
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Wed, 09 Jul 2014 15:57:17 GMT

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jonwil wrote on Wed, 09 July 2014 09:03

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)

It has, and its drove me nuts ever since I first noticed it.

I have noticed some bugs with the wide screen resolutions, I'm not going to report them as bugs, just make mention of them as its possible that not enough people care about it to have it fixed.

*When using a wide screen resolution, if you press the camera up against a wall the left and right sides of the camera can clip the wall camera collisions allowing you to see into world space.

*Vis was generated with standard field of view, thus lots of vis bugs show themselves while playing single player as its easy to get the camera at angles the auto generated vis didn't account for.