
Subject: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Sun, 16 Feb 2014 10:20:04 GMT

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Firstly, the changes we have made since RC3 are:

Fix so that some fields added to (or mistakes fixed in) "Explosions" and "C&C Mode Settings" actually showed up in LE.

Add a warning to the netcode such that if 2 objects have the same network ID, it will warn you about it.

Fix a typo causing "Insufficient Funds" to play instead of the nuclear strike warning for GDI.

Fix a crash caused if an invalid URL is passed to the SSURL console command.

Anti-cheat improvements (details not included for obvious reasons)

Fix the disappearing cargo plane (and other glitches caused by the same root cause)

Fix a few memory leaks

Fix an issue with pathfinding causing the harvester to get stuck in a few places (that's the test case I have anyway, other things may also have been affected by this glitch)

If there are any bugs not on this list that are affecting gameplay or are otherwise serious (and should be fixed), please post them here so we can look into them.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Neijwiert](#) on Sun, 16 Feb 2014 19:51:07 GMT

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Using a fresh server download package from the tt website version 4.0 RC3 and then closing the server when its started makes it crash.

Windows gives me a messagebox saying that the program stoped working. No crashdump was generated.

Also which event is supposed to be catching private messages between players? I don't seem to get any feedback from OnChat nor Host_Hook? If I remember it correctly it used to go trough OnChat.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Ethenal](#) on Sun, 16 Feb 2014 20:04:30 GMT

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You are mistaken, they removed the hook for private chat messages for privacy reasons. At one point an assembly hook was posted in this forum for that purpose, but the change from tt.dll to bandtest.dll has almost certainly rendered it useless.

EDIT: changing characters at the purchase terminal causes the character that just got deleted to drop a weapon and then you immediately pick it up. In this way you can spawn as a minigunner,

buy an engineer, and you get an Auto Rifle that was dropped by the minigunner.

Also, does someone know why every single time I start the Renegade executable, whether through Renegade.exe, game.exe, or game2.exe - the Renegade Config window is brought up before I can start the game.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 00:34:24 GMT

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StealthEye fixed a crash that was happening on some co-op maps (or rather, happened for any script that called Commands->Create_Logical_Sound)

Current todo list:

Fix an issue in the damage code that is causing bogus "harvester repaired" messages (and other things for other scripts)

Investigate SAM site issue reported by ExEric3

Investigate/Fix crash when accessing the vehicle dialog

Investigate the purchase terminal character change weapon issue (I assume it only happens if the FDS is running SSGM?)

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Mon, 17 Feb 2014 00:40:56 GMT

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Ethanal wrote on Sun, 16 February 2014 20:04Also, does someone know why every single time I start the Renegade executable, whether through Renegade.exe, game.exe, or game2.exe - the Renegade Config window is brought up before I can start the game.

That happens in TS:R too, it's really annoying... I have no idea why it does it, all the relevant things are already present in the registry :/

Ethanal wrote on Sun, 16 February 2014 20:04EDIT: changing characters at the purchase terminal causes the character that just got deleted to drop a weapon and then you immediately pick it up. In this way you can spawn as a minigunner, buy an engineer, and you get an Auto Rifle that was dropped by the minigunner.

I assume you're using some sort of weapon drop plugin? The scripts system was tweaked at some point such that Destroyed is always called when an object is shut down, whilst previously it wasn't called when you purchased a new infantry. The change helps to make the creation/shutdown sequence more predictable and allows dynamic memory cleanup to occur in

Destroyed() without the danger of leaking in the case where it wasn't called properly due to buying a new infantry.

The weapon drop code should only trigger on the "Killed" event, not the more generic "Destroyed" event (which fires in both the "killed" and "bought new infantry" cases)

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 00:44:15 GMT

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will add the wwconfig thing to the todo list, along with the report from the mod forum that the spawn character changes aren't working.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Ethenal](#) on Mon, 17 Feb 2014 00:48:34 GMT

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I have confirmed that stock Ren + 1.037 does not display Renegade Config window every time I open it, but installing scripts 4.1 RC3 does cause that. Additionally, it doesn't retain my control settings. I always set my walk to right shift and free aim to left shift, and every time I start Renegade. However, it does seem to retain "Lock Camera to Vehicle Turret."

Renegade Config does retain its settings, though (even after an Uninstall/Reinstall, which makes me think they must be stored in the Renegade\Client folder now).

Also, maybe make the new "Hint:" text in the loading screen the same color green as the other text?

@danpaul: I'm using stock 4.1 RC3 SSGM for my server, so it's a flaw in the stock weapon drop script. It used to work fine before but it's probably broken because of the reason you mentioned.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Mon, 17 Feb 2014 09:20:21 GMT

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Ethenal wrote on Mon, 17 February 2014 00:48: However, it does seem to retain "Lock Camera to Vehicle Turret."

I believe that is actually the default setting in 4.1, so it might not be actually retaining it.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Mon, 17 Feb 2014 09:27:40 GMT

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Ethenal wrote on Mon, 17 February 2014 00:48@danpaul: I'm using stock 4.1 RC3 SSGM for my server, so it's a flaw in the stock weapon drop script. It used to work fine before but it's probably broken because of the reason you mentioned.

Revision: 6435

Author: danpaul88

Date: 17 February 2014 09:27:09

Message:

Moved SSGM weapon drop code from SSGM_Soldier::Destroyed to SSGM_Solder::Killed otherwise soldiers will drop weapons when a player swaps units at a purchase terminal

Modified : /trunk/scripts/scripts/gmsoldier.cpp

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 10:14:37 GMT

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Regarding wwconfig appearing every time, the only reason that wwconfig should be appearing is after certain sorts of crashes. Any other time it shouldn't be appearing and I have no idea why it would be. Saberhawk doesn't have any ideas either.

As for the control settings not saving, I also have no idea why that would be happening. Best guess is that its not able to write to the input config file (input01.cfg IIRC). This config file should be stored in the My Documents\Renegade\Client folder.

Try searching for any copies of this file you might have and deleting it to see if your problem with saving config files goes away.

As for where wwconfig.exe stores its settings, they are stored in the registry and not in a file.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Ethenal](#) on Mon, 17 Feb 2014 14:23:27 GMT

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Toggle Spoiler[Generic Key Mappings]

MoveForward_Primary=W_Key

MoveForward_Secondary=Up_Key

MoveBackward_Primary=S_Key

MoveBackward_Secondary=Down_Key

MoveLeft_Primary=A_Key

MoveRight_Primary=D_Key
MoveUp_Primary=Space_Bar_Key
MoveDown_Primary=C_Key
WalkMode_Primary=Right_Shift_Key
TurnLeft_Primary=Left_Key
TurnRight_Primary=Right_Key
VehicleToggleGunner_Primary=Q_Key
WeaponUp_Primary=Mouse_Down
WeaponDown_Primary=Mouse_Up
WeaponLeft_Primary=Mouse_Left
WeaponRight_Primary=Mouse_Right
WeaponReset_Primary=Home_Key
ZoomIn_Primary=Mouse_Wheel_Forward
ZoomIn_Secondary=T_Key
ZoomOut_Primary=Mouse_Wheel_Backward
ZoomOut_Secondary=G_Key
Action_Primary=E_Key
Jump_Primary=Space_Bar_Key
Crouch_Primary=C_Key
TurnAround_Primary=X_Key
NextWeapon_Primary=Enter_Key
NextWeapon_Secondary=Mouse_Wheel_Forward
PrevWeapon_Primary=Apostrophe_Key
PrevWeapon_Secondary=Mouse_Wheel_Backward
FireWeaponPrimary_Primary=Left_Mouse_Button
FireWeaponSecondary_Primary=Right_Mouse_Button
UseWeapon_Primary=Right_Mouse_Button
ReloadWeapon_Primary=R_Key
SelectWeapon0_Primary=0_Key
SelectWeapon1_Primary=1_Key
SelectWeapon2_Primary=2_Key
SelectWeapon3_Primary=3_Key
SelectWeapon4_Primary=4_Key
SelectWeapon5_Primary=5_Key
SelectWeapon6_Primary=6_Key
SelectWeapon7_Primary=7_Key
SelectWeapon8_Primary=8_Key
SelectWeapon9_Primary=9_Key
CyclePog_Primary=Backspace_Key
CursorTargeting_Primary=Left_Shift_Key
FirstPersonToggle_Primary=F_Key
BeginPublicMessage_Primary=F2_Key
BeginTeamMessage_Primary=F3_Key
BeginPrivateMessage_Primary=F4_Key
BeginConsole_Primary=F8_Key
BeginConsole_Secondary=Grave_Key
HelpScreen_Primary=F1_Key
ObjectivesScreen_Primary=O_Key

MapScreen_Primary=M_Key
CameraHeadingLeft_Primary=Right_Key
CameraHeadingRight_Primary=Left_Key
ServerQuickStart_Primary=S_Key
ClientQuickStart_Primary=C_Key
MakeScreenShot_Primary=Sys_Req_Key
Quicksave_Primary=F6_Key
MenuToggle_Primary=Escape_Key
EvaMissionObjectives_Primary=Tab_Key
RadioCommand01_Primary=1_Key
RadioCommand02_Primary=2_Key
RadioCommand03_Primary=3_Key
RadioCommand04_Primary=4_Key
RadioCommand05_Primary=5_Key
RadioCommand06_Primary=6_Key
RadioCommand07_Primary=7_Key
RadioCommand08_Primary=8_Key
RadioCommand09_Primary=9_Key
RadioCommand10_Primary=0_Key
RadioCommand11_Primary=1_Key
RadioCommand12_Primary=2_Key
RadioCommand13_Primary=3_Key
RadioCommand14_Primary=4_Key
RadioCommand15_Primary=5_Key
RadioCommand16_Primary=6_Key
RadioCommand17_Primary=7_Key
RadioCommand18_Primary=8_Key
RadioCommand19_Primary=9_Key
RadioCommand20_Primary=0_Key
RadioCommand21_Primary=1_Key
RadioCommand22_Primary=2_Key
RadioCommand23_Primary=3_Key
RadioCommand24_Primary=4_Key
RadioCommand25_Primary=5_Key
RadioCommand26_Primary=6_Key
RadioCommand27_Primary=7_Key
RadioCommand28_Primary=8_Key
RadioCommand29_Primary=9_Key
RadioCommand30_Primary=0_Key
TeamInfoToggle_Primary=J_Key
BattleInfoToggle_Primary=K_Key
ServerInfoToggle_Primary=L_Key

[Accelerated Keys]
1=AcceleratedKey1
2=AcceleratedKey2
3=AcceleratedKey3
4=AcceleratedKey4

[AcceleratedKey1]
Function=TurnLeft
Min=3.000000
Max=3.000000
Acceleration=0.400000

[AcceleratedKey2]
Function=TurnRight
Min=3.000000
Max=3.000000
Acceleration=0.400000

[AcceleratedKey3]
Function=VehicleTurnLeft
Min=0.000000
Max=1.000000
Acceleration=1.250000

[AcceleratedKey4]
Function=VehicleTurnRight
Min=0.000000
Max=1.000000
Acceleration=1.250000

[Misc Settings]
DamageIndicatorsEnabled=yes
MouseSensitivity=0.500000
MouseScale=0.002500
MouseInvert=no
Mouse2DInvert=no
TargetSteering=no

As you can see from that (input01.cfg from Documents\Renegade\Client), my right shift for walk and left shift for free-aim do save, but they won't load! I'm on Windows 8.1 Pro x64, and I am not running the game as administrator.

The wwconfig thing as I said before I went to the effort of uninstalling Renegade and then starting with 1.037, and I did not have that problem until I installed 4.1 RC3.

Subject: Re: Changes made since RC3, also collecting bugs here
Posted by [liquidv2](#) on Mon, 17 Feb 2014 19:48:23 GMT
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Quote:[14:33:46] <@Kesler17> found a glitch
[14:33:55] <@Kesler17> when you zoom with scope, you don't hear your shots
[14:34:37] <@Kesler17> like you know how you zoom and you hear what is going on where you

zoom

[14:34:49] <@Kesler17> you get that and can hear the bullet hit

[14:34:53] <@Kesler17> but not the shot being fired

i joined up and heard the sniper sound just fine, so it was only for him (it was only with the 500)

i then asked the server if any of the current players had the same issue

Quote:[14:36:59] <&JellyMarathon> blurreye: yes 4.1 removed my all visible hud

[14:37:01] <&JellyMarathon> Shepherd: no but sometimes in a tank i cant hear my shots anymore

i asked the blurreye guy if he had a custom HUD before the update, but he was too busy shooting stuff with a Raveshaw for 10 minutes

Quote:[14:47:07] <&JellyMarathon> blurreye: liq yes, it made around the scope visible thats all

[14:47:15] <&JellyMarathon> blurreye: now it is removed

that's all the feedback i've heard so far

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 21:58:49 GMT

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regarding the sniper sound thing, did it work differently in stock renegade? i.e. is there a legitimate bug here that we need to fix or just an observation?

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 22:14:30 GMT

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Also, a glitch has been fixed that was causing bogus values in certain parts of the damage code (if you shoot a harvester with an APC on a server running SSGM, it was printing a "harvester repairing" message, it wont do that now)

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 22:25:35 GMT

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Current to-do list:

Some fixes to INI load code (is causing the bogus and unintended Hint: to appear on the load screen)

Remove the in-game bug tracker and replace with notes telling people to go to the forums (as it was never being checked by anyone and was just filling up with useless reports)

Test a pathfind testcase from Zunnie to make sure the fix we have for the other pathfind testcase fixes Zunnie's issue too

Investigate the problem Zunnie has with the new "GDI Spawn Character and Nod Spawn Character settings on objects of type Global Settings-General in leveledit" feature in leveledit and either fix it (if its a TT bug) or document what Zunnie did wrong (if there is an issue with Zunnie's test case)

Fix the issue with controls not loading/saving properly (if I can get hold of someone with the issue and talk to them about it/do some testing with them/etc)

Fix the issue where wwconfig.exe is starting up all the time for some people (if I can get hold of someone with the issue and talk to them about it/do some testing with them/etc)

Investigate some (possibly old/bogus) reports that using "host game" on the advanced game listings screen crashes and if its crashing with 4.1, fix it

Fix the sniper sound issue reported here (if it is in fact a bug and not just the way its always worked)

Fix the crash in the vehicle dialog (if I can get reproduction steps and/or a crashdump)

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [liquidv2](#) on Tue, 18 Feb 2014 03:30:44 GMT

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it always worked before, and it still works for me now with 4.1

it's just one of the Jelly mods that had the issue so far (Kesler), and it started with him updating to 4.1

it's not a big deal, really

just don't know if it's connected to something larger

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [ehh](#) on Tue, 18 Feb 2014 03:39:03 GMT

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the silent shots with the 500 happened with previous builds of 4.0 for me

i might have posted about it last year, unsure though.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Ethenal](#) on Tue, 18 Feb 2014 03:59:56 GMT

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The Readmexx.txt files and such are still listed in the Visual Studio solution for scripts 4.1 RC3, but the files don't actually exist in the folder.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Tue, 18 Feb 2014 07:33:07 GMT

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Ethenal wrote on Tue, 18 February 2014 11:59The Readmexx.txt files and such are still listed in the Visual Studio solution for scripts 4.1 RC3, but the files don't actually exist in the folder. fixed.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Tue, 18 Feb 2014 09:47:04 GMT

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jonwil wrote on Mon, 17 February 2014 22:25

Fix the issue where wwconfig.exe is starting up all the time for some people (if I can get hold of someone with the issue and talk to them about it/do some testing with them/etc)

It's fairly easy to repro in TSR... usually happens every time I re-export always.dat from LevelEdit and more intermittently when just launching the game normally.

Give me a shout on Skype sometime, I'll probably be on tonight

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Tue, 18 Feb 2014 11:09:18 GMT

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Some more changes:

Removed references to non-existent readme files

Fixed a crash that was occurring on the vehicle dialog

Fix some issues with INI load code (specifically lines that started with a ; but also had a ; later in the line were being incorrectly parsed compared to how stock renegade would parse them)

Fix so that per-map use of the spawn character settings via temp presets wont get overridden if GDISpawnChar and NodSpawnChar are not present in ssgm.ini (if they are set in ssgm.ini they will obviously override whatever is set in the presets)

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [Ethenal](#) on Tue, 18 Feb 2014 13:56:19 GMT

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You removed references to non-existent readme files? Imao, I thought you meant you put them back in the solution

Either way is fine suppose, I just forgot a bunch of functions and I remember the first readme.txt and console.txt had a good introduction.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Tue, 18 Feb 2014 16:52:15 GMT

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The content that used to live in those files should be getting added to the new web based documentation and rewritten based on changes in 4.x as appropriate.

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Tue, 18 Feb 2014 20:07:27 GMT

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Ok, the wwconfig.exe issue is fixed, it wont keep starting up all the time now.
The in-game bug tracker has been disabled.

The only items left on my todo list at this point are:

1.The sniper sounds issue (assuming I can find the cause, need reproduction steps or other info) and 2.The "my controls wont save/load" issue (need someone who is actually having this issue to contact me on IRC/IM so I can look into why it might be happening)

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [liquidv2](#) on Fri, 21 Feb 2014 00:19:52 GMT

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the ref-side PT in the Hand of Nod on Islands - i still get stuck to it sometimes after making a purchase

i had to kill myself to get free, and lost my repair gun and nifty remote c4

cargo plane isn't there, but that's nothing new

players scoping didn't slide around like alien life forms

all in all, the game seems to work a whole lot better for me with 4.1

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [badjudja](#) on Mon, 24 Mar 2014 18:03:48 GMT

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i have uninstall the game install play no prob after install tib scrits cant play because same old error from 4.1 "Renegade cannot run on this computer because it requires windows Xp Service Pack 3 or higher."

i have xp 64 sp2

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Mon, 24 Mar 2014 18:42:42 GMT

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None of the development team run any version of Windows XP so we can't really test out what's causing the problem... and quite honestly you shouldn't be running it either, Microsoft are going to stop issuing security updates for XP in 15 days time, at which point every black hat hacker under the sun is going to unleash all the zero day exploits they've been holding back waiting for this day and your machine will be vulnerable to an ungodly swarm of malware...

Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 24 Mar 2014 22:30:41 GMT

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XP x64 is even worse than regular XP because it got almost no support from vendors (e.g. drivers etc)
