Subject: Bounding Box Visible
Posted by Gen_Blacky on Tue, 07 Feb 2017 08:21:02 GMT
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How can I make Zones and other bounding Box visible like on vehicles either server side or client side? I'm specially interested in making zone box's visible so I can run around a map and see all the zone box extents.

Subject: Re: Bounding Box Visible
Posted by Gen_Blacky on Sun, 12 Feb 2017 09:22:45 GMT
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Saberhawk!!!!!!!!!! I know there was a test build a while back, that would still work for me if it was an old build.

Subject: Re: Bounding Box Visible
Posted by jonwil on Sun, 12 Feb 2017 21:53:59 GMT
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I back-ported a feature from scripts 5.0 that will help with this.
Put ScriptZoneDebug=true in tt.ini and it will make script zones visible in-game.

This feature will be in the next build of 4.3 when it comes out.

Subject: Re: Bounding Box Visible
Posted by Gen_Blacky on Sun, 12 Feb 2017 23:30:56 GMT
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Very nice thank you.

Subject: Re: Bounding Box Visible
Posted by iRANian on Fri, 28 Apr 2017 11:14:43 GMT
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I can't get this to work. My TT.INI is placed inside the My Documents Client folder and looks like:

[General]
ScriptZoneDebug=true

With the extra blank lines at the end of the file.

Subject: Re: Bounding Box Visible
Posted by dblaney1 on Fri, 28 Apr 2017 17:19:49 GMT
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TT.ini needs to go in the actual game data directory if I recall correctly.

Subject: Re: Bounding Box Visible
Posted by Gen_Blacky on Sat, 29 Apr 2017 05:50:51 GMT
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It works in skirmish and I assume it works in lan. But I cant even host a lan game at the moment my client always crashes when loading a map. I think my maps files are all messed up.

I couldn't get to work on a server. Does the server just ignore clients tt.ini? Do you have to ship a per map tt.ini.

Subject: Re: Bounding Box Visible
Posted by jonwil on Sat, 29 Apr 2017 06:12:36 GMT
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If your client is crashing on map load, post the crashdumps and I can see what might be going on...

Subject: Re: Bounding Box Visible
Posted by iRANian on Sat, 29 Apr 2017 09:24:07 GMT
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I got it working and LAN works fine for me without crashing.