Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sun, 27 Jul 2014 18:10:10 GMT
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Can the syncing of building controller team changes be fixed? The building always shows as the team for whenever the client loaded the game. If it was teamed to nod when they loaded the icon always says nod etc. The icon and worldbox are incorrect. This is problematic for capturable neutral buildings that use actual building controllers rather than vehicles particularly for clients that joined after the building was captured but one of the teams. Even if they capture it back the worldbox and the icon show as the other team.

Also is there an explanation for which buildings stuff shows up in the building status screen? Is this configurable at all? I haven't really looked into it much.

Another useful thing would be to be able to initialize new building controllers mid game but I am not sure how feasable that would be. It works server side but clients already connected don't sync it properly. Those that join after the new building controller do however.