Subject: Set_Face_Location no longer makes AI VTOLs strafe
Posted by Jerad2142 on Fri, 27 Jun 2014 12:38:12 GMT
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In 3.4.4 setting Set_Face_Location would make a VTOL face the set spot no matter what direction it was moving. In 4.X the VTOL seems to rotate to face the direction when it moves (copy pasted AI code from 3.4.4, so unless TT Team added a new flag that one has to set it seems Set_Face_Location has no affect on VTOLs).

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by jonwil on Fri, 27 Jun 2014 23:41:31 GMT
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Why is it that no-one did any testing of the 4.x RCs and found these bugs at a point when it was actually possible for me to fix them?

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by Jerad2142 on Sat, 28 Jun 2014 00:19:12 GMT
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jonwil wrote on Fri, 27 June 2014 17:41Why is it that no-one did any testing of the 4.x RCs and found these bugs at a point when it was actually possible for me to fix them?

Because I have my own stand alone game that's still in 3.4.4 that has been in progress for over 10 years and I didn't want to hold up its development making maps for Renegade. Now that I made a release of ECW 4 months ago that's allowed me to come back to Renegade and start making maps for it; thus I'm finding issues.

Why is it that you guys would make code that you couldn't fix later on?

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by jonwil on Sat, 28 Jun 2014 00:54:08 GMT
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Its not that we cant fix the code, its that we always said that 4.1 would be the last release for Renegade due to the lack of interest from most of the team in continuing with development and a desire by the rest of the team (i.e. me) to focus on the kinds of big cant-be-done-for-Renegade changes that the various stand-alone mods need.

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe

Posted by [Jerad2142](#) on Sat, 28 Jun 2014 01:00:04 GMT
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Yeah but you have to have foreseen issues popping up over time in Renegade, even in actual software development companies issues like this shit pop up all the time.

Regardless it looks like that enough bugs have been missed for another release, maybe you can add in some of the features people have been requesting for this game beings there is obviously still interest in the Renegade base game, especially after the map downloader was added which makes any modded map for Renegade vastly more successful.

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by [jonwil](#) on Sat, 28 Jun 2014 01:32:50 GMT
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As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

But because people didn't care enough to find these problems before, this issue now wont get fixed for Renegade.

As for the comment that these sorts of issues should have been foreseen, its no different to how any software developer does things. TT dropping support for Renegade is no different to Microsoft dropping support for targeting older versions of Windows with Visual Studio or whatever. Its a decision made by the dev team (and since they are unpaid guys doing this for fun in their spare time, no-one has the right to tell them what to do)

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by [Jerad2142](#) on Sat, 28 Jun 2014 02:32:59 GMT
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jonwil wrote on Fri, 27 June 2014 19:32As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

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If 4.0 hadn't completely broke Rp2 I would have moved to 4.0 and caught this issue then, however instead I decided to continue finishing Rp2 up in 3.4.4 while 4.0 got polished up.

In addition, I'm just going to point out that single player still crashes at the end of level one, and beings people have been complaining about single player crashes from the get go maybe they didn't bother testing anything else beings that never got fixed ;p

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Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by dblaney1 on Mon, 30 Jun 2014 03:45:07 GMT
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jonwil wrote on Fri, 27 June 2014 18:32As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

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Microsoft doesn't release a new version of Windows and then cut support for it immediately after.

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by zunnie on Mon, 30 Jun 2014 07:23:06 GMT
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jonwil wrote on Fri, 27 June 2014 21:32TT dropping support for Renegade ...

You just want to work on APB alone lol.
The whole reason TT is even there IS Renegade, and you're dropping support in favor of some mods.

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by Ethenal on Mon, 30 Jun 2014 22:21:49 GMT

dblaney1 wrote on Sun, 29 June 2014 22:45jonwil wrote on Fri, 27 June 2014 18:32As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

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Microsoft doesn't release a new version of Windows and then cut support for it immediately after. And this is exactly like that, Renegade just got released. Right?

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by EvilWhiteDragon on Tue, 01 Jul 2014 06:16:21 GMT

dblaney1 wrote on Mon, 30 June 2014 05:45jonwil wrote on Fri, 27 June 2014 18:32As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

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Microsoft doesn't release a new version of Windows and then cut support for it immediately after. No, but with TT still get better value for nothing. You pay nothing and still get a much improved

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version of Renegade over the original. Is everyone paid the same for the TT patch as Windows retails for (say somewhere between 80 and 200 euros), I'm sure TT would be able to offer more support.

Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by Ethenal on Tue, 01 Jul 2014 16:57:19 GMT
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EvilWhiteDragon wrote on Tue, 01 July 2014 01:16You pay nothing and still get a much improved version of Renegade over the original.EXACTLY!!!!!!!!!!!!!!