase terminals. This works already on maps without a temped purchase settings by including a package with a modified objects.dbb in the map definition in tt.cfg. However it doesn't let you override temps, which would open up a lot of possibilities for server wide mods.