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

Posted by [jonwil](#) on Tue, 15 Jul 2014 12:57:40 GMT

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Jerad Gray wrote on Tue, 15 July 2014 22:33Excellent, I'll retest later, in addition I think I'll have another mapper for you to test, but I need to double confirm the issue.

We have made some improvements to the texture mapper code so do re-check any that were broken to be sure the changes haven't fixed it.

As for the .pkg file stuff, how exactly do you configure the packages in the configs (I know the svrcfg\_cnc.ini stuff but what are you doing in tt.cfg etc?)

I will investigate how we can deal with this and no it has nothing to do with objects.ddb, it has to do with the fact that the game has one global concept of the current "mod package". We just need to figure out how best to store the link between maps and .pkg files and where the right place to put the "Set\_Mod\_Package" call it so we dont break the existing functionality (backwards compatibility is very much a TT priority)

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