Subject: Please test 4.2
Posted by jonwil on Mon, 09 Mar 2015 23:26:45 GMT
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The more testing you guys can do on 4.2, the sooner we can find all the bugs and get them sorted so 4.2 can be released to everyone.

Subject: Re: Please test 4.2
Posted by PGS-PC on Tue, 10 Mar 2015 09:48:03 GMT
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OK I have the 4.2 test build.

I can't set the resolution above 1920x1200 else it crashes going into options anything higher then 3200x1800 the game wont start.

Subject: Re: Please test 4.2
Posted by sla.ro(master) on Tue, 10 Mar 2015 11:55:39 GMT
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I tested the campaign (I did live stream it, the footage will be posted on my youtube channel). No important bugs found so far (exception: stupid AI, some issues with graphics sometimes).

I will test loading screen and other things.

Subject: Re: Please test 4.2
Posted by Jerad2142 on Tue, 10 Mar 2015 17:31:41 GMT
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PGS-PC wrote on Tue, 10 March 2015 03:48OK I have the 4.2 test build.

I can't set the resolution above 1920x1200 else it crashes going into options anything higher then 3200x1800 the game wont start.
I'll test this when I get home, I'll hook my pc up to my TV, pretty sure its resolution goes to 1920x1200.

Subject: Re: Please test 4.2
Posted by Jerad2142 on Wed, 11 Mar 2015 14:09:03 GMT
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Jerad Gray wrote on Tue, 10 March 2015 11:31PGS-PC wrote on Tue, 10 March 2015 03:48OK I

have the 4.2 test build.

I can't set the resolution above 1920x1200 else it crashes going into options anything higher then 3200x1800 the game wont start.
I'll test this when I get home, I'll hook my pc up to my TV, pretty sure its resolution goes to 1920x1200.
I stand corrected, even though I have seen my TV State resolutions like 1920x1200, when I HDMI'd my computer to my TV the highest resolution listed was indeed 1920x1080, so I'm unable to test this issue.

Subject: Re: Please test 4.2
Posted by Omar007 on Wed, 11 Mar 2015 18:16:42 GMT
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I'll get on to testing the SP again as soon as I'm able.
I had really hoped to do it said weekend but I have been completely unable to game at all since I send that message

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Subject: Re: Please test 4.2
Posted by dblaney1 on Wed, 11 Mar 2015 20:04:30 GMT
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I have a 1920x1200 monitor (dell 2408wfp) I can fire it up on. I'll test it in a bit.

Subject: Re: Please test 4.2
Posted by PGS-PC on Thu, 12 Mar 2015 10:03:03 GMT
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dblaney1 wrote on Wed, 11 March 2015 13:04I have a 1920x1200 monitor (dell 2408wfp) I can fire it up on. I'll test it in a bit.

1920x1200 Works fine its going above 1920x1200 that's the problem.

Subject: Re: Please test 4.2
Posted by Pyr0man1c on Sun, 15 Mar 2015 12:43:34 GMT
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This is probably an issue with the fonts, as making the font sizes smaller in data/stylmgr fixed it for me

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Subject: Re: Please test 4.2
Posted by PGS-PC on Wed, 18 Mar 2015 13:40:14 GMT
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Pyr0man1c wrote on Sun, 15 March 2015 05:43This is probably an issue with the fonts, as making the font sizes smaller in data/stylmgr fixed it for me

Thanks this worked.

Subject: Re: Please test 4.2
Posted by sla.ro(master) on Thu, 19 Mar 2015 13:36:52 GMT
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Tested the custom loading screen: http://i.imgur.com/cn9fA8M.jpg

Well, if you name the w3d file other than 'if_', it won't work, for example 'my_custom.w3d' won't work, even if properly set in ini file, but if you put 'if_my_custom.w3d' will work, idk if is a bug or should be like this.

also tested sky color http://i.imgur.com/rJM43wJ.jpg

Subject: Re: Please test 4.2
Posted by Mauler on Sat, 04 Apr 2015 22:28:52 GMT
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some issues found playing on our server

C130 vehicle dropoff does not play any sounds any longer

Stealth effects for vehicles and infantry are completely different, you can now see them from a much further distance in vehicle and out of vehicle. This bug makes stealth units completely ineffective

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Subject: Re: Please test 4.2
Posted by jonwil on Sat, 04 Apr 2015 22:47:30 GMT
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I haven't heard of that particular problem (stealth effects being different), some screenshots would help...

Subject: Re: Please test 4.2
Posted by Mauler on Sat, 04 Apr 2015 23:34:17 GMT
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4.2 stock renegade map

4.2 Modded map with nothing done to stealth ranges from LE.

I've never seen stealth from that far before, I don't know perhaps I've never noticed... but it is highly noticeable in custom maps.

maybe it's just me...

File Attachments
1) Screenshot.96.jpg, downloaded 1281 times

2) Screenshot.104.jpg, downloaded 1300 times

Subject: Re: Please test 4.2
Posted by dblaney1 on Sun, 05 Apr 2015 00:09:21 GMT
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I don't recall having any changes with the stealth range on our server but we use a client side objects.ddb in our server content package so it may work correctly in that case.

Keep in mind that in multiplayer vehicles have a much further stealth visibility range than characters. About triple the range if I recall correctly.

Subject: Re: Please test 4.2
Posted by dblaney1 on Sun, 05 Apr 2015 00:13:10 GMT
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Mauler wrote on Sat, 04 April 2015 15:28

C130 vehicle dropoff does not play any sounds any longer

I don't recall it working in 4.1 either but it may have can't remember. I think it only works if the client is also the host such as in LAN.

Subject: Re: Please test 4.2
Posted by roszek on Sun, 05 Apr 2015 01:29:10 GMT
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That is incorrect. They did work in 4.1 they don't work now.

Subject: Re: Please test 4.2
Posted by Omar007 on Mon, 06 Apr 2015 19:05:46 GMT
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I noticed that in single player the center dot of my reticle is missing.

Other than that I still haven't really gamed so I have not gotten any further than the first mission :/

Subject: Re: Please test 4.2
Posted by Jerad2142 on Mon, 06 Apr 2015 22:04:26 GMT

Omar007 wrote on Mon, 06 April 2015 13:05I noticed that in single player the center dot of my reticle is missing.

Other than that I still haven't really gamed so I have not gotten any further than the first mission :/ Means your playing on easy, no dot is because the game aims for you inside the circle.

dblaney1 wrote on Sat, 04 April 2015 18:13Mauler wrote on Sat, 04 April 2015 15:28

C130 vehicle dropoff does not play any sounds any longer

I don't recall it working in 4.1 either but it may have can't remember. I think it only works if the client is also the host such as in LAN.

I'm pretty sure that I have heard them on-line in 4.2.

Subject: Re: Please test 4.2
Posted by Omar007 on Tue, 07 Apr 2015 00:05:17 GMT

Jerad Gray wrote on Tue, 07 April 2015 00:04Omar007 wrote on Mon, 06 April 2015 13:05I noticed that in single player the center dot of my reticle is missing.

Other than that I still haven't really gamed so I have not gotten any further than the first mission :/ Means your playing on easy, no dot is because the game aims for you inside the circle.

Oh you're right. The save was indeed on easy. Must've clicked the wrong difficulty..
I guess that also explains why I felt like all the enemies dropped way too fast xD