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

Posted by [Jerad2142](#) on Fri, 18 Jul 2014 20:14:24 GMT

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dblaney1 wrote on Fri, 18 July 2014 13:07 Who should I contact to submit code for 4.2. I made a fixed version of the agtfix and obelfix scripts that works with any facing rather than only the default 0 facing as it does right now. This is particularly useful for the AGT where the guns aren't lined up properly on anything but the default 0 facing.

Was this something recent that broke? Because I'm 99% sure that it worked fine in 3.4.4 (the building controller just had to be rotated to face the same as the tower).

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