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**Subject:** Now collecting scripts 4.1 bugs  
**Posted by** [jonwil](#) **on** Thu, 03 Jul 2014 02:36:52 GMT  
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As has been mentioned in a few threads, TT are looking into the possibility of continued scripts development for Renegade. I cant talk more about this or who might be doing the work but i want to throw open this thread to collect any bugs or issues people have in 4.1 that they want fixed or sorted. Or feautre requests they want conhsidered (e.g. building revival). I am NOT promising that anything in this thread will be implemented, just that posting it here will increase its chances of being implemented in a future scripts releesse for Renegade, if any.

Feel free to either link existing threads or post directly about issues.

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**Subject:** Re: Now collecting scripts 4.1 bugs  
**Posted by** [dblaney1](#) **on** Thu, 03 Jul 2014 05:12:28 GMT  
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One thing I have been wanting is to use the code/logic from the sidebar but apply it to a remake of the stock pt interface. That way mappers can get the new features of the sidebar in a more familiar form factor.

Also add a 5th row to the sidebar and get rid of the blank space at the top. 4 rows is very cramped. Move the refill button to the bottom of the left side instead of the top so it ends up on the same key as the stock refill button (hotkey 5) so its consistent across maps. Right now its responsible for many accidental purchases of the first item on the right side.

A get\_clouds, get\_weather methods. There are set methods but unfortunately no way to get the current weather or the map's weather. Even just getting the maps default weather/clouds would be sufficient. This would be very useful for ion storm crates etc. Need a way to set it back to the original weather after the storm is done.

A few default auxiliary keys in the default keys.cfg for scripters to use for keyhooks without making clients have to download or add them to their keys.cfg.

Switch radar mode in the middle of a game or atleast between maps. We force our players to have the latest scripts version so stock clients aren't an issue.

I'll put together a list of bugs in a little bit. Gotta get them together.

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**Subject:** Re: Now collecting scripts 4.1 bugs

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Posted by [danpaul88](#) on Thu, 03 Jul 2014 08:22:40 GMT

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dblaney1 wrote on Thu, 03 July 2014 06:12A get\_clouds, get\_weather methods. There are set methods but unfortunately no way to get the current weather or the map's weather. Even just getting the maps default weather/clouds would be sufficient. This would be very useful for ion storm crates etc. Need a way to set it back to the original weather after the storm is done.

WeatherMgrClass::Get\_\* does that already

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [jonwil](#) on Thu, 03 Jul 2014 08:41:39 GMT

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danpaul88 wrote on Thu, 03 July 2014 18:22 WeatherMgrClass::Get\_\* does that already  
Except that those functions aren't exposed to or accessible by scripts.

Going over the requests just to advise what is and isn't possible (not to promise that any specific thing will actually be done), firstly, making it possible to use the sidebar logic with a PT-style dialog, that can't be done (the logic underlying the sidebar is too closely tied to the way the sidebar does things with the up and down arrows and such rather than the PT way of doing things with all the icons laid out)

Secondly, no, extra buttons won't be added to the sidebar.

Thirdly, yes it is possible to change the hot key assignments for the sidebar (or rather make them changeable with some ini keywords) so you can assign "5" to refill. The buttons won't be moved though.

If weather stuff was to be added, the following engine calls would be added: (and yes they would call WeatherMgrClass::Get\_\* and BackgroundMgrClass::Get\_\* internally)

```
void Get_Clouds(float &cloudcover, float &gloominess);
void Get_Lightning(float &intensity, float &startdistance, float &enddistance, float &heading, float &distribution);
void Get_Wind(float &heading, float &speed, float &variability);
int Get_Precipitation(float &density); //returns 0 for rain, 1 for snow, 2 for ash or 3 for none,
probably with some #defines to make it easier
```

No plans for extra keyhooks.

Switching radar mode is definitely possible, how risky it is we have yet to identify.

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [Jerad2142](#) on Thu, 03 Jul 2014 13:25:36 GMT

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I would like a feature that allows a map to add a key to a client's key.cfg.

For example, I made an Asteroids map a while back that is 4.0 capable, however the downloader isn't much good for it as it doesn't provide a way for the client to get the custom keys needed for them to play. For example it requires spacebar from all players to start the game, if someone didn't have a keys config with all the logical mappings the map needs they won't be able to play.

jonwil wrote on Thu, 03 July 2014 02:41

Secondly, no, extra buttons wont be added to the sidebar.

While on the topic, I think at the very least we should add the side bar key definitions so new players have at least the option by default to have a working sidebar.

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jonwil wrote on Thu, 03 July 2014 02:41

int Get\_Precipitation(float &density); //returns 0 for rain, 1 for snow, 2 for ash or 3 for none, probably with some #defines to make it easier

This doesn't seem that useful, in Rp2 there are times where its raining and snowing at the same time (IE sleet) so I don't really know how this would work for that.

While on the topic of weather I'd also like to restate the request to make client specific weather.

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Another feature I'd like to request is the ability to change the time of day (IE the sky color) which would be extremely useful for me when I make coop maps. Reason for request with specific example from my coop Renegade map. For example on my renegade Bear Hunter map, there is a final boss fight, it'd be great if I could change the skies color to increase the atmosphere.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [dblaney1](#) on Thu, 03 Jul 2014 14:04:57 GMT

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jonwil wrote on Thu, 03 July 2014 01:41

If weather stuff was to be added, the following engine calls would be added: (and yes they would call WeatherMgrClass::Get\_\* and BackgroundMgrClass::Get\_\* internally)

void Get\_Clouds(float &cloudcover, float &gloominess);  
void Get\_Lightning(float &intensity, float &startdistance, float &enddistance, float &heading, float &distribution);  
void Get\_Wind(float &heading, float &speed, float &variability);  
int Get\_Precipitation(float &density); //returns 0 for rain, 1 for snow, 2 for ash or 3 for none,

probably with some #defines to make it easier

This sounds like exactly what I was looking for. Hope this gets implemented. Shouldn't be too difficult since essentially everyone of these is a standard public get method for private variables that already have set functions.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [jonwil](#) on Thu, 03 Jul 2014 14:17:38 GMT

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per-client weather isn't going to happen.

I didn't even know it was possible to have multiple precipitation types going at once.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [jonwil](#) on Thu, 03 Jul 2014 14:18:54 GMT

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dynamic sky color ain't happening either, the lighting system would never be able to handle it.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Jerad2142](#) on Thu, 03 Jul 2014 14:31:17 GMT

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jonwil wrote on Thu, 03 July 2014 08:18dynamic sky color ain't happening either, the lighting system would never be able to handle it.

Oh I don't care if the lighting doesn't sync up, just like the nuke sky doesn't turn anything red, its just an effect for the mood.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Ethenal](#) on Thu, 03 Jul 2014 14:52:02 GMT

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Jerad Gray wrote on Thu, 03 July 2014 08:25I would like a feature that allows a map to add a key to a client's key.cfg.+1 this, this would be a greatly useful feature for people that don't even know keys.cfg, or have an empty (or nonexistent) one for whatever reason.

Additionally, maybe you could make the client display what keys it has bound, like in the spirit of the old "mapch" command - it might require a netcode change (which I can imagine you might not want to/can do) to send all of the Logical/Physical keys that are bound for a player, but I think it'd be greatly useful. However, if the Jerad's first request could be added, then this matters a lot less.

Thanks for your work gentlemen

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [jonwil](#) on Fri, 04 Jul 2014 00:11:20 GMT

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The sidebar doesn't require any mappings in keys.cfg

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [dubstar](#) on Fri, 04 Jul 2014 01:10:16 GMT

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I have had a problem since the first release of 4.1, atm I play with 4.0 patch 1 but will upgrade to the latest scripts and make a video within the next few days.

The problem doesn't seem to be happening after updating

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [zunnie](#) on Fri, 11 Jul 2014 09:05:12 GMT

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[http://www.zunnie.nl/renegade/video/Ladder\\_Transition\\_Bug.mp4](http://www.zunnie.nl/renegade/video/Ladder_Transition_Bug.mp4)

Whenever you use the ladder and get off of it you can walk through vehicles for some reason. Entering the vehicle and exiting it fixes the collision problem.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [iRANian](#) on Fri, 11 Jul 2014 11:17:50 GMT

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I reported that bug like two years ago and it was fixed then. Odd that it's happening again.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Jerad2142](#) on Fri, 11 Jul 2014 13:47:51 GMT

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zunnie wrote on Fri, 11 July 2014

03:05 [http://www.zunnie.nl/renegade/video/Ladder\\_Transition\\_Bug.mp4](http://www.zunnie.nl/renegade/video/Ladder_Transition_Bug.mp4)

Whenever you use the ladder and get off of it you can walk through vehicles for some reason.

Entering the vehicle and exiting it fixes the collision problem.

Probably in place to keep you from colliding with the vehicle you are driving if you pass through a ladder zone.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [jonwil](#) on Fri, 11 Jul 2014 14:07:48 GMT

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The bug seems to be that it doesn't reset after you leave the ladder zone sometimes.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [EvilWhiteDragon](#) on Fri, 11 Jul 2014 14:46:09 GMT

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jonwil wrote on Fri, 11 July 2014 16:07 The bug seems to be that it doesn't reset after you leave the ladder zone sometimes.

Probably because you're in a vehicle I'd say.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [jonwil](#) on Sun, 13 Jul 2014 13:59:29 GMT

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zunnie wrote on Fri, 11 July 2014

19:05 [http://www.zunnie.nl/renegade/video/Ladder\\_Transition\\_Bug.mp4](http://www.zunnie.nl/renegade/video/Ladder_Transition_Bug.mp4)

Whenever you use the ladder and get off of it you can walk through vehicles for some reason.

Entering the vehicle and exiting it fixes the collision problem.

Ok, when you exit a ladder, the soldier is using a special collision type called "SOLDIER\_GHOST". Basically this is what makes sure you dont collide with stuff when you first climb off (e.g. vehicles, other soldiers etc)

There is code that says "if the player is not colliding with anything, switch the player back to normal collision". What this code does is to compare the bounding box of the soldier (the one in state SOLDIER\_GHOST) with the bounding box of every PhysicalGameObj in the level to look for anything the soldier is colliding with. If it finds an object with an overlapping bounding box, the soldier remains in SOLDIER\_GHOST state otherwise it turns to normal SOLDIER state.

Among other things this means that the soldier will remain in SOLDIER\_GHOST state when its worldbox collides with the worldbox of any vehicles in the scene including the Tesla Coil in the test map Zunnie has. (which seems to be rigged as a vehicle)

I will be talking to Saberhawk about if there is a way we can improve this.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Jerad2142](#) on Sun, 13 Jul 2014 15:53:22 GMT  
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So, I've got a package which has both modified temps and objects in it, I pushed it up onto my server with the new package system, clients are able to download and join fine.

I have ran into one major issue however, for some reason if I don't go into the old school "svrcfg\_cnc" and put "ColonyZ416.pkg" into the "ModName" setting the server doesn't server right?

For example, half the time when a player tries to join they just flat out crash, I tried debugging the player but it seems the code usually explodes somewhere in bandtest.dll.

Other times the player does successfully join, and while the modified PT's show up right, and they appear as the correct spawn character, they can't use pt's or move through any of the teleports. In addition the player doesn't have any of the new weapons on the map.

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But if I put the package name into the svrcfg\_cnc.cfg file it all works right. The only downside to this is that obviously only that one package can be rotated.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [danpaul88](#) on Sun, 13 Jul 2014 18:34:21 GMT  
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This might explain why we keep seeing infantry walking thru the service depot etc in barnz too...

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [zunnie](#) on Wed, 16 Jul 2014 03:28:05 GMT  
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This 'duplicate id' is getting kind of annoying now.  
Is there any way to undo that change in 4.1? I mean in stock it worked fine...  
It's getting ridiculous nowadays. Every map at least 4-8 people crash out and have to rejoin because of it, sometimes more.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [danpaul88](#) on Wed, 16 Jul 2014 08:35:10 GMT  
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What is "duplicate ID" ?

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [Ethenal](#) on Wed, 16 Jul 2014 12:00:03 GMT  
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I'm assuming he's referring to that feature in 4.1 that causes the game to exit if it detects two objects with the same network IDs... I'm fairly sure the reason it crashes is because, you know, having identical "unique IDs" is like having non-unique primary keys in an SQL database - you won't be able to pick out the offending keys effectively, because selecting by the (supposed to be) unique ID will get you more than one entry.

I presume it crashes so that it forces the map maker to fix the problem.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [danpaul88](#) on Wed, 16 Jul 2014 12:55:48 GMT  
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If that is what he is referring to then yes, it deliberately crashes out to force you to fix your maps.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [StealthEye](#) on Wed, 16 Jul 2014 20:38:46 GMT  
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He means crashes where the client crashdump indicates that a network object creation message was sent for one object, while an object with the same id (but a different object type!) already existed. This should never happen normally. It supposedly happens even for maps that do not have duplicate IDs.

Before 4.1, this was not detected, and caused inconsistencies later in the game (missing objects for some clients, incorrect state, or crashes in hard-to-understand locations). 4.1 detects this, and crashes the client because that's the only way to handle the inconsistency without causing side-effect bugs that are hard to understand/track down, and that cause undefined behavior in the game. Apparently, in some cases inconsistencies do still happen. The right way to fix this is to find out why the client creates two objects with the same id.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dblaney1](#) on Wed, 16 Jul 2014 20:49:52 GMT

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I noticed a bug with the ttfs. If you include an identical named ddb in a package to fix something on a map and put that package on the left so that it has the highest priority, clients read that ddb properly, however the server does not use it, but uses the one in the map itself. It should be using the one from the package as well like the clients. I suspect this make happen with models and stuff as well which may effect things like hit calculations that are done server side if a model is replaced by a package.

In this example, the SampleMapFix package has a modified C&C\_SampleMap.ddb in it.

SampleMap:

```
{  
    mapName = "C&C_SampleMap";  
    packages = ["SampleMapFix", "C&C_SampleMap", "dblaney_content1"];  
};
```

This is the entry in the tt.cfg. The clients correctly load the ddb out of the SampleMapFix package, however the server loads the one out of the C&C\_SampleMap despite the fact that SampleMapFix overrides C&C\_SampleMap.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [StealthEye](#) on Wed, 16 Jul 2014 21:12:30 GMT

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Are you sure that it is not due to the "serverPresetsFile" setting? (It can be specified per map or globally.) The server always loads serverPresetsFile instead of objects.ddb.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [Mauler](#) on Wed, 16 Jul 2014 23:22:53 GMT

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Here is a bug that i have seen for quite some time...

Meshes that have only projectile enabled on them and made into foliage like seen on my test video appear to disrupt the vehicle weapon and make it move erratically and at the same time makes the weapon unable to fire while intersecting with those projectile meshes...

<https://www.youtube.com/watch?v=UpFYF8QIBEc>

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dblaney1](#) on Thu, 17 Jul 2014 05:11:30 GMT  
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StealthEye wrote on Wed, 16 July 2014 14:12Are you sure that it is not due to the "serverPresetsFile" setting? (It can be specified per map or globally.) The server always loads serverPresetsFile instead of objects.ddb.

Its not the objects.ddb I am having the issue with, its the mapname.ddb (aka temps) that are not loading on the server from the left most package. It always seems to use the one in the package for the mapname. Clients on the other hand use the one from the package with the highest priority in tt.cfg which is how it should behave on the server as well.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [danpaul88](#) on Thu, 17 Jul 2014 08:27:08 GMT  
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Mauler wrote on Thu, 17 July 2014 00:22Here is a bug that i have seen for quite some time...

Meshes that have only projectile enabled on them and made into foliage like seen on my test video appear to disrupt the vehicle weapon and make it move erratically and at the same time makes the weapon unable to fire while intersecting with those projectile meshes...

<https://www.youtube.com/watch?v=UpFYF8QIBEc>

So... a mesh with projectile collision enabled interacts with projectiles? That's how Westwood designed it and has been that way since 1.037 and earlier. If you don't want meshes to interact with projectiles then uncheck projectile collision.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [Mauler](#) on Thu, 17 Jul 2014 15:31:24 GMT  
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danpaul88 wrote on Thu, 17 July 2014 02:27Mauler wrote on Thu, 17 July 2014 00:22Here is a bug that i have seen for quite some time...

Meshes that have only projectile enabled on them and made into foliage like seen on my test video appear to disrupt the vehicle weapon and make it move erratically and at the same time makes the weapon unable to fire while intersecting with those projectile meshes...

<https://www.youtube.com/watch?v=UpFYF8QIBEc>

So... a mesh with projectile collision enabled interacts with projectiles? That's how Westwood designed it and has been that way since 1.037 and earlier. If you don't want meshes to interact with projectiles then uncheck projectile collision.

That is not what i meant at all...

Go back and watch the video..

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [danpaul88](#) on Thu, 17 Jul 2014 16:12:39 GMT

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Love to but I'm at work

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [Xpert](#) on Thu, 17 Jul 2014 17:20:39 GMT

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The video is an old age bug even before scripts when your vehicle or character walks into an object like a bush, your gun turret goes haywire and starts rotating up or in other directions.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [roszek](#) on Thu, 17 Jul 2014 17:31:06 GMT

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Not sure if this is a bug or something else going on but thought I'd post.

When I aim my camera at a higher amount of polys (not a huge amount) you can see emitters disappear.

kinda looks like lod going on with the emitters but w3d viewer shows no lod. :/ I've seen this happening for quite a while.

Video: <https://www.youtube.com/watch?v=RAy8GHBVID8>

Would be nice to not have this happen.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [StealthEye](#) on Thu, 17 Jul 2014 18:25:52 GMT

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dblaney1 wrote on Thu, 17 July 2014 07:11StealthEye wrote on Wed, 16 July 2014 14:12Are you sure that it is not due to the "serverPresetsFile" setting? (It can be specified per map or globally.)

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The server always loads serverPresetsFile instead of objects.ddb.

Its not the objects.ddb I am having the issue with, its the mapname.ddb (aka temps) that are not loading on the server from the left most package. It always seems to use the one in the package for the mapname. Clients on the other hand use the one from the package with the highest priority in tt.cfg which is how it should behave on the server as well.

Ok, strange. All files/priorities are treated the same way, and mapname.ddb loading is treated the same on client and server afaik. Not sure what could cause what you describe. I'll leave it for the TT team to figure out.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [Jerad2142](#) on Fri, 18 Jul 2014 20:19:19 GMT

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As a side note, we might want to make Renegade reload the default strings.tbl at the end of a game. I have noticed that things like team name changes and menu changes carry over from one map to the next.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [roszek](#) on Sat, 26 Jul 2014 04:30:39 GMT

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What about the bug where you can keep getting killed while you are dead, and also pick up a power up when u die...

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [Whitedragon](#) on Sat, 26 Jul 2014 06:20:16 GMT

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A lot of that is badly made health regen scripts that don't check if the player is dead before healing them. You're right about the powerup thing though, I'll see about fixing that.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [dblaney1](#) on Sun, 27 Jul 2014 22:04:51 GMT

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roszek wrote on Fri, 25 July 2014 21:30What about the bug where you can keep getting killed while you are dead, and also pick up a power up when u die...

I was able to fix this in a plugin by setting the soldierobjects skintype to blamo on killed.

Completely fixed it for me. I can see reasons why this shouldn't be merged into the actual scripts code but this has worked perfectly on ultraaow/ my test server for almost 2 months now.

The double/triple death bug also occurs on mutants that are in tiberium fields etc so it doesn't just apply to regeneration scripts.

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [danpaul88](#) on Sun, 27 Jul 2014 22:46:25 GMT

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Lots of reasons. Blamo is an armor.ini entry which might not exist in all w3d games. It's a horrible bodge. There might be legit reasons for wanting to revive infantry (see: jfw\_no\_fall\_damage sort of things).

Just saying "I bodged xyz and it works on MY SERVER for x number of months" does NOT automatically make it suitable for everyone to use.

Bodges are bad.

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [dblaney1](#) on Mon, 28 Jul 2014 01:39:06 GMT

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danpaul88 wrote on Sun, 27 July 2014 15:46Lots of reasons. Blamo is an armor.ini entry which might not exist in all w3d games. It's a horrible bodge. There might be legit reasons for wanting to revive infantry (see: jfw\_no\_fall\_damage sort of things).

Just saying "I bodged xyz and it works on MY SERVER for x number of months" does NOT automatically make it suitable for everyone to use.

Bodges are bad.

JFW no fall damage doesn't revive infantry at all. In fact it only is called on a custom and on damage.

And again I said I don't think it should be merged into the scripts. However, for server operators my solution does work like it should.

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [Omar007](#) on Mon, 28 Jul 2014 02:21:46 GMT

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Kind of like splinting a leg; it'll do for the moment but it'll still need proper attention and fixing

But yea as you already said yourself and as DanPaul says, this is not something you want in the actual scripts code..

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Jerad2142](#) on Mon, 28 Jul 2014 02:27:18 GMT  
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Or we could be realistic and realize that not everyone is going to know all the scripts in the world thus a lot of them will be remade regardless as to whether others would work in their map or not.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Whitedragon](#) on Mon, 28 Jul 2014 02:47:37 GMT  
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It isn't possible to damage objects that are already dead, so that Blamo thing shouldn't be doing anything.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Jerad2142](#) on Mon, 28 Jul 2014 03:37:19 GMT  
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Whitedragon wrote on Sun, 27 July 2014 20:47It isn't possible to damage objects that are already dead, so that Blamo thing shouldn't be doing anything.

Yeah even if you did change the armor to blamo the damage event is still called, 0 damage just shows up (at least in 3.4.4).

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [dblaney1](#) on Mon, 28 Jul 2014 05:18:57 GMT  
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Whitedragon wrote on Sun, 27 July 2014 19:47It isn't possible to damage objects that are already dead, so that Blamo thing shouldn't be doing anything.

It fixes the issue. The issue generally occurs when an object is killed by a warhead with a burn effect. Ever since I added it to my plugin I haven't had any multiple death issues.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [roszek](#) on Mon, 28 Jul 2014 07:37:34 GMT  
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Well that kill think does not always happen so I'm not sure how you can say you fixed something in a way that is not possible because it works on your mpf whatever test server that is virtually empty.

@Whitedragon: Happy to hear the powerup thing is fixed that was quite annoying.

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [Whitedragon](#) on Mon, 28 Jul 2014 08:23:23 GMT

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There are 3 issues I know of that can cause double kills:

Picking up powerups after death.

Regen scripts that don't stop on death.

Reversing damage from a player in a Damaged event. (Because the kill message code is in a dumb place.)

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [dblaney1](#) on Mon, 28 Jul 2014 17:40:51 GMT

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roszek wrote on Mon, 28 July 2014 00:37Well that kill think does not always happen so I'm not sure how you can say you fixed something in a way that is not possible because it works on your mpf whatever test server that is virtually empty.

@Whitedragon: Happy to hear the powerup thing is fixed that was quite annoying.

Its not just on the test server. Its on ultraaow as well.

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [dblaney1](#) on Mon, 28 Jul 2014 17:43:16 GMT

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Whitedragon wrote on Mon, 28 July 2014 01:23There are 3 issues I know of that can cause double kills:

Picking up powerups after death.

Regen scripts that don't stop on death.

Reversing damage from a player in a Damaged event. (Because the kill message code is in a dumb place.)

Its not just the kill messages that repeat when the double/triple kill bug happens. The killed function on any script attached to the object is also called multiple times. For example a mutant

spawning a visceroid on death would spawn it multiple times. I tried many things to eliminate this issue and the solution I gave was the only one that worked reliably. It eliminates the glitch entirely. If you are having issues with it, I recommend adding it to the kill function of all of your soldiergameobj in a plugin or in gmsoldier.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [EvilWhiteDragon](#) on Mon, 28 Jul 2014 17:59:49 GMT

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dblaney1 wrote on Mon, 28 July 2014 19:43Whitedragon wrote on Mon, 28 July 2014 01:23There are 3 issues I know of that can cause double kills:

Picking up powerups after death.

Regen scripts that don't stop on death.

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You keep using that word, "solution" but are you aware that what you're doing isn't a solution but a work-around?

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [dblaney1](#) on Mon, 28 Jul 2014 18:24:18 GMT

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EvilWhiteDragon wrote on Mon, 28 July 2014 10:59dblaney1 wrote on Mon, 28 July 2014 19:43Whitedragon wrote on Mon, 28 July 2014 01:23There are 3 issues I know of that can cause double kills:

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Regen scripts that don't stop on death.

Reversing damage from a player in a Damaged event. (Because the kill message code is in a dumb place.)

Its not just the kill messages that repeat when the double/triple kill bug happens. The killed function on any script attached to the object is also called multiple times. For example a mutant spawning a visceroid on death would spawn it multiple times. I tried many things to eliminate this issue and the solution I gave was the only one that worked reliably. It eliminates the glitch entirely.

If you are having issues with it, I recommend adding it to the kill function of all of your soldiergameobj in a plugin or in gmsoldier.  
You keep using that word, "solution" but are you aware that what you're doing isn't a solution but a work-around?

I never advocated actually merging this work around into the scripts code. Just gave a suggestion of a way to solve this issue in the mean time. The first post I made about it specific addresses that. The second half of my post wasn't actually directed at you but rather roszek.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Whitedragon](#) on Mon, 28 Jul 2014 19:54:58 GMT  
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Right, the first 2 also cause the Killed event to be called. The third one only does the kill messages.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [roszek](#) on Mon, 28 Jul 2014 21:46:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

dblaney1 wrote on Mon, 28 July 2014 11:24 The second half of my post wasn't actually directed at you but rather roszek.

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The code you call a solution is not one for me. No need to continue arguing the point.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Xpert](#) on Sun, 03 Aug 2014 04:17:26 GMT  
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It's avoiding the actual problem rather than actually fixing it.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [dubstar](#) on Sat, 23 Aug 2014 09:11:11 GMT  
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I upgraded to the latest scripts (previous was 4.0 patch 1) and noticed a few bugs (these bugs started to happen from the first release of 4.1)

The first bug I noticed was the music &or sound effects crashing, this caused the sound to play continuously in a loop

Second, Eva would occasionally play random announcements

Third, "Insufficient Funds" pops up occasionally on screen and with the announcement

Finally there is a bug which either attempts to crash my game (hangs for a second) or crashes it. I can explain what happens when it crashes, usually a full game crash would start when there is a lot going on in game (i,e a tank battle, lots of smoke) it would freeze everything on screen (usually around 20-60 seconds) after that the game will return to being controllable but all the textures of the map/infantry and vehicles become corrupt (showing the wrong textures). To restore everything back to default I have to restart the client.

I should have reported these issues a long time ago

4.0 patch 1 works perfect for me compared to the latest and I hope some of these issues can be fixed.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [Xpert](#) on Sat, 23 Aug 2014 21:00:07 GMT

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Just remembered a bug that can be fixed. The team remix fucking blows. 4.0 suppose to fix the terrible remix. It really hasn't. In fact, it is a lot worst.

I played 5 games yesterday of 4 v 4 aow and the teams stayed the same for the last 5 games. Finally on the 6th game, it swapped 1 person with another. The teams didn't change much at all.

Also, spawning is terrible.

I've had times where I would suicide at the beginning of the map and I would re-spawn in the same spot I suicided in.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [dblaney1](#) on Sat, 23 Aug 2014 22:12:44 GMT

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Xpert wrote on Sat, 23 August 2014 14:00Just remembered a bug that can be fixed. The team remix fucking blows. 4.0 suppose to fix the terrible remix. It really hasn't. In fact, it is a lot worst.

I played 5 games yesterday of 4 v 4 aow and the teams stayed the same for the last 5 games. Finally on the 6th game, it swapped 1 person with another. The teams didn't change much at all.

Also, spawning is terrible.

I've had times where I would suicide at the beginning of the map and I would re-spawn in the

same spot I suicided in.

Dragonade has its own team remixing code. Maybe something similar to it could be implemented.

Is there a way to intercept the spawn request and let server plugins customize the logic in which it chooses a spawn point.

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**Subject:** Re: Now collecting scripts 4.1 bugs

**Posted by** [Whitedragon](#) **on** Mon, 25 Aug 2014 08:01:22 GMT

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Those issues mostly stem from bad RNG. I tried to fix it in DA, but I don't think it really helped any.

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**Subject:** Re: Now collecting scripts 4.1 bugs

**Posted by** [dblaney1](#) **on** Mon, 25 Aug 2014 18:49:35 GMT

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Yeah its amazing how complicated random number generation can be. Its a lot more sophisticated than people think. I read a lot of stuff about one day and its pretty fascinating.

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**Subject:** Re: Now collecting scripts 4.1 bugs

**Posted by** [Hutchinman](#) **on** Wed, 03 Sep 2014 03:02:27 GMT

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I have had three crashes since I reinstalled Renegade and installed Unofficial Patch for First Decade (1.04) and this patch for Renegade. I have set administrative privileges for all the games in the First Decade Launcher.

The crashes happen on the first mission for the campaign. The first happened about 2/3's through the first mission and the last two happened as I clicked the "continue" button at the screen where it lists your performance.

I get the "Renegade has encountered an internal error and is unable to continue normally" notification.

---

#### File Attachments

- 1) [crashdump.20140901-025035-r6482-n1.dmp](#), downloaded 218 times
- 2) [crashdump.20140902-003351-r6482-n1.dmp](#), downloaded 210 times
- 3) [crashdump.20140903-024722-r6482-n1.dmp](#), downloaded 203

times

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [jonwil](#) on Wed, 03 Sep 2014 04:40:16 GMT  
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That crash is already fixed (its an issue with the movie code)

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---

**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Hutchinman](#) on Wed, 03 Sep 2014 04:54:28 GMT  
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What about the first crash? That one wasn't during any cutscene. It was in the middle of the level.  
How would the movie code crash it?

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---

**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [jonwil](#) on Wed, 03 Sep 2014 13:28:25 GMT  
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---

No idea on that crash, sorry.  
Its possible that whatever is causing it is already fixed.

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---

**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Hutchinman](#) on Wed, 03 Sep 2014 22:09:50 GMT  
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What key features do you need to implement before 4.2 is pushed to the public?

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Xpert](#) on Fri, 05 Sep 2014 01:18:58 GMT  
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You should change the way vehicle shells spawn like the way dragonade is so that it doesn't get stuck in retarded places or float in mid air.

---

---

**Subject: Re: Now collecting scripts 4.1 bugs**

---

Posted by [dblaney1](#) on Fri, 05 Sep 2014 03:31:42 GMT

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---

Xpert wrote on Thu, 04 September 2014 18:18You should change the way vehicle shells spawn like the way dragonade is so that it doesn't get stuck in retarded places or float in mid air. There's too many things to list that should be more like dragonade lol.

---

---

Subject: Re: Now collecting scripts 4.1 bugs

Posted by [Xpert](#) on Fri, 05 Sep 2014 05:00:47 GMT

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I don't even use dragonade. I modified SSGM myself because it was a disappointment to me on how it came out.

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---

Subject: Re: Now collecting scripts 4.1 bugs

Posted by [roszek](#) on Sat, 06 Sep 2014 02:47:49 GMT

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---

There seems to be an issue with the map timer, it works fine on stock maps, but with the packages it only seems to work on the first map then drops to 30 min on every map after. Could just be me but I get this issue on two separate servers.

---

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [Xpert](#) on Sat, 06 Sep 2014 04:17:44 GMT

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---

roszek wrote on Fri, 05 September 2014 22:47There seems to be an issue with the map timer, it works fine on stock maps, but with the packages it only seems to work on the first map then drops to 30 min on every map after. Could just be me but I get this issue on two separate servers.

I'm confused. How are you setting the map time?

---

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Subject: Re: Now collecting scripts 4.1 bugs

Posted by [roszek](#) on Sat, 06 Sep 2014 04:50:39 GMT

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Xpert wrote on Fri, 05 September 2014 21:17roszek wrote on Fri, 05 September 2014 22:47There seems to be an issue with the map timer, it works fine on stock maps, but with the packages it only seems to work on the first map then drops to 30 min on every map after. Could just be me but I get this issue on two separate servers.

I'm confused. How are you setting the map time?

Well I'm using a custom timer but was pointing out that prior to that when I set the time in the svrcfg\_cnc.ini it only worked on the first map unless it was a stock map.

---

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [dblaney1](#) on Sat, 06 Sep 2014 06:18:14 GMT  
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roszek wrote on Fri, 05 September 2014 21:50Xpert wrote on Fri, 05 September 2014 21:17roszek wrote on Fri, 05 September 2014 22:47There seems to be an issue with the map timer, it works fine on stock maps, but with the packages it only seems to work on the first map then drops to 30 min on every map after. Could just be me but I get this issue on two separate servers.

I'm confused. How are you setting the map time?

Well I'm using a custom timer but was pointing out that prior to that when I set the time in the svrcfg\_cnc.ini it only worked on the first map unless it was a stock map.

I think that's actually a brenbot issue. Even with the map settings module disabled it still sets the time. You have to edit brenbots source code and remove the time set line in modules.pm

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [danpaul88](#) on Sat, 06 Sep 2014 12:46:57 GMT  
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Oh? I wasn't aware of that issue, where have you reported that bug?

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Gen\\_Blacky](#) on Sat, 06 Sep 2014 17:29:27 GMT  
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you have to use time and timel. Or whatever they are called. You need to set the server time time limit then set the server time.

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**Subject: Re: Now collecting scripts 4.1 bugs**  
Posted by [Ethenal](#) on Sat, 06 Sep 2014 22:37:27 GMT  
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Damn I never knew that, is timel persistent over map changes?

---

Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dubstar](#) on Tue, 09 Sep 2014 01:06:28 GMT  
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dubstar wrote on Sat, 23 August 2014 02:11I

Finally there is a bug which either attempts to crash my game (hangs for a second) or crashes it. I can explain what happens when it crashes, usually a full game crash would start when there is a lot going on in game (i,e a tank battle, lots of smoke) it would freeze everything on screen (usually around 20-60 seconds) after that the game will return to being controllable but all the textures of the map/infantry and vehicles become corrupt (showing the wrong textures). To restore everything back to default I have to restart the client.

Update: The above problem has nothing to do with the TT patch and is the result of my hardware over heating. I hope this has not caused any delay in 4.2's update

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [jonwil](#) on Tue, 09 Sep 2014 01:40:14 GMT  
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Good to know, hopefully you have fixed (or replaced) the faulty hardware

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [zunnie](#) on Sat, 20 Sep 2014 01:34:28 GMT  
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It happens a lot that players cannot play on the server.  
RIGHT now for example:

Join the server and your client goes into 'gameplay pending' until it drops you or you exit again.  
It fixes itself after a couple of minutes (sometimes).

Looks like most new players that try to play in the server have it currently including myself.

Any idea what causes this?

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [Xpert](#) on Sat, 20 Sep 2014 02:01:47 GMT  
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It's either your maps or Dragonade. I've seen this problem in Rencorner a lot also.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [ExEric3](#) on Sat, 20 Sep 2014 13:05:11 GMT  
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It happens usually on map change mainly if you click on start and server is in score table. It happened also on Jelly for me.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dblaney1](#) on Sun, 21 Sep 2014 19:35:55 GMT  
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We aren't referring to that bug. This bug happens during a map not between. Pretty much no new players can join for 5-10 minutes.

---

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [Xpert](#) on Sun, 21 Sep 2014 22:59:31 GMT  
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---

I blame the map LOL.

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [shaitan](#) on Mon, 22 Sep 2014 14:05:49 GMT  
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---

Xpert wrote on Fri, 19 September 2014 22:01It's either your maps or Dragonade. I've seen this problem in Rencorner a lot also.  
Were you actually in ours, and if so do you recall when/what nick you were on? May be able to pin down if it is a map or not.

---

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [Jerad2142](#) on Mon, 22 Sep 2014 15:20:21 GMT  
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---

dblaney1 wrote on Sun, 21 September 2014 13:35We aren't referring to that bug. This bug happens during a map not between. Pretty much no new players can join for 5-10 minutes. Does it give you some anti cheat error, or an invalid nick name error server side?

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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [zunnie](#) on Mon, 22 Sep 2014 15:40:37 GMT  
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---

No it does not. The game goes straight into "Gameplay Pending" and stays there until you lose connection or exit the game.

---

---

**Subject:** Re: Now collecting scripts 4.1 bugs  
**Posted by** [ExEric3](#) **on** Mon, 22 Sep 2014 15:43:55 GMT  
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Zunnie if you get that bug you join directly or over WOL?

Because on our server I have problems joining over WOL.

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**Subject:** Re: Now collecting scripts 4.1 bugs  
**Posted by** [zunnie](#) **on** Mon, 22 Sep 2014 15:56:21 GMT  
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I don't use WOL, RenList ftw  
This bug is really annoying though.

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**Subject:** Re: Now collecting scripts 4.1 bugs  
**Posted by** [Xpert](#) **on** Mon, 22 Sep 2014 19:18:32 GMT  
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shaitan wrote on Mon, 22 September 2014 10:05Xpert wrote on Fri, 19 September 2014 22:01It's either your maps or Dragonade. I've seen this problem in Rencorner a lot also.  
Were you actually in ours, and if so do you recall when/what nick you were on? May be able to pin down if it is a map or not.

Idk what smurf I used. But I remember it happening on Field\_RxD and another time on  
Uphill\_RxD.

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**Subject:** Re: Now collecting scripts 4.1 bugs  
**Posted by** [zunnie](#) **on** Wed, 24 Sep 2014 08:48:31 GMT  
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Another bug we found a while ago. Not gamebreaking but just funny:  
[https://www.youtube.com/watch?v=ImLkOkUoAI0&list=UUcE\\_8hf3MpEk-eNhJvdaZRg&amp;p;index=40](https://www.youtube.com/watch?v=ImLkOkUoAI0&list=UUcE_8hf3MpEk-eNhJvdaZRg&amp;p;index=40)

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**Subject:** Re: Now collecting scripts 4.1 bugs  
**Posted by** [iRANian](#) **on** Wed, 24 Sep 2014 10:05:21 GMT

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That's a Renegade physics bug, not a 4.1 bug.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [Jerad2142](#) on Fri, 26 Sep 2014 14:06:05 GMT

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---

I feel like that could be fixed by giving them a collision type that collides with everything but their own collision type and bullets.

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**Subject: Re: Now collecting scripts 4.1 bugs**

Posted by [roszek](#) on Sun, 16 Nov 2014 18:14:24 GMT

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Set\_Map seems to be bugged. Every once in a while it will change the current map index. For instance, if I'm on map 5 and use code with it in it will change the current map index to 2 (well something like that).

---