
Subject: progress report on various projects I have been/am working on

Posted by [jonwil](#) on Sun, 18 Dec 2005 13:18:05 GMT

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I just started full time work so I dont have much time to do renegade work at the moment.

I have released the leveledit bug-fix and so far it seems to be good. I dont plan on releasing another version of that for a while unless a bug shows up that happens with my new leveledit version and cant be reproduced at all in the westwood version (i.e. bugs that are due to my changes) or if some other major leveledit "this has to be fixed, there is no work around for it" type bug shows up (most of the other stuff has a work around e.g. you can hide the transparent meshes when you do the vertex solve and they wont get screwed up)

SSAOW 1.4 is out, if a SSAOW 1.4.1 (or whatever) is to be made, I am sure WhiteDragon can make that happen (I will be there to do whatever my time allows).

2.2.2 of the custom scripts.dll is out, given my limited time, I dont plan on making a 2.2.3 or a 2.3 anytime soon. Should a serious bug show up (such as a crash that happens often with 2.2.2), I will investigate releasing a 2.2.3. (so far, the only bug I know of is one that causes JFW_Console_Input_On_Custom to not work which is not serious enough to go through a full release given my limited time). I dont plan on any further enhancements to the scripts.dll in the near future (e.g. HUD for reborn, the script HTMLGOD asked me for the other day or whatever else) since I just dont have the time to do them.

I am still working on Core Patch 2 and as soon as I get the final versions C&C_FieldTS & C&C_Walls from Reborn, the final version of C&C_Last_Stand from Titan1x77 and a readme file from Crimson, we can go into beta testing (exactly how this will happen has yet to be decided, we will probably go into a closed beta fairly soon since I dont think BHS has enough people and different system configs etc ourselves to do a proper beta test)