Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it
Posted by Jerad2142 on Fri, 26 Dec 2014 13:53:22 GMT
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dblaney1 wrote on Sat, 20 December 2014 17:10
Great news. Glad to see a lot of the stuff I suggested and even provided code for made it in.
Super glad that my suggestion about immovable objects and homing was implemented.

I still disagree with the change as it's probably going to break homing on things like visible drivers
and other mod specific features but we'll see how it plays out.

jonwil wrote on Sat, 20 December 2014 08:34
New collision group DEFAULT_AND_SOLDIER_ONLY_COLLISION_GROUP which collides only
with DEFAULT, SOLDIER and SOLDIER_GHOST.

We might want to consider adding a new collision group of SOLDIER_LADDER at some point.
When I was fixing the ladder code (so soldiers no longer become collidable when climbing
ladders) I noticed that the Ren code was simply checking if the soldier was set for
SOLDIER_GHOST. If it was SOLDIER_GHOST the game would simply turn the collision back to
normal at the end of a jump, so my fix simply makes sure you aren't on a ladder before it lets your
collisions be flipped back. Obviously this still means that you have to keep setting a soldier to
soldier ghost if you want them to stay as a spectator.

jonwil wrote on Sat, 20 December 2014 08:34
Fixes to sphere and ring primitives

Only fixed the ion cannons ring primitive, sphere primitives still do that thing where if you aren't
looking at them they appear at your feet.

jonwil wrote on Sat, 20 December 2014 08:34
New EntryHelpMessage and EntryHelpMessageColor values on vehicles, if this is set then the
message will be displayed in the center of the screen when the vehicle is entered. Intended for
help messages like "press Q to deploy this vehicle".

If we're already doing that for vehicles why not make it so we can trigger the message on custom
so we can make objective messages appear and so forth?

jonwil wrote on Sat, 20 December 2014 08:34
Jerad Grey
Gray