Subject: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 05 Jul 2014 01:51:11 GMT

After lots of discussion internally (and some offers of help from the community) we at Tiberian Technologies have decided to resume work on scripts development for Renegade. Both Jerad2142 and WhiteDragon are going to be doing development on what will be known as "Scripts 4.2". This is also the scripts build that Tiberian Sun: Reborn is currently shipping.

The following changes have been made to scripts 4.2 so far:
Fix an issue where VehicleGameObj::Get_Vehicle_Name was not working properly
Various fixes to Danpaul's dp88_* scripts
Changes so that bandtest.dll no longer links to vfs.dll. (It was linking to it but not actually using it)
The launcher still needs vfs.dll however.
Improvements to the scripts documentation.
Fixes to SH_UndergroundVehicle
Fixes to JFW_Turret_Spawn_3
Fixes to JFW_Attack_Object/JFW_Attack_Location
Fixes to MDB_Unit_Limit

The following changes are being in the process of being back-ported from Scripts 5.0 to Scripts 4.2:
Various small bug fixes and cleanups and improvements (that aren't really user visible)
Fix an issue with JFW_Hijacker_Vehicle_2
Changes to be able to display text in lsdview/w3dviewer
FPS display for lsdview and w3dviewer
Improvements to Script Zones
Fixes to how AI soldiers handle doors, elevators and ladders.
Make lsdview restore last-used camera/window position on start
Various small optimizations/changes that should provide small performance gains.
Improve the way we enumate graphics devices
Fix a crash that could occur with dazzles on shutdown
Fix an issue with some text rendering code
Fix window size for w3dviewer
Enable dynamic shadows affecting dynamic objects
Fix some issues with the settings under "Global Settings - General" in leveledit
Change it so that the engine start sound for vehicles will override the engine off sound.
Add "Default and Soldier only" collision group
A fix for the delay that occurs when you exit the menu in skirmish mode (and a few other similar delays)
Make the movie clips (startup video and mission videos) respect the value of the "cinematic" volume slider/checkbox.
Fix various memory leaks
Fix it so that Commands->Set_Radar_Blip_Color actually works across the network (Commands->Set_Radar_Blip_Shape already worked fine in 4.1, Commands->Set_Radar_Blip_Color would have worked except for a bug)
Add a flag to soldiers so that you can stop a given infantry unit from being able to use the "refill" button on the sidebar (has no effect on the refill button on the PTs)

Make Commands->Set_Is_Rendered work for all objects
Further documentation changes
An improvement to the dialog that reports d3dx9_blah.dll is missing
A fix for JFW_Message_Send_Zone_Player
Fixes to various scripts that had issues due to code that needed to convert between degrees and radians but was not doing that.
Fix an issue with AI air units not properly straifing
Restore brake lights to stock renegade behaviour
Fix Ring and Sphere primitive code (this fixes the rings for the Ion Canon)

Now is the time to report any bugs or make any feature requests for Scripts 4.2 to maximize the chance they will get fixed or implemented (we are NOT promising that anything you report will get fixed, just that we will consider it)

At this time we do not require any more developers so do not ask if you can help with development as the answer is NO.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sat, 05 Jul 2014 03:39:51 GMT
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Renegade bugs I've noticed over the years:

*Stage Mapping WSEnvironment (4.X+ specific) - As previously reported "WS Environment" is no longer a useful reflect map emulation.
*Movie Crash (4.X+ specific) - The previously reported crash that happens in single player when it goes to load a movie (might only happen if all movies are in the movie folder and no cd is present).
*Dazzle Flash - Most Noticeable when lots of dazzles are in the screen, dazzles will cause a bright flash the second they fade out as you move away from them (only applies to dazzles with a HistoryWeight=0.99.
*AI and Ladders - Some times the AI herp derps and gets stuck in the middle of a ladder, because there is no pathfind zone for a ladder they stay stuck on that ladder.
*Vehicle Turret Facing (2.9.X+ specific) - Vehicle turrets don't face forward if not being controlled by AI or a player, instead they aim at 0,0,0 of the map.
*I've got others that I'm forgetting about, and I've also noticed some odd performance bugs that seem to deal with post processing, but its the 4th and I'm going to get some fireworks shot off, you can expect more bugs eventually, I just need some time (really need to replay through single player as that's a great resource for bug collecting).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by iRANian on Sat, 05 Jul 2014 07:46:44 GMT
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It's nice to hear that work is continuing.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Omar007 on Sat, 05 Jul 2014 09:40:03 GMT
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Is this the point where I mention building destroyed flag syncing or should I run away very quickly now?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 05 Jul 2014 11:18:25 GMT
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This is the point where I tell you I have a plan to do it (since so many people seem to want it).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by danpaul88 on Sat, 05 Jul 2014 12:38:06 GMT
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Knowing jonwil that means it will be done properly, not with the hacky solutions previously proposed by certain people.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 05 Jul 2014 15:37:24 GMT
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Ok, a whole bunch of stuff has just been back-ported to 4.2.

User (and modder) visible changes in 4.2 so far (compared to 4.1):
New fields under "Global Options - C&C Mode Settings" in LE to allow mods to have separate "GDI EVA" and "Nod EVA" sounds for low power (so GDI EVA for GDI power going down, GDI EVA for Nod power going down, Nod EVA for GDI power going down and Nod EVA for Nod power going down)
Various memory leak fixes
New "Default and Soldier only" collision group that collides only with "Default", "Soldier" and "Soldier Ghost"
Small speedups in a few places
Improvements to the way we detect GPUs
Dynamic shadows will now affect dynamic objects
Eliminate the "lag" you get when you start a game or return from the menu in single player or skirmish.

Make Commands->Set_Is_Rendered work over the network for everything (and not just vehicles) if the other player has a compatible scripts build.

Fix it so that Commands->Set_Radar_Blip_Color actually works across the network (Commands->Set_Radar_Blip_Shape already worked fine in 4.1, Commands->Set_Radar_Blip_Color would have worked except for a bug)

Make it so that bandtest.dll no longer links to vfs.dll (it didn't actually use vfs.dll so there is no point having it link to it, the launcher does need vfs.dll though)

Change it so that the engine start sound for vehicles will override the engine off sound.

Restore brake lights to the stock Renegade behavior.

Make the movie clips (startup video and mission videos) respect the value of the "cinematic" volume slider/checkbox in the audio config.

An improvement to the dialog that reports d3dx9_43.dll is missing.

Fix AI air unit strafing

Fix ring and sphere primitives (fixes ion canon rings)

Fix single player movie crash

Bump version number to 4.2

Add FPS display to lsdview and w3dviewer

Make lsdview restore last-used camera/window position on start

Fix a crash that could occur with dazzles on shutdown

A fix for JFW_Message_Send_Zone_Player

Fixes to various scripts that had issues due to code that needed to convert between degrees and radians but was not doing that.

Further documentation changes

Add a flag to soldiers in LE so that you can stop a given infantry unit from being able to use the "refill" button on the sidebar (has no effect on the refill button on the PTs)

Fixes to how AI soldiers handle doors, elevators and ladders.

Add purchase reports for vehicles in LE. This will play one of 2 sound/string combos (sound being set on the string in the string editor), either GDI or Nod depending on the player type of the player that the sound is being played for.

Add a flag to vehicles in LE that determines if a vehicle can be repaired/sold (either by Repair Bay building controllers or by various repair/sell scripts)

Add a string and color setting to LE for vehicles. If this is set, the relavent string will be displayed any time someone gets into the driver or gunner seat of the vehicle (this is intended for use if you e.g. have a vehicle which requires pressing a special key to activate a certain feature and you want to make sure players know to use that key)

Improvements to dp88_ar_deployable_infantry

Improvements to dp88_ore_miner

Improvements to dp88_Ore_Field

Improvements to dp88_RemoteControlConsole

Improvements to dp88_AR_Prism_Tower

Improvements to dp88_linkHealth

Improvements to dp88_AR_Rocketeer (including playing the "engine off" sound when you transition out of flight mode)

Improvements to dp88_AR_MirageTank (including making sure the engine isn't turned on if there is no driver)

Improvements to dp88_buildingScripts_controller

Improvements to dp88_AI_Objective

Improvements to dp88_damageAnimation

Improvements to dp88_conquestControlZone:
Improvements to dp88_Ammo_Animation
Various improvements to danpaul's veterancy logic
Fix display of vehicle names in certain cases
Improvements to JFW_Attack_Object
Improvements to JFW_Attack_Location
Improvements to JFW_Turret_Spawn_3
Improvements to MDB_Unit_Limit
Improvements to SH_UndergroundVehicle

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Sat, 05 Jul 2014 19:01:54 GMT
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Nice to see some more people taking over the reigns on such a project.. Very glad with the choice on new devs

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Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sat, 05 Jul 2014 20:12:32 GMT
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*AI Kills no longer count (4.x Bug) - Prior to 4.x kills by AI players (as well as deaths) counted toward the team (only applied to humans vehicles were not counted).
*Vehicle weapon string not working for map strings - As previously reported, vehicle weapon strings aren't showing up, the fix was made in the 5.0 branch, but I don't know if we back ported it to 4.2.

Improvement Request:
Not only should AI Kills be counted toward the team, but the team should also gain score from them. In addition, any vehicle that is unoccupied should have its kills counted for the team (as well as score). This would be a points fix, currently if the obby, guard tower, or turrets kill someone no points are given to that team, not only does this cheat the team out of points, but if the unit is able to retreat before being killed the enemy team can repair the unit, thus giving them even more points, this is a definite exploit on any points victory game.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Sat, 05 Jul 2014 20:33:59 GMT
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Just wondering if where at all any way possible to have per map camera ini's?

Would help with having custom cameras for new units.. Sometimes it can be a pain to use stock Renegade camera profiles..

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sat, 05 Jul 2014 23:13:20 GMT
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Mauler wrote on Sat, 05 July 2014 13:33Just wondering if where at all any way possible to have per map camera ini's?

Would help with having custom cameras for new units.. Sometimes it can be a pain to use stock Renegade camera profiles..
Yeah. This would be great.

Also a global package list that loads for every map would be nice to have in the TT.cfg. I wrote a Perl script that auto generated a definition for every package in my ttfs for my tt.cfg. But it still leaves the issue where if someone sets the next Map to the full map name rather than the definition name, not all of the packages are loaded. This already exists for the objects file.

Ideally it would have two different fields. One for packages loaded before the map specific packages and one that loads after the map specific packages.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sun, 06 Jul 2014 09:20:59 GMT
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Going through the bugs/requests from this thread:
WSEnvironment should be fixable.
Movie crash is fixed.
Dazzle flash, I have no clue why this could be happening. We do have clones of all the dazzle code though so we should be able to investigate.
AI and ladders I have no idea about unless the fix I made to PathActionClass solves it.
Vehicle turret facing cant be fixed without removing the change that caused it in the first place (a change that was made for VERY good reasons). So no, a fix isn't likely to happen at this point.
The "building destroyed" stuff is definatly on the todo list but it wont be the crappy way people keep suggesting (making it possible to flip the IsDestroyed flag from true to false over the network), it will be done properly.
AI kill issue will be investigated, as will the vehicle weapon string thing (can someone remind me again exactly what the problem is?)
Unsure about the kill improvement requests
per-map cameras.ini files is difficult because of how (and where) the code reads cameras.ini.
Global package list, not sure on that, would need to find out from StealthEye what to modify to make it happen.

Just added a new server.ini keyword (at the behest of Danpaul88) that lets you disable logging to disk (renlog*.txt and bhs_renlog*.txt)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by zunnie on Sun, 06 Jul 2014 10:05:34 GMT
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Very nice.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by [KH]LordOfDeath on Sun, 06 Jul 2014 11:54:06 GMT
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hey

since Ren Resurrection had Harvester Health displayed in the (idk the right name..) "Building Health Screen" I would like to see that in TT

And there where a part in the SinglePlayerMissions where Hotty stucks.I think its in the village where u shall protect Hotty but it ends in a Hotty-Death always

bye and have a good day

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sun, 06 Jul 2014 15:53:57 GMT
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jonwil wrote on Sun, 06 July 2014 03:20
Vehicle turret facing cant be fixed without removing the change that caused it in the first place (a change that was made for VERY good reasons). So no, a fix isn't likely to happen at this point.

Fair Enough.

jonwil wrote on Sun, 06 July 2014 03:20
AI kill issue will be investigated

I added the ability to set a team's kills/deaths in 4.1 for my bear hunter map, so I'd like to port that over at least if it can't be fixed correctly.

jonwil wrote on Sun, 06 July 2014 03:20
as will the vehicle weapon string thing (can someone remind me again exactly what the problem is?)

http://www.renegadeforums.com/index.php?t=msg&th=40712&start=0&

Ethenal wrote on Thu, 03 July 2014 08:52Jerad 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
And I'm brining this up again, as I'd really like to port my asteroids map to Renegade and the only thing holding it back is the inability to have all the clients have the needed keys.

The ability to set Hud Help Text on a client would be great for important instructions you want them to read, in ECW I can remotely set the color of the message as well as what player it appears on.

I'd also like to report an old Renegade bug, if you force a vehicle to switch weapons with scripts, and the muzzle flash was happening during the moment you switched weapons the flash will stay on until the weapon is fired again. Its a minor bug really and I can ignore it, but if it's something else to fix that'd be great.

I still strongly desire to be able to set bullet speeds above 400m/s, maybe a new check box could be added to level editor DoNotHitDetect, and bullet logic would work the same as they currently do in Renegade unless this was checked. I'm fairly confident there are enough Renegade mods out there with customized weapons and vehicles that plenty of people would make use of this setting.

Another cool feature would be the ability to set bullet shell eject velocity, since some guns eject those at crazy velocities, but I doubt many mods would make use of that, maybe some of imperialKaskins's stuff as well as my own.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Generalcamo on Sun, 06 Jul 2014 17:53:24 GMT
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Jerad Gray wrote on Sun, 06 July 2014 11:53

I still strongly desire to be able to set bullet speeds above 400m/s,

Chronojam wrote on the APB blogOne of the important changes to shooting in general is that the 400 m/s barrier for projectiles has been broken, so we can actually make faster bullets

I think that is perfectly possible

Subject: Re: Work is being resumed on scripts for Renegade

Posted by Mauler on Sun, 06 Jul 2014 20:00:22 GMT
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Generalcamo wrote on Sun, 06 July 2014 11:53
I think that is perfectly possible

Why do you care. This game is dead remember? And the 3 pathetic servers don't need 4.2. Right?.

Generalcamo wrote on Fri, 04 July 2014 06:48This is pathetic. Now there are TWO servers with terrible maps for a dead and dying game. What next? There will be THREE servers?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Whitedragon on Sun, 06 Jul 2014 22:02:54 GMT
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I'd like to completely overhaul keys.cfg for better per-map and per-server key support. However, at the moment I don't want to delay 4.2 by thinking up new features like that. So don't expect it in 4.2.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sun, 06 Jul 2014 23:41:15 GMT
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In 4.1 or one of the 4.0 updates (don't know when it was broken) the stock mesh on the obelisk is messed up so that fog no longer applies to it. On the map metroTS its very obvious. Heres an older video I found where its applied correctly.

http://youtu.be/-GWwXeFb_nA?t=21m43s

This is how it looks on the latest 4.1 builds. The fog doesn't apply to the dark grey/black part. Looks even worse on many other maps. This occurs on all the stock maps, and most custom maps except those that use a custom obelisk model.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Mon, 07 Jul 2014 00:00:48 GMT
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That was supposedly fixed months ago... Saberhawk even mentioned it was fixed i guess not..

I reported it last year in august

http://www.renegadeforums.com/index.php?t=msg&th=40405&start=0&

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Mon, 07 Jul 2014 00:27:40 GMT
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another couple of bugs

LOD models not receiving lighting past .00 models (not sure if fixable, was present in 3.4.4)
http://www.renegadeforums.com/index.php?t=msg&goto=485908&#msg_485908

Animations for tile props twitch.. for example you shoot a barrel and explodes and I guess the last
frame of the animation twitches and loops for ever.. Not sure if it only affects files with damage
animations but has been bugging me for awhile!
here is a video https://www.youtube.com/watch?v=DUiKYekL1E0

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 07 Jul 2014 02:50:43 GMT
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I'd also like to report some texture anomalies that I saw on creekdale and Nebraska, however
other players claim they don't see these issues, which makes me think the downloader maybe to
blame (maybe I got old textures or something).

http://youtu.be/69T_FdnA2y4
Here you can see the trees phasing in (start), the cave walls doing some weird blend shit (middle,
and you have to look real hard), and same type of deal on the corn (end). If I had to guess it might
be something as simple as someone used the wrong setting for generating mip maps, but I've
never seen it before in all my years working on Ren so I might as well report it just incase its
something else.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by saberhawk on Mon, 07 Jul 2014 03:01:44 GMT
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Mauler wrote on Sun, 06 July 2014 17:27
LOD models not receiving lighting past .00 models (not sure if fixable, was present in 3.4.4)
http://www.renegadeforums.com/index.php?t=msg&goto=485908&#msg_485908

As before, can't fix. The lighting you are referring to ("compute vertex solve") is only calculated/stored for the .00 level by LE.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 03:15:17 GMT
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Regarding harvesters, the "Battlefield information" dialog box (the one you see when you press the "Battle Information" key (default is K) does display the health of both teams harvesters. [KH]LordOfDeath, if its something else you are requesting, please provide more details. Its possible that the Hotwire issue is fixed by a change we already made/back-ported, we will need to run tests on single player to look for issues.
Single player issues will be looked at, we need to run testing in single player with the current 4.2 internal build and find the bugs that exist so we can fix em.
AI soldier kills/deaths not counting to the team kills/deaths ratio is a bug so (unless we discover the change was made for a valid reason) it will be fixed.
Vehicle weapon thing from that thread is fixed in 4.2
The WSEnvironment test map I have seems to be working in the latest 4.2 internal build so something I back-ported seems to have sorted it out (Jerad, feel free to let me know if its still broken)
Not sure what to do about the keys.cfg stuff but I can see that its something people want.
We have a Set_HUD_Help_Text_Player engine call in 5.0 but due to some issues with exactly which code we own in 4.2 (and some other things) I dont want to back-port it to 4.2 (meaning that particular feature will NOT be hitting 4.2)
Muzzle flash issue will be looked into.
We have a feature in 5.0 for shell casing ejection velocity and yes, one for bullet speed stuff but again, there are some issues in the way of back-porting it to 4.2 so those features wont make it either. (and no doing it with a simple checkbox to override the speed check isn't going to happen either)
The obelisk fix should have been sorted (per the post from Saberhawk), if its not, its something we need to investigate.
Tile animation twitching is probably something we can investigate.
The most likely guess for the texture glitching is that you have graphics detail set to something other than max, that's what usually causes things like that, not 100% sure though.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 03:26:12 GMT
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ok, looks like the obelisk fog is in fact an issue, it will be investigated.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Mon, 07 Jul 2014 03:59:06 GMT
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I know i asked about this before. But is it possible to look into fixing the building state sounds?

If not thats ok, just thought i'd share the issue again

http://www.renegadeforums.com/index.php?t=msg&goto=488395&#msg_488395

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 04:30:33 GMT
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The way the buildingstatesoundspeaker stuff works makes fixing it hard. It has issues with the fact that a sound that is playing (e.g. looping) at the time a new client joins the server wont be played for the new client (and no there is no way to fix that) and it also has issues with the fact that Commands->Start_Sound, Commands->Monitor_Sound and Commands->Stop_Sound dont work over the network.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Neijwiert on Mon, 07 Jul 2014 10:45:10 GMT
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There's still a gamefreeze at the point in singleplayer where you get a cutscene with petrova and mutant raveshaw. Right after that cutscene ends it freezes.

Could those sound commands Jonwil mentioned be fixed server-side?

Also could Commands->Set_Camera_Host be looked at? If that is being made to work server-side than people can make server side cinematics for players. (except for the letterbox ofcourse but that isn't that bad.)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by danpaul88 on Mon, 07 Jul 2014 11:01:47 GMT
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jonwil wrote on Mon, 07 July 2014 05:30and it also has issues with the fact that Commands->Start_Sound, Commands->Monitor_Sound and Commands->Stop_Sound dont work over the network.

Really? I'm sure I've made use of those in scripts before...

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Neijwiert on Mon, 07 Jul 2014 11:04:38 GMT
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danpaul88 wrote on Mon, 07 July 2014 04:01jonwil wrote on Mon, 07 July 2014 05:30and it also
has issues with the fact that Commands->Start_Sound, Commands->Monitor_Sound and
Commands->Stop_Sound dont work over the network.

Really? I'm sure I've made use of those in scripts before...

No they definitely don't work. I've tried to use them all, but they are all failing to work. I also made
a topic about that some time ago.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 11:34:04 GMT
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Actually Monitor_Sound appears to work over the network since all the work it does is server side.

But Start_Sound and Stop_Sound do not send anything over the network.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Neijwiert on Mon, 07 Jul 2014 12:05:20 GMT
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jonwil wrote on Mon, 07 July 2014 04:34Actually Monitor_Sound appears to work over the
network since all the work it does is server side.

But Start_Sound and Stop_Sound do not send anything over the network.

Did you or someone lese of the TT made any changes to that? becouse I did try that in some beta
version of 4.0 (in that topic I made) and it didn't appear to do anything at all. (Monitor_Sound that
is).

EDIT:
http://www.renegadeforums.com/index.php?t=msg&goto=470774&

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 12:29:40 GMT
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No I dont know why Monitor_Sound isn't working for sounds that dont loop but I can certainly put it on the to-do list.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by reborn on Mon, 07 Jul 2014 14:45:03 GMT
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Wow, massive thank you to White Dragon for continuing support. SSGM is back where it belongs.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 16:00:04 GMT
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Regarding the obelisk fog, does anyone have an easy way to reproduce it (i.e. easy testcase map guaranteed to show the issue every time?)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 07 Jul 2014 16:01:19 GMT
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reborn wrote on Tue, 08 July 2014 00:45Wow, massive thank you to White Dragon for continuing support. SSGM is back where it belongs.
Hey, I am still here and doing a lot of work too (it wouldn't surprise me if I end up doing more work for 4.2 than Jerad and WhiteDragon combined

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Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Mon, 07 Jul 2014 16:42:45 GMT
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 I believe the obelisk has some sort of detail/shader pass that is "reflective" or some combination of "environmental" shader. The official obelisk uses that extra detail pass, I think. would need to check..

The effect is very noticeable if fog is enabled. Westwood official maps have no fog what so ever. So makes sense that you will see that on custom maps with fog enabled

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Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 07 Jul 2014 19:51:15 GMT
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Is the goal to fix all shader combinations that don't fog or just the obby one, because I'd noticed many over the years and might be able to put together a map with at least a few of the main ones.

I will begin testing on the master branch later this after noon, doing some work on my server (laptop) right now that has it in a state of not being able to host my test maps.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 07 Jul 2014 21:12:53 GMT
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So I'm starting to test through things again, and I was shot by a Nod soldier while playing single player skirmish, and my GDI solder said "Shoot the enemy not me." I kind of feel like this might have been a pre-existing issue (prior to 4.0), but if anyone knows for sure it'd be good to confirm.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 07 Jul 2014 21:35:59 GMT
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Played one round of multiplayer skirmish and then loaded a quick save at (save was made at the end of level one just before I win so I could easily test the movie fix) and then I got this error.

Once again, this happened when I loaded a saved game.

Quick save worked fine when I loaded it without playing skirmish first.

*Movies are working.
*Ion Rings are working.

jonwil wrote on Sun, 06 July 2014 21:15
The most likely guess for the texture glitching is that you have graphics detail set to something other than max, that's what usually causes things like that, not 100% sure though.
I've tried max and lower settings, but by default I always max everything in Renegade out.

Also I feel like this key should be mappable:

This pops up from the tab key.

Bug:
I noticed this in multiplayer too, but if you shoot one of these they keep twitching forever:

Attached a saved game so you could jump right too one, see "Savegame01.sav"

I should also report that the quick load key doesn't seem to work anymore (I assume it used to be f8 which is now used by the console?).
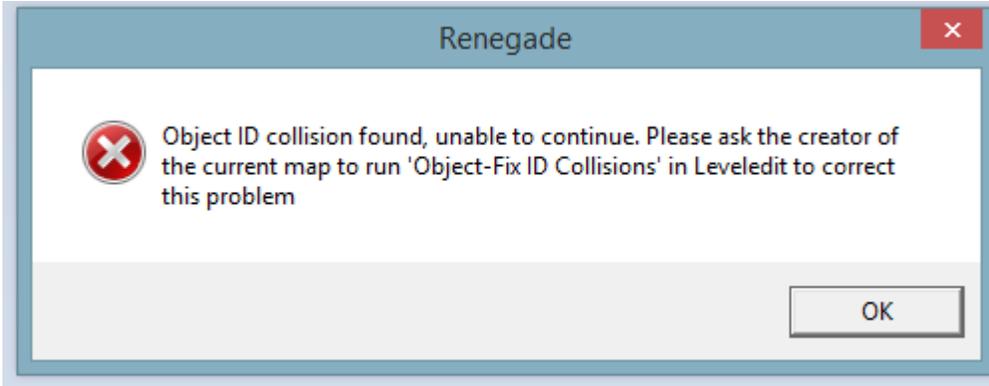
After reloading the second level while inside the radar jamming zone I noticed the radar jamming was no-longer applied.

Savegame02 is a friendly AI trying to pathfind the top of a ladder but failing to hit the transition zone, just move after loading and it should try to move down the ladder.
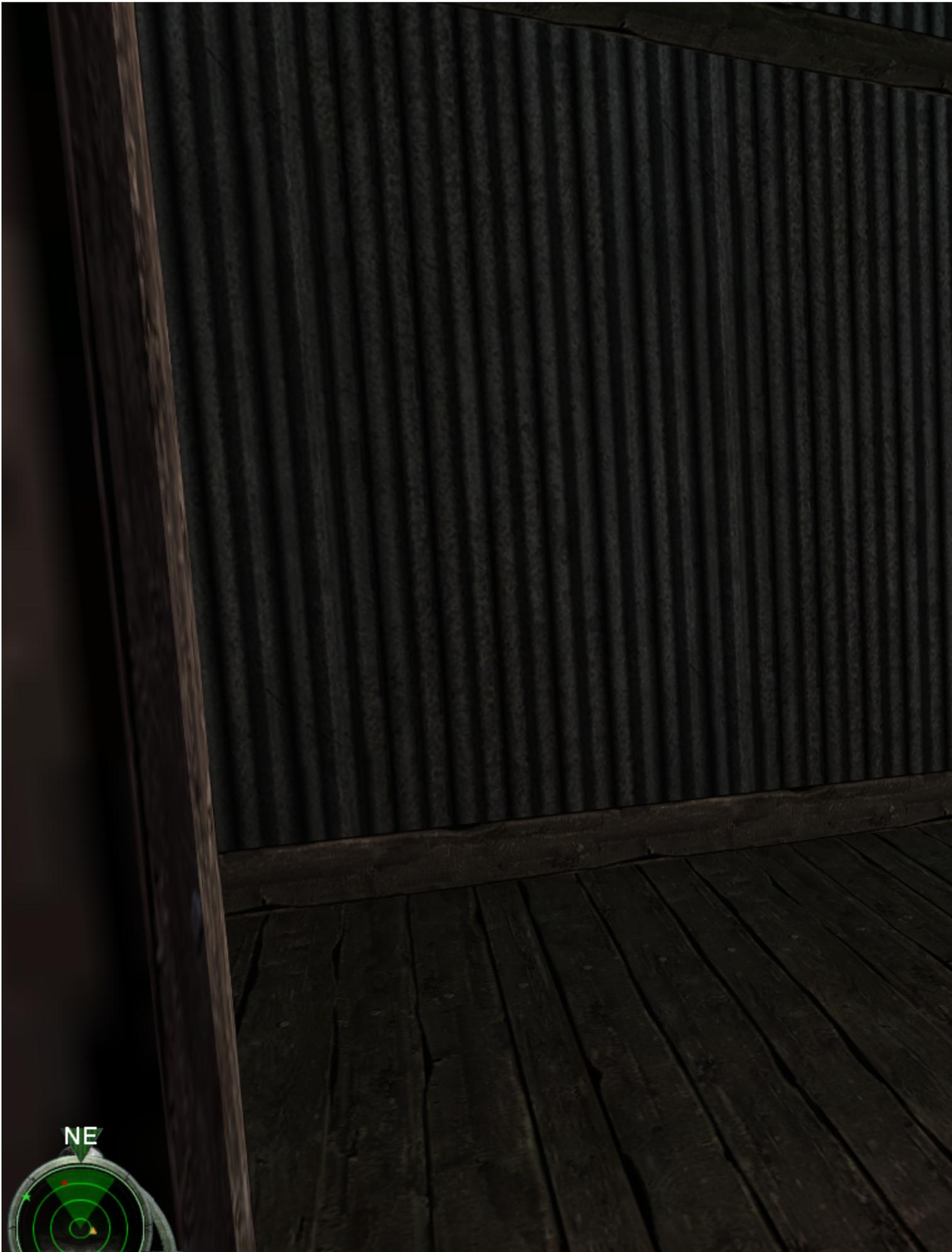
File Attachments

1) Error.png, downloaded 1055 times

2) Screenshot.16.png, downloaded 1610 times

Mission Objective:

Locate Detention Center
Rescue Prisoners

3) [Screenshot.17.png](), downloaded 1079 times

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 07 Jul 2014 22:39:19 GMT
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I should also report an old LE bug that I noticed a long time ago, if you assign "Kill" as the cinematic action it resets to push after you save the level (or reload the presets I forget which). So if you want a tile to kill something you always have to set it right before you export the map (actually very annoying).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 08 Jul 2014 00:12:43 GMT
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Yes please do get me a testcase for fog type issues, that would help.
Anything that is known to work differently in 4.x than it does in stock.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 00:44:08 GMT
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I'm also still seeing a weird primitive artifact from the sam site explosions (usually appears in the lower corner of the screens).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 00:46:53 GMT
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Obelisk fog issue with saved game attached:

The power plants power down sound loops forever (savegame4 is after the power plant was destroyed, I assume loading won't leave it looping).

File Attachments

+469

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 01:19:16 GMT
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I found that same site primitive bug that happens at a distance with the chem tanks on level 2,
here is a save where you can shoot it from along with a video.
http://youtu.be/fFrToIymp60

Also the helicopter in that room has some serious bug with its AI, it keeps flying up through the
walls of the cave and stuff, I'm pretty sure it used to always center itself before flying out, made it
easy to hit with the rocket launcher.

File Attachments

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 08 Jul 2014 01:23:57 GMT
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In that video are you referring to the flash of green or so that happens when you shoot and
expands outwards from where you are?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 01:27:17 GMT
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jonwil wrote on Mon, 07 July 2014 19:23In that video are you referring to the flash of green or so
that happens when you shoot and expands outwards from where you are?

Yeah, that circle primitive should be appear from the object destroyed not my character, it
happens really bad with sam sites as well (yellow in that case). But I could have swore it doesn't
happen if you get really close to them, or maybe you just have to look away and it doesn't happen.

 Also the helicopter in that room has some serious bug with its AI, it keeps flying up through the
walls of the cave and stuff, I'm pretty sure it used to always center itself before flying out, made it
easy to hit with the rocket launcher.

The sniper rifle's textures are also flickering in that room (in first person) I feel like its the same
type of clicker NVidia cards had back in 3.4.4.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 02:19:15 GMT
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If you walk forward from this save there is some seriously bad texture flickering (I'm assuming only on NVidia cards). You'll see it in Sakura's hair during the cinematic that plays when you walk down the hallway.

```
File Attachments
1) savegame06.sav, downloaded 212 times
```

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 02:44:03 GMT
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Here is the previously reported forever spinning gunboat (just stuck in spot, never goes to where it needs to go).

```
File Attachments
1) savegame08.sav, downloaded 216 times
```

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Tue, 08 Jul 2014 03:09:28 GMT
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The fog issue also happens on the glass of the Humm-vee. Assuming its probably for the same reason. Figured I post this since it will probably help you narrow down potential causes.

A good map to test it on is metrots. To test the hummvee thing, basints is a good map as well. No obelisk on that map though.

It is in fact visible on the stock maps as well as even they use a slight fog although much less dense than the ones used in some custom maps.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Tue, 08 Jul 2014 03:27:47 GMT
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Another map with some pretty substantial visual glitches on 4.1 that I don't recall on 4.0 is

deth_river. When exiting the tunnel by the nod refinery there is strange flickering and missing meshes. The obelisk fog thing can also be seen on here if you look towards nods base from nods tiberium field.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 04:13:37 GMT
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Sakura boss is really screwed up:

File Attachments
1) savegame09.sav, downloaded 269 times

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 05:12:55 GMT
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Dazzles no longer seem to be getting obscured by terrain.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 08 Jul 2014 16:18:30 GMT
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Jerad Gray wrote on Tue, 08 July 2014 07:35
Also I feel like this key should be mappable:

This pops up from the tab key.

It IS mappable, its defined as EvaMissionObjectives in the input*.cfg files. There is just no UI for it in the key config dialogs (like any number of other keys)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by zunnie on Wed, 09 Jul 2014 02:19:10 GMT
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https://www.youtube.com/watch?v=QdykC2LQwUc

When the Redeemer Nuke is launched it does not always award kills to the player that fired it.
If they died then it kills anything in its path both friendly and enemy.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by reborn on Wed, 09 Jul 2014 08:59:15 GMT
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jonwil wrote on Mon, 07 July 2014 12:01reborn wrote on Tue, 08 July 2014 00:45Wow, massive thank you to White Dragon for continuing support. SSGM is back where it belongs.
Hey, I am still here and doing a lot of work too (it wouldn't surprise me if I end up doing more work for 4.2 than Jerad and WhiteDragon combined

I wasn't trying to diminish your own effort. Sorry.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Wed, 09 Jul 2014 15:03:26 GMT
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Some more changes have been made:
Undo a change that was causing stuff to vanish when it shouldn't have vanished (not sure exactly, just that it fixes an issue the RA2:AR guys were having)
Make a change to the refinery logic such that if server and client are both running a new enough scripts build, the issue with the harvester not appearing on the "battle info" dialog box (the one you get when you press K) is fixed as is the issue with the harvester incorrectly counting towards the vehicle limit.
Fix the issue where the "KILL" animation mode for AccessiblePhys, BuildingAggregate, DamageableStaticPhys, DoorPhys, ElevatorPhys, StaticAnimPhys and DynamicAnimPhys was incorrectly being reset to "PUSH" by leveledit (this bug has existed since stock btw and so the "KILL" animation mode has likely never worked properly)
Fix animation glitches with DamageableStaticPhys objects (this issue would likely be what was causing the "twiching" people have reported)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Wed, 09 Jul 2014 15:57:17 GMT
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jonwil wrote on Wed, 09 July 2014 09:03
Fix the issue where the "KILL" animation mode for AccessiblePhys, BuildingAggregate, DamageableStaticPhys, DoorPhys, ElevatorPhys, StaticAnimPhys and DynamicAnimPhys was incorrectly being reset to "PUSH" by leveledit (this bug has existed since stock btw and so the "KILL" animation mode has likely never worked properly)
It has, and its drove me nuts ever since I first noticed it.

I have noticed some bugs with the wide screen resolutions, I'm not going to report them as bugs, just make mention of them as its possible that not enough people care about it to have it fixed.
*When using a wide screen resolution, if you press the camera up against a wall the left and right

sides of the camera can clip the wall camera collisions allowing you to see into world space.
*Vis was generated with standard field of view, thus lots of vis bugs show themselves while playing single player as its easy to get the camera at angles the auto generated vis didn't account for.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by iRANian on Wed, 09 Jul 2014 16:47:56 GMT
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>Make a change to the refinery logic such that if server and client are both running a new enough scripts build, the issue with the harvester not appearing on the "battle info" dialog box (the one you get when you press K) is fixed as is the issue with the harvester incorrectly counting towards the vehicle limit.

I requested this around May 2011 and then the TT devs didn't want to add it. Is there any reason why it is geting fixed now? Is it because the TT dev has new members now?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Stallion on Wed, 09 Jul 2014 19:48:31 GMT
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dblaney1 wrote on Sat, 05 July 2014 19:13Mauler wrote on Sat, 05 July 2014 13:33Just wondering if where at all any way possible to have per map camera ini's?

Would help with having custom cameras for new units.. Sometimes it can be a pain to use stock Renegade camera profiles..
Yeah. This would be great.

Also a global package list that loads for every map would be nice to have in the TT.cfg. I wrote a Perl script that auto generated a definition for every package in my ttfs for my tt.cfg. But it still leaves the issue where if someone sets the next Map to the full map name rather than the definition name, not all of the packages are loaded. This already exists for the objects file.

Ideally it would have two different fields. One for packages loaded before the map specific packages and one that loads after the map specific packages.

I'm lead developer for the RenDeploy project and am making every effort possible to keep this project on the main server and would greatly benefit from having the camera.ini and keys.cfg files (and others would be useful) to be automatically incorporated into client side downloads.

Please make every effort to include at least these in the next update!

Thanks.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Wed, 09 Jul 2014 20:49:17 GMT
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I'd like to see the keys update be moved up if it looks like it'll take more than 6 months to fix the 4.2 bugs. I suspect building a new system would actually take less time than back porting and fixing the old code.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 10 Jul 2014 04:54:08 GMT
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What about the weird bug where sometimes when the obelisk shoots you don't see or hear the laser.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 10 Jul 2014 22:14:24 GMT
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How about a built in script that changes the team of any objects that spawn from a spawner on creation. I know this is already possible to write your own but for mappers this would be nice to have so that maps aren't tied to one particular server. I know you also can temp presets etc, but its nice to actually use the stock presets especially since it makes it easier for server owners to customize certain things.

Another one, same script but just attached to the object itself. Theres a change team on custom script but if a unit is spawned in the original teams enemy base the base defense shoot at it for a few seconds.

Both easy to write and if you want I can write them. It would just be nice to have these in the main scripts source code so mappers don't need the servers to put up custom scripts.

Maybe these exist and I am just missing them? If not they would be very useful.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Ethenal on Thu, 10 Jul 2014 23:33:15 GMT
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dblaney1 wrote on Thu, 10 July 2014 17:14
Both easy to write and if you want I can write them. It would just be nice to have these in the main scripts source code so mappers don't need the servers to put up custom scripts.

Just write it yourself and submit it, they've always accepted useful scripts over the years written by community members to be incorporated into the main scripts build. Doesn't sound too difficult, but I'd check and make sure it doesn't already exist first.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Xpert on Fri, 11 Jul 2014 08:12:26 GMT
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Ethenal wrote on Thu, 10 July 2014 19:33dblaney1 wrote on Thu, 10 July 2014 17:14
Both easy to write and if you want I can write them. It would just be nice to have these in the main scripts source code so mappers don't need the servers to put up custom scripts.

Just write it yourself and submit it, they've always accepted useful scripts over the years written by community members to be incorporated into the main scripts build. Doesn't sound too difficult, but I'd check and make sure it doesn't already exist first.

Ya, don't be a retard like zunnie and make billions of script duplicates based on ones that already exist, which is probably one of the reasons his shit got taken out of the main build. Compiling is such a breeze now.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Fri, 11 Jul 2014 13:52:27 GMT
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More changes:
Fix an issue where with downloaded maps it was possible that the "Server Info" dialog didn't display the correct map name. (thanks to WhiteDragon for fixing this)
Fix some issues with the radar and HUD caused when loading a single player save game.
Fix an issue with AI code for VTOLs (there are still other issues we haven't yet found though)
Fix up the M00_BuildingStateSound* clones to work identical to stock (since we dont have a way to know how the creator of those 2 scripts meant them to work, making them work like stock is the best we can do)
Fix an issue with Test_Cinematic
Some improvements to the chat code from WhiteDragon
Fix an issue causing AI soldier kills and deaths not to be properly registered with the relavent team in certain cases (it now works like stock did)
Fix an issue with certain things that can grant ammo (like powerups) not working correctly in single player or skirmish in some cases.
Fix an issue where soldiers would mistakenly play their "TAKE_DAMAGE_FROM_FRIEND" sound instead of their "TAKE_DAMAGE_FROM_ENEMY" sound and vice versa.
Fix an issue with the SH_DangerZone script

Add some new engine calls Get_Clouds, Get_Lightning, Get_Wind, Get_Rain, Get_Snow, Get_Ash
Add a new script JFW_Ion_Storm_Weather_2 to use the new engine calls and make the ion storm weather logic for TSR easier to use
Fix an issue with the dp88_remotecontrol scripts where it was possible for the soldier remote-controlling the vehicle to get squashed when the vehicle died.
Fix issues with muzzle flashes getting screwed up if a vehicle has its model or weapon changed.

I am in the process of adding per-team sidebar sounds (if you set these, they will be used instead of the current both-team sounds)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Fri, 11 Jul 2014 14:01:56 GMT
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Ok, the following ini keywords have now been added:
SidebarRefillSoundNod
SidebarRefillSoundGDI
SidebarInfantrySoundNod
SidebarInfantrySoundGDI
SidebarVehicleSoundNod
SidebarVehicleSoundGDI

If the per-team sounds are set to valid items in the ini file, they will be used instead of the current
SidebarRefillSound
SidebarInfantrySound
SidebarVehicleSound
keywords

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 11 Jul 2014 15:37:09 GMT
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Xpert wrote on Fri, 11 July 2014 01:12Ethenal wrote on Thu, 10 July 2014 19:33dblaney1 wrote on Thu, 10 July 2014 17:14
Both easy to write and if you want I can write them. It would just be nice to have these in the main scripts source code so mappers don't need the servers to put up custom scripts.

Just write it yourself and submit it, they've always accepted useful scripts over the years written by community members to be incorporated into the main scripts build. Doesn't sound too difficult, but I'd check and make sure it doesn't already exist first.

Ya, don't be a retard like zunnie and make billions of script duplicates based on ones that already

exist, which is probably one of the reasons his shit got taken out of the main build. Compiling is such a breeze now.

I always try to use one of the built in scripts first if it exists.

jonwil wrote on Fri, 11 July 2014 06:52More changes:
Fix an issue where with downloaded maps it was possible that the "Server Info" dialog didn't display the correct map name. (thanks to WhiteDragon for fixing this)
Fix some issues with the radar and HUD caused when loading a single player save game.
Fix an issue with AI code for VTOLs (there are still other issues we haven't yet found though)
Fix up the M00_BuildingStateSound* clones to work identical to stock (since we dont have a way to know how the creator of those 2 scripts meant them to work, making them work like stock is the best we can do)
Fix an issue with Test_Cinematic
Some improvements to the chat code from WhiteDragon
Fix an issue causing AI soldier kills and deaths not to be properly registered with the relavent team in certain cases (it now works like stock did)
Fix an issue with certain things that can grant ammo (like powerups) not working correctly in single player or skirmish in some cases.
Fix an issue where soldiers would mistakenly play their "TAKE_DAMAGE_FROM_FRIEND" sound instead of their "TAKE_DAMAGE_FROM_ENEMY" sound and vice versa.
Fix an issue with the SH_DangerZone script
Add some new engine calls Get_Clouds, Get_Lightning, Get_Wind, Get_Rain, Get_Snow, Get_Ash
Add a new script JFW_Ion_Storm_Weather_2 to use the new engine calls and make the ion storm weather logic for TSR easier to use
Fix an issue with the dp88_remotecontrol scripts where it was possible for the soldier remote-controlling the vehicle to get squashed when the vehicle died.
Fix issues with muzzle flashes getting screwed up if a vehicle has its model or weapon changed.

I am in the process of adding per-team sidebar sounds (if you set these, they will be used instead of the current both-team sounds)

Thank you so much for the weather stuff. It really helps a lot for some stuff I was working on.

Is there any way to add a ddb file that is read after the mapname.ddb file. I can overide that ddb by making a package with a file with an identical name in it but I have to do that for every map i want to overide it with. One that loads after the map.ddb would be great. So essentially it would load objects.ddb, mapname.ddb, then lastly load overides.ddb. On this server I enforce that all clients have the latest tt scripts so stock clients aren't an issue. I just would like to override temps etc. For example overriding the purchase terminals. This works already on maps without a temped purchase settings by including a package with a modified objects.dbb in the map definition in tt.cfg. However it doesn't let you override temps, which would open up a lot of possibilities for server wide mods.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sun, 13 Jul 2014 23:15:24 GMT
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How about adding the ability in level edit to manually enter in a script name and its parameters, for scripts that are in plugins etc or are not loaded client side.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 15 Jul 2014 04:18:34 GMT
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Extra ddb file that overrides per-map ddb isn't going to happen at this point.
Nor is manually entering scripts into LE (we dont know anything about the UI for editing scripts in LE or in fact much at all about the UI in LE)

Some more changes:
New script JFW_Time_Remaining_Sounds_2 that is like JFW_Time_Remaining_Sounds except it allows for per-team sounds.
Detect buffer overflows in the netcode and quit with an error (and a dump of the offending packet) instead of crashing in a hard-to-debug way (like it does now)
Small improvement to the code related to ladders and collision when you exit the ladder (the code that makes sure you dont collide with stuff blocking the ladder exit). More work may be done to this once I find out how to reproduce an issue the TSR guys are having.
Fix broken environment mappers (the test case from Jerad now works the way it should)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 12:33:59 GMT
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jonwil wrote on Mon, 14 July 2014 22:18Extra ddb file that overrides per-map ddb isn't going to happen at this point.

I would like to see it happen in the future, it'd be nice to be able to add .pkg files into a map rotation if that's what is causing me to have to set the package file in svrcfg_cnc.

jonwil wrote on Mon, 14 July 2014 22:18Fix broken environment mappers (the test case from Jerad now works the way it should)

Excellent, I'll retest later, in addition I think I'll have another mapper for you to test, but I need to double confirm the issue.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 12:47:56 GMT

I've noticed another issue that didn't previously exist in 3.4.4.

This was in 4.2 last night, I exited a ladder last night, there was one guy on the ladder (near the top) and one guy was standing right on the exit zone. When I got off the ladder it did that shit where you end up being de-synced from the server, I can't remember how it showed itself, but basically I had to hold back and spam e until my solder managed to land on the ladder again, and then I was able to climb back down and off the ladder and then it all cleared up. In stock Ren you can pass through infantry on a ladder, and I assume you can also pass through infantry standing right in the transition zone of a ladder. I bring this up because last night I think I actually collided with an AI that was stuck on a ladder at one point, which never happened in 3.4.4 (camera collides with them but that was it).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 15 Jul 2014 12:57:40 GMT

Jerad Gray wrote on Tue, 15 July 2014 22:33Excellent, I'll retest later, in addition I think I'll have another mapper for you to test, but I need to double confirm the issue.
We have made some improvements to the texture mapper code so do re-check any that were broken to be sure the changes haven't fixed it.

As for the .pkg file stuff, how exactly do you configure the packages in the configs (I know the svrcfg_cnc.ini stuff but what are you doing in tt.cfg etc?)

I will investigate how we can deal with this and no it has nothing to do with objects.ddb, it has to do with the fact that the game has one global concept of the current "mod package". We just need to figure out how best to store the link between maps and .pkg files and where the right place to put the "Set_Mod_Package" call it so we dont break the existing functionality (backwards compatibility is very much a TT priority)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 12:58:39 GMT

Also on this map I have telepads that the player can place and use to teleport back to the spawn room, all they do is create a script zone after create, this script zone has a script attached that really does nothing more than Commands->Set_Position(enter). In 3.4.4 it works flawlessly, but in 4.x it seems that I get put into blue hell until after I walk a few steps, then it shows me at where I was teleported to (I have the suspicion that it doesn't update my client until I walk off the telepad). All the telepad is is a decophysics vehicle and it does have physical collisions.

I will disable its physical collision tonight and see if that magically fixes it.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 15 Jul 2014 13:01:55 GMT
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Not sure whats going on with the ladder thing, soldiers there should be in either SOLDIER or SOLDIER_GHOST collision and shouldn't be colliding with each other.

As for the Set_Position thing, try calling Update_Network_Object on the soldier object immediately after the Set_Position call, that might help. Otherwise I have no idea.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 13:01:56 GMT
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jonwil wrote on Tue, 15 July 2014 06:57
As for the .pkg file stuff, how exactly do you configure the packages in the configs (I know the svrcfg_cnc.ini stuff but what are you doing in tt.cfg etc?)

In the tt.cfg I put the lsd file name. For Example if I had a package named "package" and this package had a map named "map", in tt.cfg I put

rotation:
[
 "map"
];

I also noticed one other thing about this, with the stock system Westwood on-line would display "Package/Map" for map name, and this doesn't occur UNLESS you have the actual package in your data folder. If you don't have the package in your data folder you just see the map name listed on Westwood on-line, but for some reason if you do have the package name it lists it as package/map... its odd.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 15 Jul 2014 13:11:07 GMT
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ok, so what exactly do you need a .pkg file for anyway, i.e. what are you doing with a .pkg file that isn't otherwise possible?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 13:19:29 GMT
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jonwil wrote on Tue, 15 July 2014 07:01
Not sure whats going on with the ladder thing, soldiers there should be in either SOLDIER or SOLDIER_GHOST collision and shouldn't be colliding with each other.

Is it possible for soldier_ghost to reset it self to soldier? When I was working on my bear hunter map I had to reset it to soldier_ghost (for my spectator) every few seconds because for some reason every time I jumped it set itself back to soldier.

jonwil wrote on Tue, 15 July 2014 07:01
As for the Set_Position thing, try calling Update_Network_Object on the soldier object immediately after the Set_Position call, that might help. Otherwise I have no idea.

Yeah that'll do the trick I'm sure, odd part is normal script zones with a teleport script on them are working fine (level has them all over the place).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 13:23:54 GMT
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jonwil wrote on Tue, 15 July 2014 07:11ok, so what exactly do you need a .pkg file for anyway, i.e. what are you doing with a .pkg file that isn't otherwise possible?

When the map was originally mad it was done with a .mix (this was probably in 2007) Canadacdn kept working on it until 2009, during which time the temps started going corrupt, so we were forced to move to a package so we could continue working on the map (added a good 50 non temp presets probably by now, but it was the only possible course beings le like to either crash every time we added a temp, or just not persist any new temps added to temps20.ddb). So now its a map that makes use of both temps.ddb and a modified objects.ddb.

We also have modified .ini files, but I think most of them are supported by the new mix system.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 15 Jul 2014 13:51:58 GMT
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I see no reason why you couldn't simply put objects.ddb into a TT package sent over the downloader, that should work per what StealthEye says.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by zunnie on Tue, 15 Jul 2014 14:00:19 GMT
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It does work yes.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 14:20:30 GMT
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jonwil wrote on Tue, 15 July 2014 07:51I see no reason why you couldn't simply put objects.ddb into a TT package sent over the downloader, that should work per what StealthEye says.

I'll export my pkg as a mix instead and we'll see what happens. Originally .mix didn't support objects.ddb, .inis, and it still doesn't load up modified loading screens on load (pkg does though so yay).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 17:43:53 GMT
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Is there any limit on the name length on a tt package? I know with traditional mixes if you made the name too long it wouldn't load or nobody could join.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by StealthEye on Tue, 15 Jul 2014 22:04:54 GMT
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I don't think so. Although things might go wrong if you're going towards 250 bytes total length for all package names combined in a single game. I don't remember the details of the implementation, but that might cause netcode messages to become too long.

I think that anything that works with .pkg files and does not work with TT packages should be considered a bug. I think TT packages should replace .pkg files completely.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Tue, 15 Jul 2014 22:14:58 GMT
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Yeah, objects.ddb does work in a package. Unfortunately cameras.ini and armor.ini do not. I am not sure if using a pkg makes those two work.

Regarding the empty tanks always facing towards 0, is there anyway you can make this behavior toggle-able with some kind of flag?

Also would it be possible to make the penalty for low power costs configurable? It may already be possible, not sure?

Essentially it would be nice to be able to change stuff in the PT's without using the sidebar. If not is it possible to force the sidebar to be on, on every map on the server? Also would it be possible to make a clone of the stock PT UI that enables the ability to add and remove purchase items like the sidebar. I like the possibilities the sidebar brings but it simply doesn't show enough items at once.

Even a fullscreen version of the sidebar with two rows that scrolls sideways with more icons would be an improvement. (think windows Maybe make this an option for maps that use the sidebar that clients can choose.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by triattack on Tue, 15 Jul 2014 22:42:55 GMT
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today i tried objects.ddb threw the rescource manager didnt work but this could also be becuase i used an older build (due to it being for apb).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 22:49:21 GMT
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Obey is fogging in 4.2:

I opened the file in w3dViewer and the obelisk tower is definitely fogging faster than the logo, or the logo is having fog issues. The logo is two passes with the second pass being alpha blend, first is opaque.

File Attachments
1) Screenshot.38.png, downloaded 1216 times

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 22:56:08 GMT
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quote instead of edit *facepalms*

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Wed, 16 Jul 2014 01:00:30 GMT
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You definatly cant use cameras.ini in a .pkg, its loaded once at startup and never loaded again. Don't know about armor.ini.

In any case, given what you can do with TT packages, there is no real reason to solve the problem for .pkg files but instead to fix cases where you can use a file in a .pkg file but not in a TT package.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Wed, 16 Jul 2014 01:14:44 GMT
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Not possible to change the empty-tanks-face-0 thing so stop asking about it
For low power costs/time penalty we will have a way to change them per-map via the per-map tt.ini. No we wont have a way to change them for a server or anything, just through the tt.ini stuff.
No the sidebar and PT stuff isn't going to change so stop asking about it

Fog is still being investigated.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Wed, 16 Jul 2014 01:53:14 GMT
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jonwil wrote on Tue, 15 July 2014 18:14Not possible to change the empty-tanks-face-0 thing so stop asking about it
For low power costs/time penalty we will have a way to change them per-map via the per-map tt.ini. No we wont have a way to change them for a server or anything, just through the tt.ini stuff.
No the sidebar and PT stuff isn't going to change so stop asking about it

Fog is still being investigated.

You can't atleast add a 5th row? There is already space for it and it would be a giant improvement

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since the infantry row only has three slots right now since the refill one takes up a spot. Also 10 slots makes sense since there are 10 numbers on the number row as well.

New

Old

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Wed, 16 Jul 2014 02:18:18 GMT
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He keeps saying it ain't changing and you're still asking him to change it? LOL

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Wed, 16 Jul 2014 02:36:52 GMT
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Mauler wrote on Tue, 15 July 2014 19:18He keeps saying it ain't changing and you're still asking him to change it? LOL

You said the same thing about building revival and guess what it changed because enough people pushed for it.

I can't see a single downside to adding a 5th row to the sidebar.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Wed, 16 Jul 2014 03:21:23 GMT
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So you feel important now or something? Looks like those degrees in java really have paid off hey!

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Wed, 16 Jul 2014 08:08:19 GMT
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ok, fog should now be fixed.
Also its now possible to use keywords CostMultiplier and BuildTimeDelay in the per-map tt.ini, they will affect the low power penalties (cost and time)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Ethenal on Wed, 16 Jul 2014 12:01:39 GMT
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dblaney1 wrote on Tue, 15 July 2014 21:36I can't see a single downside to adding a 5th row to the sidebar.
Dude. You don't see the single downside to this? The single downside is that you're asking someone that works on our beloved game in his VOLUNTEER, UNPAID free time to add something that's arguably pretty freaking pointless.

And when I say "arguably pretty freaking pointless," I mean that the sidebar works fine - you're just complaining about an aesthetic issue that would take a fair amount of effort to adjust. Yeah, maybe you're right, maybe the sidebar does need a fifth row - but where were you like four years ago when the sidebar was a thing? I'm like 99% positive the sidebar was introduced with one of the 3.x.x versions, and we're well beyond that now.

Just take what you've got and work with it! Let's try to stick to getting outstanding bugs fixed rather than adding more "functionality" for the benefit of a very few.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by roszek on Wed, 16 Jul 2014 20:51:57 GMT
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I would appreciate it very much if the space where we put our display is not removed

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Thu, 17 Jul 2014 01:42:28 GMT
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Mauler wrote on Tue, 15 July 2014 20:18He keeps saying it ain't changing and you're still asking him to change it? LOL
If they didn't ask we wouldn't have a 4.2.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 18 Jul 2014 19:07:20 GMT
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Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Heres a screenshot of it in action.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Fri, 18 Jul 2014 20:14:24 GMT
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dblaney1 wrote on Fri, 18 July 2014 13:07Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Was this something recent that broke? Because I'm 99% sure that it worked fine in 3.4.4 (the building controller just had to be rotated to face the same as the tower).

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 18 Jul 2014 20:18:28 GMT
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Jerad Gray wrote on Fri, 18 July 2014 13:14dblaney1 wrote on Fri, 18 July 2014 13:07Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Was this something recent that broke? Because I'm 99% sure that it worked fine in 3.4.4 (the building controller just had to be rotated to face the same as the tower).

It sounds like that may be the case. In 4.0 they overrided the default obelisk and agt scripts to fix the walking backwards glitch. In the process they forgot to take facing into account for the positions of the guns. I added that functionality back in by using trigonometry to calculate the positions with the angle taken into account.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 19 Jul 2014 00:20:35 GMT
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If anyone has changes to the scripts code in 4.1 that they want to submit to 4.2, send it to me or post it here where I will see it.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by roszek on Sat, 19 Jul 2014 03:51:51 GMT

Jerad Gray wrote on Fri, 18 July 2014 13:14dblaney1 wrote on Fri, 18 July 2014 13:07Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Was this something recent that broke? Because I'm 99% sure that it worked fine in 3.4.4 (the building controller just had to be rotated to face the same as the tower).

You are correct Jerad that is the way it has worked forever and still works now...

Subject: Re: Work is being resumed on scripts for Renegade
Posted by **dblaney1** on Sat, 19 Jul 2014 04:04:24 GMT

roszek wrote on Fri, 18 July 2014 20:51Jerad Gray wrote on Fri, 18 July 2014 13:14dblaney1 wrote on Fri, 18 July 2014 13:07Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Was this something recent that broke? Because I'm 99% sure that it worked fine in 3.4.4 (the building controller just had to be rotated to face the same as the tower).

You are correct Jerad that is the way it has worked forever and still works now...

It definitely does not still work that way. The AGT script in 4.1 doesn't take into account facing at all. It just uses raw x,y,z coordinates. I have a fixed version of it that does work that you can take a look at it here.

http://pastebin.com/gm6ehWmi

Before Fix (C&C_Country_Side)

After Fix (C&C_Country_Side)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by **Ethenal** on Sat, 19 Jul 2014 13:11:09 GMT

Is that a big map? Could be a rounding error - but I've only had a cursory look at the Obelisk and

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AGT scripts.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 19 Jul 2014 13:20:36 GMT
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The fix (which I have been given) is definatly an actual fix for an actual bug in the scripting. It (the fix) will be in 4.2.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by roszek on Sat, 19 Jul 2014 15:05:47 GMT
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Edit: nvm...

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sat, 19 Jul 2014 19:24:57 GMT
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I would like to see a script command that would swap the player targeting reticle to the easy mode targeting reticle. This would be useful for homing weapons, as the single player targeting reticle auto aims at whatever target is within the circle and then aims at the "target" bone of the object, thus allowing for easy lock on of homing weapons.

Thus, when a player selected a homing weapon from their inventory it could switch to easy mode, and then when they switch off of it, the reticle would switch back.

I guess ren doesn't actually have any homing weapons except vehicles, but it could be employed for the MRLS and stealth tank at least. And then mods would definitely take advantage of it.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sat, 19 Jul 2014 20:14:25 GMT
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Jerad Gray wrote on Sat, 19 July 2014 12:24I would like to see a script command that would swap the player targeting reticle to the easy mode targeting reticle. This would be useful for homing weapons, as the single player targeting reticle auto aims at whatever target is within the circle and then aims at the "target" bone of the object, thus allowing for easy lock on of homing weapons.

Thus, when a player selected a homing weapon from their inventory it could switch to easy mode, and then when they switch off of it, the reticle would switch back.

I guess ren doesn't actually have any homing weapons except vehicles, but it could be employed for the MRLS and stealth tank at least. And then mods would definitely take advantage of it.

Many maps add player carried homing weapons as well. I also give the right click on my rocket launchers homing through a custom objects.ddb thats downloaded to clients in a ttfs package. Would be great if it would be possible to make homing work better.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sun, 20 Jul 2014 20:19:18 GMT
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Obby fog is now working correctly!

File Attachments
1) Screenshot.40.png, downloaded 1323 times

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sun, 20 Jul 2014 22:00:18 GMT
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jonwil wrote on Tue, 15 July 2014 07:51I see no reason why you couldn't simply put objects.ddb into a TT package sent over the downloader, that should work per what StealthEye says.

Well it took me a while but I finally got the pkg to save as a mix correctly and then turned it into a tt package (had to remember to turn the strings.tbl into strings_map.tbl otherwise it kept crashing. So now the server runs correctly without the defined game mod, doesn't crash on load and loads the tt package successfully, however every time I join I get this error.
(this is client side)
Which is the exact same error I got before I started putting the name of the package into the ModName= spot in svrcfg_cnc.cfg.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Ethenal on Sun, 20 Jul 2014 23:13:22 GMT
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what a cheater, he's got all of TT's source :[

when I open my crashdumps I just get assembly instructions unless it happened to be in my own code (or scripts.dll) ;(

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Mon, 21 Jul 2014 01:17:17 GMT
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Would it be possible to add a global tt.ini so we can set the sidebar on server wide so we can use custom purchase terminals server wide?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Mon, 21 Jul 2014 19:40:43 GMT
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This topic isn't showing in the forum list for some reason. It still shows as the most recent topic in the section on the main forum list though. Perhaps a forum glitch. Maybe bumping it will fix it.

Edit: whoops nevermind, noticed it was stickied and the name changed.

Subject: Re: Work is being resumed on scripts for Renegade

Posted by [jonwil](#) on Tue, 22 Jul 2014 13:32:04 GMT
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More changes:
Fixes for AGT script
First go at building revival logic from WhiteDragon.
You can call building->On_Revived() if you have a BuildingGameObj (or one of its sub-types) and the building will revive. Or you can use the new console commands revivebuildingbytype revivebuildingbypreset and revivebuildingbyname (details of what the commands do will be posted by WD in due course I suspect)

Work continues towards some sort of release to testers at some as yet unknown time in the future (i.e. "once we have fixed all the things we consider we need to fix)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by [Whitedragon](#) on Thu, 24 Jul 2014 03:42:17 GMT
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revivebuildingbytype <team> <type> - Revives all buildings of the given type. Host only. (See BuildingConstants for types)

revivebuildingbypreset <team> <preset name> - Revives all buildings with the given preset name. Host only.

revivebuildingbyname <team> <name> - Revives all buildings whose translated or preset name matches the given wildcard. Host only.

revivebuildingbyid <id> - Revives a building by object ID. Host only.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by [jonwil](#) on Fri, 25 Jul 2014 05:04:15 GMT
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More changes:
Fixes to some of danpaul's scripts
Documentation updates
Small improvements to some math code
Removed the code that generated sysinfo.txt (the info in it was obsolete and out of date and wasn't detecting modern hardware and the code was getting in the way of doing other things)
Fix a crash that could occur if you have a dazzle.ini file in a mod package/TT package (i.e. one other than the default one in the main game files)

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Fri, 25 Jul 2014 15:49:20 GMT
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Turns out that the problem Jerad has been having with using TT packages and needing to set ModName in svrcfg_cnc.ini relates to a problem with the TT resource manager/downloader where the client is reading certain files (armor.ini, dazzle.ini, bones.ini, possibly others) from the TT package but the server is not reading them from the TT package correctly. If you dont set ModName it will therefore read those files from the game (and since they dont match what the client is reading from the TT package, things go boom). If you set ModName it will correctly read those files from the .pkg file causing things to work correctly.

This will be fixed so the files are correctly read from the TT package on the server.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Fri, 25 Jul 2014 16:43:17 GMT
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jonwil wrote on Fri, 25 July 2014 09:49Turns out that the problem Jerad has been having with using TT packages and needing to set ModName in svrcfg_cnc.ini relates to a problem with the TT resource manager/downloader where the client is reading certain files (armor.ini, dazzle.ini, bones.ini, possibly others) from the TT package but the server is not reading them from the TT package correctly. If you dont set ModName it will therefore read those files from the game (and since they dont match what the client is reading from the TT package, things go boom). If you set ModName it will correctly read those files from the .pkg file causing things to work correctly.

This will be fixed so the files are correctly read from the TT package on the server.

Excellent.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 26 Jul 2014 10:27:11 GMT
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Further changes:
Further fixes to danpaul's scripts
Add a few new scripts for various mods.
Small fixes to the deployable vehicle scripts.
Fix so that dead players cant pick up powerups.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sun, 27 Jul 2014 18:10:10 GMT

Can the syncing of building controller team changes be fixed? The building always shows as the team for whenever the client loaded the game. If it was teamed to nod when they loaded the icon always says nod etc. The icon and worldbox are incorrect. This is problematic for capturable neutral buildings that use actual building controllers rather than vehicles particularly for clients that joined after the building was captured but one of the teams. Even if they capture it back the worldbox and the icon show as the other team.

Also is there an explanation for which buildings stuff shows up in the building status screen? Is this configurable at all? I haven't really looked into it much.

Another useful thing would be to be able to initialize new building controllers mid game but I am not sure how feasable that would be. It works server side but clients already connected don't sync it properly. Those that join after the new building controller do however.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Whitedragon on Sun, 27 Jul 2014 20:36:16 GMT

dblaney1 wrote on Sun, 27 July 2014 11:10Can the syncing of building controller team changes be fixed? The building always shows as the team for whenever the client loaded the game. If it was teamed to nod when they loaded the icon always says nod etc. The icon and worldbox are incorrect. This is problematic for capturable neutral buildings that use actual building controllers rather than vehicles particularly for clients that joined after the building was captured but one of the teams. Even if they capture it back the worldbox and the icon show as the other team.
Already added this to the list, it won't be in 4.2 though.

dblaney1 wrote on Sun, 27 July 2014 11:10
Also is there an explanation for which buildings stuff shows up in the building status screen? Is this configurable at all? I haven't really looked into it much.
It displays the first base defense, refinery, power plant, soldier factory, and vehicle factory on the team.

dblaney1 wrote on Sun, 27 July 2014 11:10
Another useful thing would be to be able to initialize new building controllers mid game but I am not sure how feasable that would be. It works server side but clients already connected don't sync it properly. Those that join after the new building controller do however.
As far as I remember this actually works fine as far as giving players the functions of the building. Don't know if it'll work with the building meshes.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Wed, 30 Jul 2014 20:43:13 GMT

So it turns out tt.ini already works globally. Just include it in a package. What it be possible to have an option for tt.ini that makes it use the default purchase terminal settings from objects.ddb instead of the maps temped one. Would help server side mods out a lot.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Thu, 31 Jul 2014 01:36:52 GMT

Most of tt.ini wont work if you put it in a package (either .pkg or TT package), the only things that work if you put it in a package are the things that are already supported by the existing per-map tt.ini logic.
As for the request to disable map temp purchase data, due to how the load code works for objects.ddb and the map temp ddb file, what you ask is just not possible.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 31 Jul 2014 04:29:06 GMT

jonwil wrote on Wed, 30 July 2014 18:36Most of tt.ini wont work if you put it in a package (either .pkg or TT package), the only things that work if you put it in a package are the things that are already supported by the existing per-map tt.ini logic.
As for the request to disable map temp purchase data, due to how the load code works for objects.ddb and the map temp ddb file, what you ask is just not possible.

I've noticed most maps don't use the mutant nod and mutant gdi purchase settings. Is there anyway to change the preset on the purchase terminals to use that in 4.1. I may be able to get what I want today. I will play around with it.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Thu, 31 Jul 2014 11:42:40 GMT

No it is not possible to get the purchase terminals to use "mutant NOD" or "mutant GDI"

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 31 Jul 2014 19:34:59 GMT

So creating a second package for each map with tweaked ddb without the purchase temps (c&c_seasidecanyon.ddb for example) in it, and include that package in the map_definition in tt.cfg, it works on the clients but strangely the server does not load the tweaked ddb. So the pt's show up as stock on the clients but on the server when they actually buy something it gives them whatever is usually in that slot on that map. The server is not loading the ddb in the package at all even though it should. It seems that only clients load it. This doesn't just apply to purchase settings but any changes made to the ddb at all.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Fri, 01 Aug 2014 12:50:05 GMT
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I have not see this issue, on my bear hunter and Canadacdn's ColonyZ416 map both seem to have their distinct PT's loading correctly (one uses objects.ddb the other uses temps).

Make sure to save the map before you export otherwise the PT's won't be updated in the map's ddb file.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 01 Aug 2014 21:18:47 GMT
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Jerad Gray wrote on Fri, 01 August 2014 05:50I have not see this issue, on my bear hunter and Canadacdn's ColonyZ416 map both seem to have their distinct PT's loading correctly (one uses objects.ddb the other uses temps).

Make sure to save the map before you export otherwise the PT's won't be updated in the map's ddb file.

The issue isn't in the map. I made a secondary package with an overriding mapname_map.ddb to override the maps original ddb. Clients load this ddb properly. The server however does not.

```
 SeasideCanyon:
 {
  mapName = "C&C_SeasideCanyon";
  packages = ["seasidecanyon_stock","C&C_SeasideCanyon","dblaney_content1"];
 };
```

The seasidecanyon_stock package has a file in called it c&c_seasideCanyon.ddb. Because package is the furthest to the left it has the highest priority so that ddb overrides the one with the exact same name in the C&C_SeasideCanyon package. Clients handle this correctly. They see the correct pt's and everything else in the ddb. The server however does not.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 02 Aug 2014 01:00:43 GMT
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Bug has been noted and will be investigated.

In order to help with the debugging, I would need to see the contents of the 3 packages in question so I can load them on my own test FDS and debug exactly where it loads the different files (including the ddb file) from.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Sat, 02 Aug 2014 13:33:23 GMT
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Would it be possible to make the MP loadscreen last a bit longer..(even better have an option to revert back to stock loading?) Mainly because I'd like to have display map info/etc on it... Right now it barely stays for a few seconds

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Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sat, 02 Aug 2014 20:05:04 GMT
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jonwil wrote on Fri, 01 August 2014 18:00Bug has been noted and will be investigated.

In order to help with the debugging, I would need to see the contents of the 3 packages in question so I can load them on my own test FDS and debug exactly where it loads the different files (including the ddb file) from.

Ok, I will get the files together and contact you soon. Thanks.

Also on certain maps like C&C_Seige in the tunnels the aiming gets all screwy. It jumps around like crazy. It effects a decent amount of maps at some point or another.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by danpaul88 on Sat, 02 Aug 2014 20:22:53 GMT
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Mauler wrote on Sat, 02 August 2014 14:33Would it be possible to make the MP loadscreen last a bit longer..(even better have an option to revert back to stock loading?) Mainly because I'd like to have display map info/etc on it... Right now it barely stays for a few seconds

As far as I'm aware the current code *is* the stock loading code (or, rather, is equivalent to it). The reason it is faster than it used to be in 1.037 is because computers in general are faster and the loading steps can be executed more quickly.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 02 Aug 2014 22:33:59 GMT
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Also compilers have gotten better in the last 12 years and produce better/faster code.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by iRANian on Sat, 02 Aug 2014 22:55:29 GMT
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Maybe the game loads even faster without the loading screen? I patched out the YR/RA2 game startup loading screen and that lowered startup time by 4-7 seconds or so, making game startup pretty much instant like in TS.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Sat, 02 Aug 2014 23:11:55 GMT
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No the loadscreen in Renegade takes almost zero time to actually do its work, its the actual loading that takes the time.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by roszek on Sun, 03 Aug 2014 00:02:04 GMT
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I remember it loading pretty slow for me before the Saberhawk fix.
Thought something might of been changed with the stock loading myself.

Too bad we can't have an option to add a post-load continue button or something so players can view map specific info.

It is what it is

PRESS ANY KEY TO CONTINUE

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Mauler on Mon, 04 Aug 2014 19:46:29 GMT
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I'm aware of fast loading times, faster code compiling etc..

lol I don't want the loadscreen to disappear completely!

I was simply asking about the possibility of having the loadscreen stay longer... As it would be quite useful to have and display info

Still haven't got the answer I was looking for..

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 04 Aug 2014 19:52:35 GMT
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Beings I'm making custom loading screens for my maps I'd be rather pissed if they disappeared.

roszek wrote on Sat, 02 August 2014 18:02I remember it loading pretty slow for me before the Saberhawk fix.
Thought something might of been changed with the stock loading myself.

Too bad we can't have an option to add a post-load continue button or something so players can view map specific info.

It is what it is

PRESS ANY KEY TO CONTINUE

Press any key to continue would be good for servers with custom rules.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 12 Aug 2014 00:06:00 GMT
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I just tested with the latest WIP code and I am unable to reproduce the issue dblaney1 is having with seasidecanyon.
Calling it "fixed" until I get evidence otherwise.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Tue, 12 Aug 2014 17:23:43 GMT

jonwil wrote on Mon, 11 August 2014 17:06I just tested with the latest WIP code and I am unable to reproduce the issue dblaney1 is having with seasidecanyon.
Calling it "fixed" until I get evidence otherwise.

I suspect some of the changes made in 4.2 to make stuff that worked in pkg files work in ttfs files may have fixed this issue as well.

However to test the issue on this map the easiest way is to buy a medium tank. If its the stock medium tank the its working as it should. If its the medium tank with the rails around the turret then its not working. On my machine it would give you the ones with the rails. The purchase terminal shows up correctly on the clients but the server is still using the one from the map.

Another test would be to buy the mlrs and see if it gives you the one with the rotatable turret or the stock one. I think on that map nod only has a recon bike as well in the APC slot so if you try to buy the APC with my package it would give you a recon bike instead.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by roszek on Tue, 12 Aug 2014 20:20:38 GMT

Edit: nvm.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Sat, 23 Aug 2014 19:23:19 GMT

Is there anyway to add a strings file thats not overwritten by strings map. I wanna add strings server wide for some custom presets in my objects.ddb but strings_map overwrites them.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by roszek on Tue, 26 Aug 2014 12:37:13 GMT
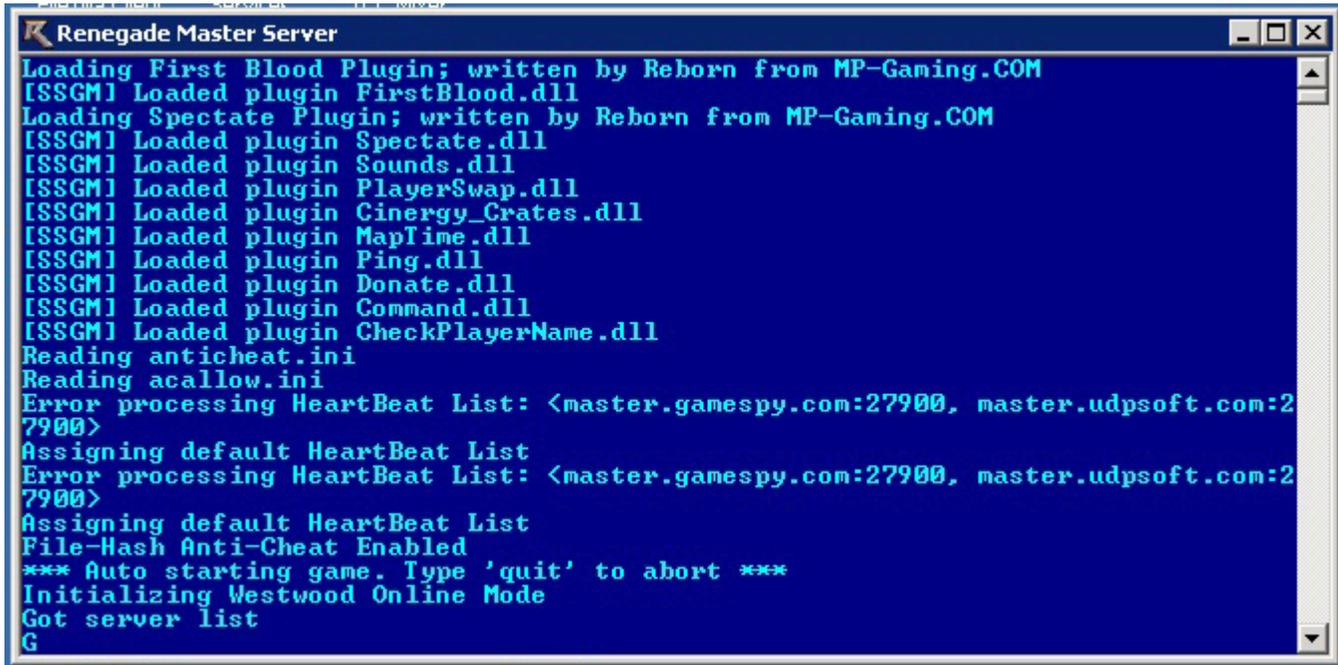
Is it possible to change the gsa master server in the fds to the new one?

File Attachments
1) ms.gif, downloaded 1195 times

```
Renegade Master Server                                    _ □ ×
Loading First Blood Plugin; written by Reborn from MP-Gaming.COM
[SSGM] Loaded plugin FirstBlood.dll
Loading Spectate Plugin; written by Reborn from MP-Gaming.COM
[SSGM] Loaded plugin Spectate.dll
[SSGM] Loaded plugin Sounds.dll
[SSGM] Loaded plugin PlayerSwap.dll
[SSGM] Loaded plugin Cinergy_Crates.dll
[SSGM] Loaded plugin MapTime.dll
[SSGM] Loaded plugin Ping.dll
[SSGM] Loaded plugin Donate.dll
[SSGM] Loaded plugin Command.dll
[SSGM] Loaded plugin CheckPlayerName.dll
Reading anticheat.ini
Reading acallow.ini
Error processing HeartBeat List: <master.gamespy.com:27900, master.udpsoft.com:2
7900>
Assigning default HeartBeat List
Error processing HeartBeat List: <master.gamespy.com:27900, master.udpsoft.com:2
7900>
Assigning default HeartBeat List
File-Hash Anti-Cheat Enabled
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
G
```

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 26 Aug 2014 13:09:14 GMT
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Changing the GSA master server is definatly on our radar screen as something to look into.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Whitedragon on Wed, 27 Aug 2014 02:10:09 GMT
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Few stock things I've fixed:

The bug where clients sometimes aren't notified that a player has left the game.

FDS will no longer quit when it loses connection to XWIS.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Wed, 27 Aug 2014 18:44:18 GMT
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Good to hear, server going down with xwis every time was really annoying.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 28 Aug 2014 23:20:04 GMT
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When you use the download function of packageeditor, it doesn't download the package tpi itself.
You have manually do it. It would make much more sense if it downloaded it automatically so that
clients can download the map properly without having to manually put the tpi file in place.

A feature request that would be useful would be a command in packageeditor to convert a
package back to a mix file.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Fri, 29 Aug 2014 13:01:41 GMT
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dblaney1 wrote on Thu, 28 August 2014 17:20When you use the download function of
packageeditor, it doesn't download the package tpi itself. You have manually do it. It would make
much more sense if it downloaded it automatically so that clients can download the map properly
without having to manually put the tpi file in place.

A feature request that would be useful would be a command in packageeditor to convert a
package back to a mix file.
I actually had the package editor blowing up at 69% downloaded the other day when downloading
a package for my server. But normally and automatically downloads and installs packages fine.

The thing I'd like to see is the option to upload a specific package, that way I didn't have to do a
replace on the whole package folder on my FDS every time I make one change to Bear Island or
ColonyZ216 which combined have made me upload over 86 times at this point.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by StealthEye on Fri, 29 Aug 2014 17:36:25 GMT
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@dblaney1: Why would clients need the .tpi though? Clients store the same information in
packages.dat. Clients can export the .tpi files if they really want to by using "packageeditor
export", iirc.

@Jerad2142: Not sure what you're suggesting. Wouldn't some file sync program solve the
problem?

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 04 Sep 2014 06:17:01 GMT
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Edit: nevermind, just tried the export function. It does what I wanted it looks like.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Mon, 08 Sep 2014 02:04:26 GMT
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Would it be possible to add the ability to enable the secret purchase menus by default on certain maps. All the player would need to do is hold alt. Right now they have to hit f8 and type extras <text> to access it.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Mon, 08 Sep 2014 17:21:53 GMT
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If you switch a vehicles weapon, the muzzle and the sound glitch out. The muzzle disappears and the sound ends up playing at the location where you first fired it after switching to the weapon until the weapon is switched again where it will once again play the sound in that new location everytime you fire. Its particularly noticeable on deployed vehicles that change weapons. Once they undeploy the sound is messed up after they fire.

You can witness this issue also on the stock recon bike preset as well since for some reason it swaps the weapon on creation in 4.1. If you clone this preset it works fine. Some code is changing the weapon on this specific preset.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Mon, 08 Sep 2014 22:16:52 GMT
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As far as I know both issues are now fixed, we added logic to specifically properly reset both the sound and muzzle when a vehicle switches its weapon (or when it switches its model for that matter)

If it doesn't work we can find that out during the 4.2 release cycle

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Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 09 Sep 2014 15:47:59 GMT
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dblaney1 wrote on Sun, 07 September 2014 20:04Would it be possible to add the ability to enable

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the secret purchase menus by default on certain maps. All the player would need to do is hold alt. Right now they have to hit f8 and type extras <text> to access it.
Was about to say it could be easily done by calling the Console_Input("extras"); on the client, but then I remembered that hack only exists in ECW lol.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Tue, 09 Sep 2014 23:33:05 GMT
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Jerad Gray wrote on Tue, 09 September 2014 08:47dblaney1 wrote on Sun, 07 September 2014 20:04Would it be possible to add the ability to enable the secret purchase menus by default on certain maps. All the player would need to do is hold alt. Right now they have to hit f8 and type extras <text> to access it.
Was about to say it could be easily done by calling the Console_Input("extras"); on the client, but then I remembered that hack only exists in ECW lol.

Hopefully something like this is available in 4.2.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Wed, 10 Sep 2014 17:15:08 GMT
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Can an option be added to the server config to disable the printing of game definitions that aren't in the tt.ini when listgamedefs runs. It would be useful to disable all the gamedefinitions that start with c&c since if you are using additional packages on a map and its set via brenbot to use the built in c&c definition it will crash the clients.

If the listgamedefs option could filter out those original c&c_mapname definitions it would fix this issue, and also speed up the time required for brenbot to parse the gamedefinitions since it would cut it in half.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by StealthEye on Wed, 10 Sep 2014 21:39:34 GMT
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That would break the function for all servers not having special packages, so that's not making things any better. Adding a configuration option only makes things more complex. Why does it crash the clients though? Afaik, it shouldn't. That should be fixed instead.

You can override any default generated game definitions by just using the same name in a game definition in tt.cfg. If that's not enough to solve the issue, the bot should filter which maps should be available for change map commands instead of the engine, the engine should simply list what is supported, which is what it does now. If anything, it could show an extra entry for each listed

game definition, stating whether it's user defined or generated.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 11 Sep 2014 00:09:05 GMT
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StealthEye wrote on Wed, 10 September 2014 14:39That would break the function for all servers not having special packages, so that's not making things any better. Adding a configuration option only makes things more complex. Why does it crash the clients though? Afaik, it shouldn't. That should be fixed instead.

You can override any default generated game definitions by just using the same name in a game definition in tt.cfg. If that's not enough to solve the issue, the bot should filter which maps should be available for change map commands instead of the engine, the engine should simply list what is supported, which is what it does now. If anything, it could show an extra entry for each listed game definition, stating whether it's user defined or generated.

At least put the listgamedefs console function in the public source code so we can change it. Its not very difficult to use a regular expression to filter things out. I mean this isn't exactly a complicated function. It doesn't have anything to do with netcode etc. Its a pretty simple method that traverses through a data structure and prints out each entry on a line.

The reason I would prefer it to be done through the FDS rather than the bot is if you have a lot of packages, the printing of the list takes twice as long and twice as many lines than if it were to only print the ones with explicit game definitions in the tt.cfg. This is why brenbot's setnextmap doesn't work until the entire list has been printed.

Adding a global package list would allow the client crashing issue to be fixed. The issue is if you have a global server objects.ddb with custom presets, and someone sets a map without typing out the entire definition name character for character brenbot will set it to just the mix file instead of the gamedefinition. Because of this it doesn't load the custom objects.ddb that is in our auxiliary package. Right now, there is no global package setting in the tt.cfg. If one was added it would be ideal that it would have two different entries. One entry that is loaded prior to the map specific packages and one entry that is loaded after. For example PreMapGlobalPackages and PostMapGlobalPackages. That way the priority of the global packages can be configured as the server operator would like.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Thu, 11 Sep 2014 00:18:38 GMT
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IF you really want to do things differently, just write your own listgamedefs console command as part of a SSGM plugin. All the things you need are already there. You can use the Get_Game_Definitions engine call to get the list of definitions that listgamedefs outputs. You can also remove the existing listgamedefs console command from the console functions list. And you can add your new one to the list.

The actual output code for listgamedefs is just this
 Console_Output("Available game definitions:\n");
 for (HashTemplateIterator<StringClass, GameDefinition> gameDefinition(gameDefinitions); gameDefinition; ++gameDefinition)
 {
  Console_Output("%s\n", gameDefinition.getValue().name);
 }
 Console_Output("\n");
where gameDefinitions is the same list you would get back from calling Get_Game_Definitions

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Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 11 Sep 2014 00:20:42 GMT
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jonwil wrote on Wed, 10 September 2014 17:18IF you really want to do things differently, just write your own listgamedefs console command as part of a SSGM plugin. All the things you need are already there. You can use the Get_Game_Definitions engine call to get the list of definitions that listgamedefs outputs. You can also remove the existing listgamedefs console command from the console functions list. And you can add your new one to the list.

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  Console_Output("%s\n", gameDefinition.getValue().name);
 }
 Console_Output("\n");
where gameDefinitions is the same list you would get back from calling Get_Game_Definitions

Thanks, this works for now.

Edit: Just tested it, all good to go. Solves my issue for now.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 03 Oct 2014 18:57:31 GMT

Would it be possible to add an option to disable the stock damage and destroyed report messages/audio. I want to handle this server side as right now some buildings sounds aren't linked correctly. It also would allow the report messages to always play simultaneously for players and have the ability to disable them under certain conditions, such as being a side effect of an ion storm etc if they were handled server side. I already have all the code written for my server to handle this entirely server side. I just have it disabled for the buildings with sounds linked properly since that would make it double play the sounds. The other issue is that some maps actually used custom strings files to fix the linking but most do not.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Fri, 17 Oct 2014 20:55:02 GMT

Theres an issue in 4.1 (not sure if its fixed in 4.2) where with certain mapping effects like water the stealth effects and some emmitter don't render if they are behind the object. In these two screenshots the stealth tank is in the exact same location and is above the water. Wherever the stealth effect and the water mipmap effect overlap the stealth effect doesn't draw at all. It actually makes it look like the water is above the stealth tank which it isn't. if the stealth tank or sbh is entirely over the water they are actually completely invisible.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Sun, 19 Oct 2014 19:35:11 GMT

dblaney1 wrote on Fri, 17 October 2014 14:55Theres an issue in 4.1 (not sure if its fixed in 4.2) where with certain mapping effects like water the stealth effects and some emmitter don't render if they are behind the object. In these two screenshots the stealth tank is in the exact same location and is above the water. Wherever the stealth effect and the water mipmap effect overlap the stealth effect doesn't draw at all. It actually makes it look like the water is above the stealth tank which it isn't. if the stealth tank or sbh is entirely over the water they are actually completely invisible.

Check the static sorting level of the water, I assume it is set to 1 or something equally high, try setting it to 32 and see if the issue persists.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Mon, 27 Oct 2014 18:15:29 GMT
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In 4.2 can tracking on simple gameobjects, and vehiclegameobjs that are stationary like turrets be disabled. Its already set up to ignore buildings. Also can an additional editor flag be added as well to disable tracking on specific units. The would stop things like gap generators and shield generators from causing the homing system to home the origin of that object. It also helps for props like trees from glitching the homing system.

Theres no reason to actually track on these items since they are stationary.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 28 Oct 2014 13:07:32 GMT
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dblaney1 wrote on Mon, 27 October 2014 12:15In 4.2 can tracking on simple gameobjects, and vehiclegameobjs that are stationary like turrets be disabled. Its already set up to ignore buildings. Also can an additional editor flag be added as well to disable tracking on specific units. The would stop things like gap generators and shield generators from causing the homing system to home the origin of that object. It also helps for props like trees from glitching the homing system.

Theres no reason to actually track on these items since they are stationary.
There is some merit to this idea, I have had mods with mobile shield generators in the past that fall victim to the same issue.

As for tiles and terrain with permeable surface types (IE trees and bushes) it'd be better to fix the targeting logic for permeable surface. Whether it will be fixed in 4.2 I don't know, I know it was originally planned for 4.0 but for whatever reason didn't make it to final.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Tue, 28 Oct 2014 18:26:03 GMT
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Jerad Gray wrote on Tue, 28 October 2014 06:07dblaney1 wrote on Mon, 27 October 2014 12:15In 4.2 can tracking on simple gameobjects, and vehiclegameobjs that are stationary like turrets be disabled. Its already set up to ignore buildings. Also can an additional editor flag be added as well to disable tracking on specific units. The would stop things like gap generators and shield generators from causing the homing system to home the origin of that object. It also helps for props like trees from glitching the homing system.

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There is some merit to this idea, I have had mods with mobile shield generators in the past that fall victim to the same issue.

As for tiles and terrain with permeable surface types (IE trees and bushes) it'd be better to fix the

targeting logic for permeable surface. Whether it will be fixed in 4.2 I don't know, I know it was originally planned for 4.0 but for whatever reason didn't make it to final.

Wasn't talking about the tile/terrain trees. Some maps use trees that are simple gameobjects and the tracking weapons always home the origin. Its especially annoying when trying to use a homing weapon on an enemy when they are standing if front of that tree or standing in front of a shield generator.

It would be great to fix the permeable issue as well but the issue I am talking about is completely unrelated.

Also is there a collision type that works the same as disable physical collisions but still allows c4 to collide with the object and attach? If there isn't it would be great if one could be added.

Also would be great to have two new collision groups, one for the harvester, and one for objects that do not collide with the harverster. That way turrets could be deployed without accidently blocking the harvester but also allowing them to have collisions with everything else.

Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Thu, 27 Nov 2014 20:43:55 GMT
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Would it be possible to make the ttfs downloader request multiple files at a time? This isn't much of an issue for people with lower pings but for people in say Australia, the time between each download really adds up when you have hundreds sometimes thousands of small files. Perhaps make it an option in the client settings.