Subject: Looking for someone to play-test single player
Posted by jonwil on Mon, 12 Jan 2015 23:41:26 GMT
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I am looking for someone who is really good with single player (and more to the point, is good at spotting things that aren't doing what they should) who can download the latest scripts 4.2 test build from http://www.renegadeforums.com/index.php?t=msg&th=40910&start=0& and play through single player with it to find any bugs. The play through should be all the way from the start without using any already-existing save games (although making save games with the new 4.2 test build as you play through is fine, I just want to eliminate any save games made with previous scripts builds)

When reporting a bug, I need reproduction steps. I also need crashdumps for any crashes. Save files taken (with 4.2) from before the bug happens will also help.

Basically I am trying to make sure that all the glitches affecting single player and making it unplayable are solved.

Subject: Re: Looking for someone to play-test single player
Posted by zeratul on Mon, 26 Jan 2015 13:52:42 GMT
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I'll tell you now, from past 4.0 type scripts, that the boss fight with mutant Raveshaw bugs if you damage him too quickly. He won't jump up as he is supposed to and, sometimes, stops moving entirely.
That's assuming 4.2 didn't deal with that.
To reproduce:
Damage him quickly. The laser rifle, personal ion cannon, rocket launcher, and similar weapons seem to damage him fast enough for it to bug. It's possible it does it either way, but I remember it doing it if he is damaged too quickly.

I can reinstall, install 4.2, and go through single player again if need be.

Subject: Re: Looking for someone to play-test single player
Posted by Jerad2142 on Mon, 26 Jan 2015 16:11:02 GMT
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zeratul wrote on Mon, 26 January 2015 06:52I'll tell you now, from past 4.0 type scripts, that the boss fight with mutant Raveshaw bugs if you damage him too quickly. He won't jump up as he is supposed to and, sometimes, stops moving entirely.
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Yeah you should, I played up through level 8 before I got sidetracked, so we should have most the bugs fixed up to that point at least, and I know jonwil fixed some Ravshaw bugs, but retesting the whole thing can only benefit us.

Subject: Re: Looking for someone to play-test single player
Posted by zeratul on Tue, 27 Jan 2015 01:36:31 GMT
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Found the disks. Installing everything now.

Subject: Re: Looking for someone to play-test single player
Posted by Omar007 on Fri, 30 Jan 2015 20:15:04 GMT
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Ok I tested with the latest 4.2 version available on the launcher.
Quote:Build b6812
Built on 2015-01-05 10:12:24Z using commit 2c4efd47d8c1fb0b1a6b518b46963040ee6b1c6b
Distributed as scripts-2015.01.05-b6812.zip.

In no particular order I'm posting the topics I created in the TT sub-forum as a reference here.
Mission: Tomorrow's Technology Today
Mission: Mission: The Plot Errupts
Mission: Mission: The grip of the black hand (this one was bad)
Mission: All Brains, No Brawn
Mission: Rescue and Retribution
WWConfig related

During the whole thing I also had the game crash on me 3 times when loading saves (Object ID collision info dialog appeared) but these did not generate a crashdump.

All in all it is possible to finish the campaign (once you know where it crashes you can avoid those locations), but it'd be nice if the crashes could be fixed ofcourse

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Subject: Re: Looking for someone to play-test single player
Posted by zeratul on Fri, 13 Feb 2015 12:20:04 GMT
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Sorry about that, My CD's are ruined apparently. Wasn't going to post anything until I noticed Omar is running windows 8.1, which may come with some issues that could be compatibility related.

I have windows 7 64 bit, would ya'll like me to test anyway? In the case of the compatibility issue(s) with windows 8/8.1 that may exist? It will not be a CD install, but the CD Key is still valid.