

---

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

Posted by [dblancey1](#) on Fri, 18 Jul 2014 20:18:28 GMT

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

---

Jerad Gray wrote on Fri, 18 July 2014 13:14dblancey1 wrote on Fri, 18 July 2014 13:07Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Was this something recent that broke? Because I'm 99% sure that it worked fine in 3.4.4 (the building controller just had to be rotated to face the same as the tower).

It sounds like that may be the case. In 4.0 they overrided the default obelisk and agt scripts to fix the walking backwards glitch. In the process they forgot to take facing into account for the positions of the guns. I added that functionality back in by using trigonometry to calculate the positions with the angle taken into account.

---