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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 "twitching" people have reported)

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