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

Posted by [jonwil](#) on Tue, 15 Jul 2014 04:18:34 GMT

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Extra ddb file that overrides per-map ddb isn't going to happen at this point.  
Nor is manually entering scripts into LE (we dont know anything about the UI for editing scripts in LE or in fact much at all about the UI in LE)

Some more changes:

New script JFW\_Time\_Remaining\_Sounds\_2 that is like JFW\_Time\_Remaining\_Sounds except it allows for per-team sounds.

Detect buffer overflows in the netcode and quit with an error (and a dump of the offending packet) instead of crashing in a hard-to-debug way (like it does now)

Small improvement to the code related to ladders and collision when you exit the ladder (the code that makes sure you dont collide with stuff blocking the ladder exit). More work may be done to this once I find out how to reproduce an issue the TSR guys are having.

Fix broken environment mappers (the test case from Jerad now works the way it should)

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