
Subject: Complete list of planned changes for 2.9

Posted by [jonwil](#) on Thu, 29 Jun 2006 23:43:02 GMT

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Stuff I am definatly going to do:

Engine calls to change the crosshair textures (similar to the one I have to change the hud_main texture)

A feature where you put a certain entry or entries in a file on the client. Then, these are read on client startup and sent to the server. On the server, there is a hook that is registered which lets you see these sent messages (along with which player ID they match up with). This is intended to e.g. check if certain maps are installed and if not, send message telling you where to get them.

Fix an issue with HideBottomText in hud.ini

A better building engineer repair script

Fix a makefile issue on linux

Set_Money(player ID,money)

Set_Score(player ID,score)

Enhance the nickname blocker to reject nicknames containing spaces at the end of the nickname or containing multiple spaces next to each other inside the nickname

Document the fact that calling Create_Object on an object that is not a PhysicalGameObj will fail

A new engine call to create objects that are not PhysicalGameObjs (such as script zones or building controlers)

A hud.ini setting to turn off the "building" message/button disabling when a vehicle is bought from the weapons factory

Get_Scriptzone_Type(obj) to get the type of a script zone

Engine calls to create a script zone at runtime (to go with the other engine call mentioned above)

Engine calls to get and change the OBBBoxClass of a script zone

PointInsizeZone(obj,vector3) to test if a point is inside a script zone

A script to make an object go to the closest player object every time a timer expires. There will be an option to only have it happen once too (this is probably what the guy who wanted a M03_Goto_Star clone really wants)

Engine call to set the fog color

Engine call to switch into and out of D3DFOG_EXP (as opposed to the default D3DFOG_LINEAR). This one will depend on the level of support for it in DirectX 8 (which renegade uses) and in graphics cards. Also, you will be able to set the fog density.

A hook to hook the console output (basically the same hook as RenLogMon but as a local hook)

Add more output to RenLogMon so you can see what IP address/port it has detected.

Stuff I still need to analyze and that will make it into 2.9 if I can make it work:

The reported renlogmon bug, if I can reproduce it I will fix it

A hud.ini keyword to change the D3DRS_BLENDOP used when the stealth texture is rendered (have to find where it draws the stealth texture)

A reported bug with keyhooks (if I can reproduce, I will fix)

Calling Create_Object on an object with a missing model crashes the game, I want to fix this if I can find out how)

I want to check if spawning building controlers works (if there is the need to send anything over network, if there is the need to do other things other than just spawn them, if spawning the building controler makes the building come back to life etc). If it works, the person who wanted to "bring buildings back to life" can use this to do so by destroying the old controler and spawning a

new one.

I want to see if changing the game time at runtime is possible (investigate if sending data over the network is needed and so on) including being able to end the game by time-out.

I want to do a per-player version of Set_Camera_Host that goes over the network if I can make it do something usefull

I want to check the drawing code for the various dialog box controls and see if I can find any color values and such that can be made into hud.ini keywords so you can change them

I want to add a way to display a sub-pt page for a player if I can figure out the right calls to make to do it (I also need to check if doing it while the main PT page is not on screen works)

I also want to see if I can add a way to change the player limit at runtime. If I can figure out how to get WOL (both WOLAPI and the XWIS servers) to recognize the new player limit, I can definatly pull this off.