Subject: Re: Changes since the last build
Posted by jonwil on Tue, 11 Oct 2011 09:45:39 GMT
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More fixes:
Fix an issue that could cause the anti-cheat to trigger by mistake
Fix a crash issue with the sound code
More TCW script updates from zunnie
Fix some bugs in some weapon related engine calls
Usability improvements for achash
Changed TTFS to write to App Data. If your user folder (talking for win7 here) is c:\users\blah then the screenshots and other things will end up in C:\Users\blah\Documents\Renegade\Client as they do now and the TTFS folder will end up in C:\Users\blah\App Data\Roaming\Renegade\Client. Code will automatically move the TTFS folder from the renegade folder to the new location.
Obviously the "Renegade" and "Client"/"Server" bits will change as per normal based on the FileBase, FileClient and FileFDS entries in paths.ini and the UseRenFolder entry in paths.ini will control whether it ends up in "App Data" (best for clients since you can write to it easily without UAC issues) or the renegade folder (best for servers where you may not have write access to "App Data")