
Subject: xmas break project update

Posted by [jonwil](#) on Thu, 22 Dec 2005 23:34:22 GMT

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

Over the xmas break, I am (hopefully) going to do the following things for renegade:

- 1.Any general help I can give to anyone including reborn (like I always do)
- 2.Possible new leveledit update (1.0.0.5 or so) which would make .dep files not get exported to a mix file and also I want to see what happens with regards to the exporting of mix files and which files leveledit pulls in (if the files it is not pulling in are being ignored because of a bug, I want to fix it and if they are being ignored because its designed that way, I want to look into possible ways around that).

- 3.Work on scripts.dll 2.2.3.

So far, this will contain any fixes for the ID console command

Plus fixes for the nickname exploit stuff

And a fix for JFW_Console_Input_On_Custom.

- 4.Work on Core Patch 2 (waiting for other people on that right now)
- and 5. Moved to politics/hot issues

Subject: Re: xmas break project update

Posted by [ben5015se](#) on Fri, 23 Dec 2005 00:54:23 GMT

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

all your doing with level edit is recreating level edit dev..

Subject: Re: xmas break project update

Posted by [PaRaDoX](#) on Fri, 23 Dec 2005 01:37:51 GMT

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

With the new LE can you make it to where when i generate light sectors my stuff does not dissappear along the bump maps?

Subject: Re: xmas break project update

Posted by [nopol10](#) on Fri, 23 Dec 2005 01:39:56 GMT

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

well, you might want to note that RenAlert is offline... cause they "abused" reborn's stuff...

Subject: Re: xmas break project update

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 01:42:36 GMT

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

We'll be back online before the first of January.

Subject: Re: xmas break project update
Posted by [PaRaDoX](#) on Fri, 23 Dec 2005 07:39:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for devoting your time to such a undeserving community

Subject: Re: xmas break project update
Posted by [reborn](#) on Fri, 23 Dec 2005 13:12:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thankyou for giving your time and skills to this game and to BHS. I really appreciate it, and think that your scripts.dll is something that has helped not only enhance the game, but kept many people coming back to the game time and time again. Good work!

Also, I have been trying to reach you on MSN for a while to talk about cnc_walls.mix. cnc_fieldTS.mix is still on that FTP and is the final version. But i really need to talk to you about cnc_walls.mix.

Subject: Re: xmas break project update
Posted by [Titan1x77](#) on Fri, 23 Dec 2005 21:20:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

PaRaDoX wrote on Thu, 22 December 2005 20:37With the new LE can you make it to where when i generate light sectors my stuff does not dissapear along the bump maps?

Go to the instances tab and hide them before you light solve....only way to get around this.

Also change trhe static level of transparent objects so they don't flicker with certain lighting.

Subject: Re: xmas break project update
Posted by [YSLMuffins](#) on Sat, 24 Dec 2005 01:20:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Fri, 23 December 2005 01:29My new leveledit actually makes code changes. As far as I know, leveledit dev just changes the resources around to enable the hidden menu options, it doesnt fix bugs (like the always2.dat not loading properly bug, the "crash on loading non-existant w3d file" bug etc) OR add new features like reading scripts.dll from the renegade folder.

Also (for the new leveledit version 1.0.0.5 that I may be doing), I need to confirm the load order of always.dat, always.dbs, always2.dat and *.mix to confirm that it reads files in the same order as renegade itself does (I am 99% sure its right) but I need to check.

...

Subject: Re: xmas break project update
Posted by [Aircraftkiller](#) on Sat, 24 Dec 2005 01:28:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

So you take out everything legitimate that challenges him, but leave his challenge to the rest of us. That sounds like it really works well.

Subject: Re: xmas break project update
Posted by [Renx](#) on Sat, 24 Dec 2005 02:55:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Everything deleted was completely on topic. It was all in reference to Jonwil's fifth point in his main post, there was no reason for any of it to be removed.

Subject: Re: xmas break project update
Posted by [DreamWraith](#) on Sat, 24 Dec 2005 03:43:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

.

Subject: Re: xmas break project update
Posted by [YSLMuffins](#) on Sat, 24 Dec 2005 06:42:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I didn't "delete" anything. You know how I work. I moved it to the Hot Issues forum. I was too fed up to bother posting what I did.

So I forgot to edit his message, big deal. Take it out of the Mod Forum.

Subject: Re: xmas break project update
Posted by [DreamWraith](#) on Sat, 24 Dec 2005 06:50:54 GMT

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

my apologies. didn't see it there.

Subject: Re: xmas break project update
Posted by [PaRaDoX](#) on Sat, 24 Dec 2005 11:29:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Fri, 23 December 2005 16:20

Go to the instances tab and hide them before you light solve....only way to get around this.

Also change the static level of transparent objects so they don't flicker with certain lighting.

well i was asking if there was a way around that too so i could use bump maps on the ground ^_^
