
Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [jonwil](#) on Mon, 17 Jan 2005 03:14:32 GMT

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For Core Patch 2, Blackhand Studios is going to try and fix as many renegade bugs as we can. Here is the current list of things Blackhand Studios knows about and could look into. Note that the presence of something on this list doesn't mean it is fixed or will be fixed (or is even possible to be fixed), just that we are aware of it and are considering fixing it.

mod tools bugs to fix (and enhancements to add):

w3dview crashes when you exit the program

leveledit will crash if you try to load a w3d file that doesn't exist.

leveledit spits out an always.dbs file when you use the "export to mix file" which can lead to corruption of your always.dbs

leveledit has useful hidden menu options that we could enable

leveledit has useless non-working menu options that we could disable

the renx material editor will appear on top of windows like the UVW window and the material navigator

leveledit doesn't read the contents of always2.dat correctly

the buttons under the preset tree have incorrect tooltips

the mod selection screen has a bug where clicking the close button causes garbage to be output into the leveledit folder. The fix is to remove the close button.

In some cases switching back to leveledit causes glitches where it doesn't repaint properly.

The "play" option for sound presets doesn't work.

There is a bug where if the main render window (with the level itself in it) is smaller than the render widgets for the door trigger and vehicle transition editors, the door trigger and vehicle transition editors are broken and don't work (this is most obvious for those running at 800x600 or lower resolutions or that have lots of extra stuff taking up screen space like IM clients or toolbars) If you open a model in w3dview and click on a mesh in the mesh list where the mesh has "skin" settings (e.g. most meshes for human models), w3dview crashes.

The mod tools have other crash issues (which is why BHS needs people to tell us what they are)

Enhance leveledit to not put scripts.dll into a *.pkg file when you export

Enhance leveledit to copy scripts.dll and scripts2.dll into your leveledit folder when you create a mod package. Or alternatively (and probably better), make it read scripts.dll and scripts2.dll and so on from the renegade folder itself.

Possibly release a new cleaner objects.ddb for use by mod makers with all the non-working junk removed (it would only be of use if you were doing a totally new mod with a new always.dbs etc or if you were doing a *.pkg, not if you were doing a *.mix)

Maybe make and release more tools for working with leveledit files (such as *.lvl, *.ltd, *.ltd, *.ddb etc)

map/w3d model type bugs to fix:

vehicles in tunnel on fieldts

base to base on snow

possible vis error for soldiers in tunnels on volcano

Weapons Factory vehicle construction zone is too large/in the wrong place on some Westwood maps

The PT inside the multiplayer obelisk of light has the wrong surface type (so instead of getting

glass shatter sound and shards of glass when you shoot it, you get bullet marks and bullet sound
Some PTs can be accessed from outside their buildings
Some maps use the wrong name for the MCT aggregate in the NOD refinery. We could fix this for all Westwood/CP1/CP2 maps where it is possible to do that.
bad spawn point on the Hand Of Nod on under

engine bugs to fix:

transition animations for entering a vehicle dont work in MP
some on-screen messages such as "ammo is full" dont work in MP
weapons with unlimited bullets dont start loaded
tracked vehicles dont make terrain sounds
repair bay arc appears in the wrong place
mines appear in the wrong place on maps with repair bay
vehicle destruction animations dont work in multiplayer (assuming they were intended to/work on the host that is)
sounds like Harvester Under Attack & Turret Under Attack dont play in MP
sounds for picking up powerups dont play in MP
other sounds dont play in MP (the team will go through the code and find any calls to the sound libraries that dont trigger in MP and fix them)
bug with proximity C4 where you start with 5 instead of 6
change the engine so that it doesnt read *.dep files (will speed up map loading)

server bugs to fix:

linux FDS doesnt support WOL
linux FDS doesnt support RenRem
Any remaining bugs that can be used to crash a server (bugs withheld to prevent misuse)

possible enhancements (things that arent bugs per se but that we can look at for CP2)

If you have a mouse with extra buttons (like my 4-button+wheel Microsoft Optical USB Intellimouse), renegades input system doesnt handle the "official" microsoft way of using the extra buttons

change the renegade messages around to make them cooler (i.e. instead of "x killed y" you could have something like "x killed y with the Laser Rifle" or "x maimed y with the Personal Ion Cannon" or something similar.

Custom text on the loadscreen generated dynamically (e.g. a server MOTD or something like that)
Fix the loadscreen so that we dont need the ugly font anymore

If anyone else knows of any other items to put onto the list, post here.

And if there are items people dont want BHS to fix (e.g. the "access PT from outside building" issues), post here also.

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [jd422032101](#) on Mon, 17 Jan 2005 03:22:01 GMT

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big list good ideas me likes

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [Majiin Vegeta](#) on Mon, 17 Jan 2005 05:17:16 GMT
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it all sounds great!

Quote:change the engine so that it doesnt read *.dep files (will speed up map loading)
yea this will help ALOT! i already load a map wihin 1-3 seconds
that 1 extra second will make me wait longer at a grey screen waiting for the server to load

Quote:possible vis error for soldiers in tunnels on volcano
talking about vis errors..
one that bothers me as much as this one on C&C canyon taking a light tank down the bridge in the GDI base towards the refinery removes the tank off your screen.. you only see the shadow and you cannot get a normal view unless you exit and enter the vehicle again >_< this only happens with the light tank

if i can i will get screenshots when i next play

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [Slash0x](#) on Mon, 17 Jan 2005 05:36:37 GMT
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you should work on getting the other gametypes to work, if you do that, then you'd be 1337

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [Doitle](#) on Mon, 17 Jan 2005 08:56:16 GMT
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Go JW! This is a crazy list! If you get half of this done I think I'll be dusting off the Renegade CD!

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [jonwil](#) on Mon, 17 Jan 2005 10:45:33 GMT
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ok, 2 more things that will be in Core Patch 2.
We have fixed Islands and Volcano (the versions included in the client side CP1 were broken because the scripts didnt get applied to the objects correctly which broke SSAOW) and both of those will be in SSCP1.3 as well as client side Core Patch 2 (they dont really affect anyone not using SSAOW since the missing scripts dont do anything essential unless you are using SSAOW so we dont need to update the client-side part of CP1)

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [WNxCABAL](#) on Mon, 17 Jan 2005 12:54:38 GMT

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will it be possible to play the enter vehicle animations upon entering the vehicles?

Another idea...

Copy the WW & CP1 maps and add an extension (e.g. C&C_FieldCP2.mix)

then add the vehicles & infantry which were never added. Such as the E3 Flame Tank (with visible person within vehicle), E3 Recon, E3 Nod Buggy, E3 Med Tank , Logan, and the rest...

Thus having more choice in maps!

Just an idea like

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [Deactivated](#) on Mon, 17 Jan 2005 19:04:21 GMT

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TFWxANDY will it be possible to play the enter vehicle animations upon entering the vehicles?

Another idea...

Copy the WW & CP1 maps and add an extension (e.g. C&C_FieldCP2.mix)

then add the vehicles & infantry which were never added. Such as the E3 Flame Tank (with visible person within vehicle), E3 Recon, E3 Nod Buggy, E3 Med Tank , Logan, and the rest...

Thus having more choice in maps!

Just an idea like

The E3 Flame Tank is better for mods, but using the original Medium Tank and Chinook (included with Ren2 assets) wouldn't be a bad idea.

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [Creed3020](#) on Mon, 17 Jan 2005 21:54:22 GMT

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jonwilsounds like Harvester Under Attack & Turret Under Attack dont play in MP
sounds for picking up powerups dont play in MP

These work for me...

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [cmatt42](#) on Wed, 19 Jan 2005 04:42:58 GMT

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There is one thing that seems to bother me.

During gameplay I dislike that the name of a player is placed across the chest area. Perhaps the names can be moved to above the head or somewhere else less distracting?

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [Crimson](#) on Wed, 19 Jan 2005 11:18:07 GMT

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You can turn them off altogether

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [Majiin Vegeta](#) on Wed, 19 Jan 2005 14:08:35 GMT

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CrimsonYou can turn them off altogether

but then how would we single you out from the crowd and kill j00 ?

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [cmatt42](#) on Thu, 20 Jan 2005 03:13:29 GMT

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Majiin Vegeta

but then how would we single you out from the crowd and kill j00 ?

Speaking of singling someone out, that can also be difficult when the names fade out when you when you get to far...

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [Nightma12](#) on Thu, 20 Jan 2005 15:55:40 GMT

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what about making it so that when you target someone, it comes up with there name at the bottom instead of the unit they are?

Subject: Engine, mod tools, map etc fixes that BHS may be doing
Posted by [jonwil](#) on Fri, 21 Jan 2005 09:16:40 GMT

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ok, with the new code I added to 2.1 to make it not read the dep files, the loadtime is way down. (think fast like RenAlert)

This means that putting custom text on the loadscreen is pointless since it doesn't spend long enough there for you to read it.

Also, we are considering changing the screenshot code to spit out something smaller than TGA (like PNG) instead.

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [Creed3020](#) on Sat, 22 Jan 2005 04:08:21 GMT

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ya something other than tga would be great because then I wouldn't have to fire up PS everytime I want to resave my ss.

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [jonwil](#) on Tue, 25 Jan 2005 15:11:06 GMT

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we are going to also look into fixing bugs to do with not being able to access PTs properly sometimes.

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [Aaron](#) on Wed, 26 Jan 2005 06:19:47 GMT

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jonwil we are going to also look into fixing bugs to do with not being able to access PTs properly sometimes.

nice!

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [Deathgod](#) on Fri, 28 Jan 2005 04:57:34 GMT

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Creed3020 ya something other than tga would be great because then I wouldn't have to fire up PS everytime I want to resave my ss.

Use IrfanView, it has a batch conversion from TGA to BMP or JPG and also has an instant preview of TGA files.

Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [dead6re](#) on Mon, 31 Jan 2005 10:54:51 GMT

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Ive got something that needs fixing. It may be impossible but...

The "ban" command

For the renegade.exe and the fds it doesnt work. Tried fixing it yet or anything about it? Im interested if its all there but just wont write to the file.
