Subject: "The List"

Posted by Blazer on Sat, 24 Apr 2004 01:35:08 GMT

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This post will contain a running list of bugfixes and enhancements we have planned, and perhaps a list of ones that we are pondering. I'm keeping it locked so that it will be a single source of updated information, without tons of replies attached to it. I'm sure that me and other members of the team will often make reference to this list and I will keep it as current as I can.

NOTE: This list is still a work-in-progress and will be updated as the team comes up with new ideas.

Known Renegade Game Client/Engine Bugs[list]
[*] Spawn soldier pistol not loaded in MP. (this issue affects any weapon with the same unlimited bullets logic as the pistol)
[*] Obelisk chargeup animation + sound not seen/heard in MP. (the animation is fixed as of 1.7, anyone using 1.7 will get the charge animation automaticly).
[*] Tracked vehicles not making terrain sounds.
[*] Bugs with repair bay (mines bug and arc being in wrong place bug)
[*] The d_tk_xxx textures dont get used (aparently they were disabled because of performance reasons)
[*] Vehicle destruction animations not played in MP.
[*] "<team> Harvester Under Attack." announcement not heard in MP.
[*] Onscreen messages like "Your Ammo is Full" not seen in MP.
[*] Ambient and triggered sounds like picking up ammo crate not heard in MP.
[*] Hotwire & Technician spawn with 5 Proximity C4, but upon refill get 6.
[*] Emoticons not working in MP (RESOLVED-pending release)
[*] Weapons Factory glass has improper W3D settings, allowing projectiles to pass through one way but not the other (maybe it should break like HON glass?
[*] When the Power Plant is destroyed, new harvesters spawned are invisible.
[*] Missing MCT background texture in nod refinery...ack found this was due to a typo in the proxy that calls in the texture...should be easy fix.[/list:u]
Known Renegade Public Tools Bugs[list]
[*] Doesn't read always2.dat properly
[*] Fix tooltips for buttons under preset tree
[*] Clicking the little close box in the mod package window causes leveledit to output garbage files to its own folder.
[*] Fix repaint glitches in some cases when you switch back to leveledit
[*] Fix broken play option for sound presets
[*] Errors in the "vechicle transition" and "door trigger" area editors for people running at 800 x 600

[*] Crash when leveledit tries to create a model and cant find the w3d file
[*] Crashes in w3dview in a few other places
[*] Other crashes in leveledit
[*] RenX bugs (not a 3d modeler so I cant say what those are but we should look into fixing them)
[*] Possible glitches/crashes when using leveledit on a windows 98 machine
[*] Crash in w3dview on exit of program [/list:u]
Renegade Public Tools Enhancements[list]

[*] Implement the best set of menu options for LevelEdit (including export for both mix and pkg in the one menu)
[*] Figure out format of objects.ddb and make new tools for working with it (e.g. "find a preset")
[*] Clean up objects.ddb and remove all the old unused non-working stuff to make it easier to find what you want
[*] Creating a new mod package should copy scripts.dll and scripts2.dll to the mod folder
[*] Exporting a mod package should not export scripts.dll
[*] Make exporting a *.mix map not modify always.dbs and such unless you tell it to.[/list:u]
Official Map Bugs[list]
[*] B2B on C&C_Islands
[*] B2B on C&C_Field
[*] B2B on C&C_Mesa
[*] B2B on C&C_Complex
[*] Vehicular walljumping on C&C_Mesa *
[*] Bad spawn point in Hand of Nod on C&C_Field and C&C_Under that causes player to fall through the map.
[*] Various "able to access PT through outside wall" bugs.[/list:u]
Possible Game Engine/Preset Fixes/Enhancements[list]
[*] Snipers doing excessive damage to light armored vehicles (Apache, Orca, MRLS, Mobart) *
[*] General improvements to ballance and other things to make it more like Tiberian Dawn (and to improve gameplay)
[*] Implement a proper base defence for GDI (with proper Guard Towers just like the TD ones and with a proper AGT that is Anti-Air and that fires proper big huge missiles like in TD). Possibly also make guard towers not able to shoot air (like in TD)
[*] Also look at implementing proper anti-air for NOD with sam sites (that pop-up like in TD) with the gun turrets and obelisk not able to shoot air.
[*] Put the Recon Bike back in.
[*] Remove or increase engine limitations such as the vechicle limit, the mine limit and the viewing frustrum/clip planes/viewing plane/draw distance
[*] New maps being made available in "official" mappacks and seeing wide distribution.
[*] Make the Air Unts more usable and more realistic (for example, give them limited ammo and make them refill)
[*] Better tanks and other vechicles
[*] New custom scripts to provide even more functionality for mappers (including more clones of westwood scripts such as Test_Cinematic)
[*] Custom loadscreen that can display our own text (such as Server MOTDs)
[*] Speed-Load maps (that dont load so much stuff)
[*] Possible fix to engine so that it ignores dep files and gives the "speed load" effect automatically
[*] Proximity C4 Counter/Display/Something.
[*] Extended view/draw distance (from default of 300m).[/list:u]
Renegade Free Dedicated Server Bugs and Enhancements[list]
[*] BUG - results##.txt files are sometimes garbled
[*] BUG - Exploit in WFDS, possibly also LFDS and client (details witheld for security reasons)
[*] BUG - WOL mode not working on Linux FDS.
[*] BUG - LFDS has no external scripts.dll support (RESOLVED)
[*] Feature - Enhanced game logging
[*] Feature - RenRem alternative (RESOLVED)[/list:u]