Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 08:15:10 GMT
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Based on the other topics, here is a list of the stuff people have mentioned for 4.0 that isn't already on our radar along with whether its going to be done or not:

Stuff we dont plan to fix as of this point (or that doesn't need a scripts.dll change to fix and will be done by other methods if its done):
the "new account"-button should redirect to a working page. God knows how many people never tried this game because of that error the "recruit" tag in-game is annoying to say the least
the 'news' button in the bar where u also have "my information" could redirect to rencommunity.com?
maybe a small fix so more than 5 pages per 10 seconds from outside a server are ignored
extend the buddy list to more than 20 persons
add the extended options list to the options tab so we can skip the quit button
skip intro button in the ingame menu would be nice.
In Multiplayer Practice mode(i think in SP too) when enter the pts or hit Esc, after then when u want to get ingame, u have to wait few seconds.
it would be nice if they could make it so if you like host a game, it lets you choose a game mode
ConsoleCommandRegistrant<>
Remove the "Curved Surfaces Support" thing in the graphical options
The issue with it taking longer to join the game when you access "advanced game listings"
Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason
Animations, when switching from third to first person always go out of sync with their sound
The custom HUD is not supposed to work inside a .pkg so its not a bug.
add custom building icons feature into main game screen.

Stuff that is going to be investigated and implemented if possible:
quick match game doesn't work anymore
it is quite easy to make it so your times c4 cannot be disarmed
Hud images for weapons (top of screen) in packages and mixs don't load correctly the first time they are updated. You have to collect another weapon first, and then the new weapon has the same problem
New hud.ini keyword to let you change the color of the main weapon list weapon icons

Also, note that I do not represent Tiberian Technologies officially and do not pretend to speak for the rest of the team, this information is just based on my own thoughts.

EDIT: One thing I forgot from the changelog was that the host hook and chat hook now let you return a value to say "dont send this chat message" (usefull if you want to implement chat muting or chat commands and not have them sent to the players/team/etc)