
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [dblanky1](#) on Thu, 03 Jul 2014 05:12:28 GMT
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One thing I have been wanting is to use the code/logic from the sidebar but apply it to a remake of the stock pt interface. That way mappers can get the new features of the sidebar in a more familiar form factor.

Also add a 5th row to the sidebar and get rid of the blank space at the top. 4 rows is very cramped. Move the refill button to the bottom of the left side instead of the top so it ends up on the same key as the stock refill button (hotkey 5) so its consistent across maps. Right now its responsible for many accidental purchases of the first item on the right side.

A get_clouds, get_weather methods. There are set methods but unfortunately no way to get the current weather or the map's weather. Even just getting the maps default weather/clouds would be sufficient. This would be very useful for ion storm crates etc. Need a way to set it back to the original weather after the storm is done.

A few default auxiliary keys in the default keys.cfg for scripters to use for keyhooks without making clients have to download or add them to their keys.cfg.

Switch radar mode in the middle of a game or atleast between maps. We force our players to have the latest scripts version so stock clients aren't an issue.

I'll put together a list of bugs in a little bit. Gotta get them together.
