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Subject: Vehicle brake lights working opposite to stock Ren

Posted by [Jerad2142](#) on Thu, 12 Jun 2014 13:09:26 GMT

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I noticed this just last night when I was playing on my server, vehicle brake lights are working backward to how they should be (both in the real life aspect and in comparison to 3.4.4).

In 3.4.4 brake lights only turned on when you pushed the 'S' (or down arrow) key when your vehicle was moving forward. Now they are on when ever you aren't pushing a key, but turn off when you push S.

So basically, brake lights are only on when your not braking.

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Subject: Re: Vehicle break lights working opposite to stock Ren

Posted by [danpaul88](#) on Thu, 12 Jun 2014 14:25:51 GMT

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Technically pushing S != braking, since S is also reverse.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [Jerad2142](#) on Thu, 12 Jun 2014 14:52:30 GMT

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danpaul88 wrote on Thu, 12 June 2014 08:25Technically pushing S != braking, since S is also reverse.

It has the same result beings it only lit up your tail lights when you were driving forward and you did it.

Technically the brake lights being on when you are accelerating forward or backward makes even less sense.

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Subject: Re: Vehicle break lights working opposite to stock Ren

Posted by [Aircraftkiller](#) on Thu, 12 Jun 2014 15:42:30 GMT

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Break:

Brake:

Know them well. The difference may save your life some day.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [Jerad2142](#) on Thu, 12 Jun 2014 17:00:33 GMT  
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Haha good catch, thanks.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [Jerad2142](#) on Sat, 14 Jun 2014 06:19:21 GMT  
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I stand corrected, after further playing I've noticed the brake lights are on whenever you aren't pushing a direction key, so you could be stationary and push the left arrow key, and that will turn the lights off, or you could be coasting at 60mph and not press any direction keys and the break lights are on.

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Subject: Re: Vehicle break lights working opposite to stock Ren  
Posted by [Jerad2142](#) on Fri, 27 Jun 2014 12:59:35 GMT  
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danpaul88 wrote on Thu, 12 June 2014 08:25 Technically pushing S != braking, since S is also reverse.

Also I'd like to point out that in stock Renegade when you push S while traveling forward the wheels lock up, and the engine doesn't rev up until after your vehicle has come to a complete stop, thus in essence it is reverse.

Stock Implementation of brake lights:

Coasting (no keys pressed): Dim

Accelerating Forward: Dim

Accelerating Backward: Dim

Back Arrow Pressed while driving forward: Bright

Back Arrow Pressed while driving forward and turning: Bright

4.X Implementation of brake lights:

Coasting (no keys pressed): Bright

Accelerating Forward: Dim

Accelerating Backward: Dim

Back Arrow Pressed while driving forward: Dim

Back Arrow Pressed while driving forward and turning: Dim

I put brake lights on every vehicle in Rp2 (and there is a good 50+ different types of vehicles in it) so please understand why I'd be annoyed by them working less correct than the original implementation.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

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Posted by [jonwil](#) on Sat, 28 Jun 2014 04:44:03 GMT

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ok, it turns out the change in 4.x was an intentional behavior change by Saberhawk that was supposed to make the lights come on when breaking only. But we never could get it to work right.

And no, as already mentioned many times, this WONT get changed any further for stock renegade.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [Jerad2142](#) on Sat, 28 Jun 2014 05:09:46 GMT

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jonwil wrote on Fri, 27 June 2014 22:44ok, it turns out the change in 4.x was an intentional behavior change by Saberhawk that was supposed to make the lights come on when breaking only. But we never could get it to work right.

And no, as already mentioned many times, this WONT get changed any further for stock renegade.

3.4.4 made sense, 4.x implementation doesn't make sense, brake lights aren't on when your costing, and they don't turn off when you turn the steering wheel, just put it back the way it was in stock Ren. Its a good thing this isn't Microsoft or the share holders would be demanding a change of management.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [StealthEye](#) on Sat, 28 Jun 2014 19:27:26 GMT

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I agree that the 4.x way does not make sense. The answer to every bug report is the same though: TT scripts.dll for Renegade is past EOL; there will not be a new release with bug fixes, so this bug will not be fixed. If TT had shareholders, they would most likely have demanded us to stop supporting Renegade a long time ago.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [Jerad2142](#) on Sat, 28 Jun 2014 20:28:03 GMT

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StealthEye wrote on Sat, 28 June 2014 13:27I agree that the 4.x way does not make sense. The answer to every bug report is the same though: TT scripts.dll for Renegade is past EOL; there will not be a new release with bug fixes, so this bug will not be fixed. If TT had shareholders, they would most likely have demanded us to stop supporting Renegade a long time ago. Usually share holders don't demand the team to abandon the only project that still has people

using it however

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [EvilWhiteDragon](#) on Sun, 29 Jun 2014 08:59:13 GMT  
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Jerad Gray wrote on Sat, 28 June 2014 22:28StealthEye wrote on Sat, 28 June 2014 13:27I agree that the 4.x way does not make sense. The answer to every bug report is the same though: TT scripts.dll for Renegade is past EOL; there will not be a new release with bug fixes, so this bug will not be fixed. If TT had shareholders, they would most likely have demanded us to stop supporting Renegade a long time ago.

Usually share holders don't demand the team to abandon the only project that still has people using it however

Err... They would if that project didn't bring in any money anymore. Guess what? TT never brought in any money, which wasn't a problem because the members were internally motivated to fix Ren. Now there aren't any motivated members left (for Ren).

Edit: Although I do agree with you that it'd be awesome if someone would fix these bugs and support it, of course.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [dblancey1](#) on Sun, 29 Jun 2014 22:14:06 GMT  
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EvilWhiteDragon wrote on Sun, 29 June 2014 01:59Jerad Gray wrote on Sat, 28 June 2014 22:28StealthEye wrote on Sat, 28 June 2014 13:27I agree that the 4.x way does not make sense. The answer to every bug report is the same though: TT scripts.dll for Renegade is past EOL; there will not be a new release with bug fixes, so this bug will not be fixed. If TT had shareholders, they would most likely have demanded us to stop supporting Renegade a long time ago.

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Err... They would if that project didn't bring in any money anymore. Guess what? TT never brought in any money, which wasn't a problem because the members were internally motivated to fix Ren. Now there aren't any motivated members left (for Ren).

Edit: Although I do agree with you that it'd be awesome if someone would fix these bugs and support it, of course.

The thing is, there are people who are motivated enough to continue supporting stock renegade.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [danpaul88](#) on Sun, 29 Jun 2014 22:18:44 GMT  
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And if they'd reported the bugs when we asked over and over again for people to beta test 4.x versions they would have been fixed. Waiting for 4.1 final release and the end of support before you start reporting bugs doesn't help. I know Jerad had his reasons but it hasn't worked out well.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [dblaney1](#) on Sun, 29 Jun 2014 23:25:35 GMT

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danpaul88 wrote on Sun, 29 June 2014 15:18And if they'd reported the bugs when we asked over and over again for people to beta test 4.x versions they would have been fixed. Waiting for 4.1 final release and the end of support before you start reporting bugs doesn't help. I know Jerad had his reasons but it hasn't worked out well.

Any software developer knows that its impossible to find every bug especially before release. Why not let someone else who is still invested in stock renegade take over development if the current team wants to move onto the 5.0 and the other non-stock branches.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [roszek](#) on Sun, 29 Jun 2014 23:41:58 GMT

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dblaney1 wrote on Sun, 29 June 2014 16:25danpaul88 wrote on Sun, 29 June 2014 15:18And if they'd reported the bugs when we asked over and over again for people to beta test 4.x versions they would have been fixed. Waiting for 4.1 final release and the end of support before you start reporting bugs doesn't help. I know Jerad had his reasons but it hasn't worked out well.

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Why not just go play with your little java apps and stop bugging people with your bs.

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Subject: Re: Vehicle brake lights working opposite to stock Ren  
Posted by [dblaney1](#) on Mon, 30 Jun 2014 01:44:14 GMT

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Java apps? When did I ever talk about Java Apps?

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [Jerad2142](#) on Mon, 30 Jun 2014 01:48:16 GMT

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roszek wrote on Sun, 29 June 2014 17:41 dblaney1 wrote on Sun, 29 June 2014 16:25 danpaul88 wrote on Sun, 29 June 2014 15:18 And if they'd reported the bugs when we asked over and over again for people to beta test 4.x versions they would have been fixed. Waiting for 4.1 final release and the end of support before you start reporting bugs doesn't help. I know Jerad had his reasons but it hasn't worked out well.

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Why not just go play with your little java apps and stop bugging people with your bs.

Java is gross, no one should play with it.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [roszek](#) on Mon, 30 Jun 2014 02:40:25 GMT

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dblaney1 wrote on Sun, 29 June 2014 18:44 Java apps? When did I ever talk about Java Apps?

When you trolled your way onto a certain server and asked for access to that server's source code zunnie asked you if you knew any coding, and you told him and I: "I know some java and I wrote a few phone apps".

But I guess when people tell enough lies they tend to forget.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [dblaney1](#) on Mon, 30 Jun 2014 03:15:51 GMT

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roszek wrote on Sun, 29 June 2014 19:40 dblaney1 wrote on Sun, 29 June 2014 18:44 Java apps? When did I ever talk about Java Apps?

When you trolled your way onto a certain server and asked for access to that server's source code zunnie asked you if you knew any coding, and you told him and I: "I know some java and I wrote a few phone apps".

But I guess when people tell enough lies they tend to forget.

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No I said I contribute to android open source project. There is a big difference between writing phone apps and actually contributing to an operating system.

And when did I troll myself onto a server.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [roszek](#) on Mon, 30 Jun 2014 04:09:37 GMT

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roszek wrote on Sun, 29 June 2014 16:41 dblaney1 wrote on Sun, 29 June 2014 16:25  
Any software developer knows that its impossible to find every bug especially before release. Why not let someone else who is still invested in stock renegade take over development if the current team wants to move onto the 5.0 and the other non-stock branches.

Why not just go play with your little java apps and stop bugging people with your bs.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [dblaney1](#) on Mon, 30 Jun 2014 04:33:23 GMT

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roszek wrote on Sun, 29 June 2014 21:09 roszek wrote on Sun, 29 June 2014 16:41 dblaney1 wrote on Sun, 29 June 2014 16:25  
Any software developer knows that its impossible to find every bug especially before release. Why not let someone else who is still invested in stock renegade take over development if the current team wants to move onto the 5.0 and the other non-stock branches.

Why not just go play with your little java apps and stop bugging people with your bs.

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Why don't you post something constructive in this topic rather than bringing up unrelated drama.

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [Mauler](#) on Mon, 30 Jun 2014 05:29:54 GMT

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dblaney1 wrote on Sun, 29 June 2014 22:33roszek wrote on Sun, 29 June 2014 21:09roszek

wrote on Sun, 29 June 2014 16:41dblaney1 wrote on Sun, 29 June 2014 16:25

Any software developer knows that its impossible to find every bug especially before release. Why not let someone else who is still invested in stock renegade take over development if the current team wants to move onto the 5.0 and the other non-stock branches.

Why not just go play with your little java apps and stop bugging people with your bs.

Why don't you post something constructive in this topic rather than bringing up unrelated drama.

Why don't stop acting like you are even remotely capable of handling TT development..

You keep bringing up the fact that "someone" else should continue development for 4.1, just come out and say you want to take over and ruin Renegade for all of us..

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Subject: Re: Vehicle brake lights working opposite to stock Ren

Posted by [EvilWhiteDragon](#) on Mon, 30 Jun 2014 16:17:53 GMT

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dblaney1 wrote on Mon, 30 June 2014 01:25danpaul88 wrote on Sun, 29 June 2014 15:18And if they'd reported the bugs when we asked over and over again for people to beta test 4.x versions they would have been fixed. Waiting for 4.1 final release and the end of support before you start reporting bugs doesn't help. I know Jerad had his reasons but it hasn't worked out well.

Any software developer knows that its impossible to find every bug especially before release. Why not let someone else who is still invested in stock renegade take over development if the current team wants to move onto the 5.0 and the other non-stock branches.

The TT team has this option under consideration.

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