## Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sat, 19 Jul 2014 04:04:24 GMT

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roszek wrote on Fri, 18 July 2014 20:51Jerad Gray wrote on Fri, 18 July 2014 13:14dblaney1 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).

You are correct Jerad that is the way it has worked forever and still works now...


It definitely does not still work that way. The AGT script in 4.1 doesn't take into account facing at all. It just uses raw x,y,z coordinates. I have a fixed version of it that does work that you can take a look at it here.

http://pastebin.com/gm6ehWmi

Before Fix (C&C_Country_Side)


After Fix (C&C_Country_Side)