Subject: Needed Fixes
Posted by Poskov on Fri, 24 Oct 2008 14:44:32 GMT
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1. You guys know how when C&C Generals has a crash, it prints out a crash report which tells you exactly what caused it, such as an invalid line in an .ini?

You guys should make Renegade generate a crashdump.txt, like Generals, which tells you exactly what caused the error. Like, incorrect values etc. in the objects.ddb or .inis.

2. You guys NEED to increase the Renegade sound limit.

For example, I would be shooting my gun, then a bunch of other players would be shooting their guns, then suddenly, I can't hear ricochets or footsteps anymore.
This is espcially noticable with vehicle engine sounds,
I would be driving my APC and then some players would be shooting it, during all the ricochets and gunshots, my vehicle's engine sound would suddenly stop playing. You guys should at least, make Renegade have 2x the original sound limit.

Subject: Re: Needed Fixes
Posted by Genesis2001 on Fri, 24 Oct 2008 15:00:04 GMT
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1. It already does, but not the way you expect. It dumps the values off the cpu registers and system/game information at the time of the crash. (not 100% sure the *exact* contents of crashdumps, but I think I listed two of the main contents ;o)

2. Doesn't bother me. ;p

Subject: Re: Needed Fixes
Posted by Caveman on Fri, 24 Oct 2008 15:09:31 GMT
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Yeah I would like the sound bug fixed.. I normally turn my sound up and listen for sbhs walking towards my tank if I get out but it doesn't often work because of the other surrounding noises

Subject: Re: Needed Fixes
Posted by saberhawk on Fri, 24 Oct 2008 15:11:42 GMT
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Poskov wrote on Fri, 24 October 2008 10:441. You guys know how when C&C Generals has a crash, it prints out a crash report which tells you exactly what caused it, such as an invalid line in

an .ini?

You guys should make Renegade generate a crashdump.txt, like Generals, which tells you exactly what caused the error. Like, incorrect values etc. in the objects.ddb or .inis.

IFF files (ie ldd,lsd,ddb,tdb) don't have error checking or correction. They are basically loaded directly into memory and a few pointers fixed up. Simply put, there is no way in the "Release" builds of Renegade to provide checking for them.

4.0 does have a new crashdump interface that lets us locate the crash better, but the dmp files it generates (minidumps) aren't easily read by the average modder. Sorry.

Subject: Re: Needed Fixes
Posted by RTsa on Fri, 24 Oct 2008 16:16:08 GMT
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Poskov wrote on Fri, 24 October 2008 17:442. You guys NEED to increase the Renegade sound limit.
That'd be nice, if possible & quick to do. Not a must have, though. Not worth spending a lot of time on..

Subject: Re: Needed Fixes
Posted by Jamie or NuneGa on Fri, 24 Oct 2008 18:37:05 GMT
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I love turning sound effects right high then getting accused of stank sounds everytime I find a stank around a corner.

Subject: Re: Needed Fixes
Posted by Craziac on Fri, 24 Oct 2008 21:32:49 GMT
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It's really fun going into First Player Mode, then taking a shotgun and blasting a PT. Usually the sound stops after the fourth shot.

Subject: Re: Needed Fixes
Posted by Ghostshaw on Fri, 24 Oct 2008 22:52:10 GMT
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About the sound bit, its quite possible that its a restriction from miles sound system (the library used by renegade) in which case we cannot do anything about it.

Subject: Re: Needed Fixes
Posted by Caveman on Fri, 24 Oct 2008 23:29:09 GMT
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Well I dont use the miles codec I use the 3D one.. Can't remember the name of it and I get this bug all the time.

Subject: Re: Needed Fixes
Posted by saberhawk on Sat, 25 Oct 2008 00:20:40 GMT
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Caveman wrote on Fri, 24 October 2008 18:29Well I dont use the miles codec I use the 3D one.. Can't remember the name of it and I get this bug all the time.

Doesn't matter, it's still accessing that codec via "Miles Sound System" (ie mss32.dll)

Subject: Re: Needed Fixes
Posted by Caveman on Sat, 25 Oct 2008 00:39:27 GMT
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Oh right.. So what are the other codecs for then if you dont really use them?

Subject: Re: Needed Fixes
Posted by saberhawk on Sat, 25 Oct 2008 01:13:37 GMT
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Renegade does use them, but via the Miles API. If the API only supports a certain number of sounds, we can't do a thing about it.

Subject: Re: Needed Fixes
Posted by ErroR on Sat, 25 Oct 2008 14:01:06 GMT
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One more thing regarding SBH..
When u scope with a sniper (with any wep actually) it counts like a shot so it becomes unstealthed.. was it intended or a bug??

Subject: Re: Needed Fixes
Posted by Caveman on Sat, 25 Oct 2008 14:06:11 GMT
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I guess it would intended to stop sbhs picking one up and just zooming in without being seen. But there are ways around that

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Subject: Re: Needed Fixes
Posted by ErroR on Sat, 25 Oct 2008 14:26:50 GMT
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Caveman wrote on Sat, 25 October 2008 17:06I guess it would intended to stop sbhs picking one up and just zooming in without being seen. But there are ways around that
yes and it does balance the game. it is easy to scope stealthed anyway (but not when u unscope) :S