Subject: Re: Set_Obj_Radar_Blip_Color doesn't work on-line
Posted by Jerad2142 on Fri, 16 May 2014 15:14:17 GMT
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danpaul88 wrote on Fri, 16 May 2014 07:53Also, I see no reason you couldn't use the 4.2 and, later, 5.x scripts branch for ECW if you made it into a standalone game (I think it might already be anyway?) so it can benefit from the stuff we're doing which isn't compatible with stock Renegade. In ECW (which is already standalone and formerly known as Roleplay2) I've made several features so I can do things client side that you don't have control over in scripts (IE, I have control over these aspects for specific client dynamically at runtime: Set_Model, Set_Position, display Set_Hud_Help_Text, change strings library entries, Set_Animation). Setting position of an object on a client is extremely useful due to the floating point error (On the extreme edges of the map (like 10,000+m out from the center of the map) we have PT's that float a good 2m off the walls without it). Set_Hud_Help_Text is a favorite of mine because its far more useful than chat which can be spammy and gets over looked.

Honestly I'd tempted to go back and make all the stock Ren objective/pog functionality sync as well to that list too (because now that I've used it and seen how easy it was to use in Ren it'd make a good addition to ECW's Mutant Assault maps, or at least the special events on the main map.) but it seems kind of pointless, because if I did then either we lose it when we go to 4.X, or you guys put time into making the Ren code sync with the clients, but make it specific for ECW, which in my eyes seems pointless to make a bunch of specific code for ECW when up to this point ECW is scripts 3.4.4, thus it seems silly in my eyes that it should need its own special code base in the future (yeah separating all the scripts makes sense, no one wants 1000 RP2 scripts in their drop down that they can't use).

Now on a side note C&C_Bear_Island is the map/mod I'm making for Renegade in 4.2, and that's why I'm bitching so much, because I keep coming across things I can't do any more that I got so used to in the last 5 years of being under 3.4.4 with ECW. Granted, only a few of those things would actually be useful now Hud_Help_Text, Set_Animation(Useful for making Visceroids animate clientside) and hell, if I had access to the network stuff I'd do my best to make an objective syncing system too (except it'd be per player instead of per team and it'd actually call Ren's POG system, make use of the hud help text and all that good stuff unlike what I'm doing now which only has radar stars and console text).

But I'm ranting again... long story short: fixed radar star colors, sounds good!