Subject: Some Bugs
Posted by Neijwiert on Sat, 16 Nov 2013 23:49:37 GMT
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Commands->Set_Model(some object, 0);

This crashes the fds, leaving the user unaware where the problem is. Took me ages to find the root.

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in svrcfg_cnc.ini you have the possibility to change these variables:

TimeLimitMinutes
BaseDestructionEndsGame
BeaconPlacementEndsGame

If you set the time limit to endless you must set BaseDestructionEndsGame = true. You can't set it to false and have the win condition to be a beacon placement end.

Also it would be nice to have the ability to set the time limit to endless and everything else to false. Which enables you to make a custom win condition, instead of hooking the damage event and preventing structure damage.

I'm unable to create a gamechannel on my computer using RenegadeServer.exe but if I start it with server.exe I'm fine.

Conditions:
- I had a fresh install of both Renegade and the FDS
- I'm an admin on my computer
- I run windows 8 Pro, 64-bit
- I have Renegade the first decade legal
- When I run either of the executeables, the server settings in all files are the same.
- I opened up the game port(s)
- I tried to completly disable both my virus scanner & firewall.
Also added exceptions to my virus scanner.
- I tried run as administrator.

Subject: Re: Some Bugs
Posted by EvilWhiteDragon on Sun, 17 Nov 2013 11:43:21 GMT
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#1: setting a model to nothing.... ghee, what could possibly go wrong?

For #2: isn't there a SSGM setting that disables building damage already? I know there used to

be, but I'm not 100% sure it's included in TT.

#3: I'm guessing that the patch server doesn't exist anymore, or that it tries to update and fails. Pretty much none used the renegadeserver.exe, so I don't think it's a serious issue.

Subject: Re: Some Bugs
Posted by jonwil on Sun, 17 Nov 2013 13:11:13 GMT
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For #1, its not surprising that it crashes if you call Set_Model(obj,0). If you want to make it have no model at all, call Set_Model(obj,"NULL"), that will cause it not to use any model.

For #2, set InvincibleBuildings=true in ssgm.ini. That will do what you want.

As for #3, just use server.exe, not renegadeserver.exe. No idea why renegadeserver.exe doesn't work, it just doesn't

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Subject: Re: Some Bugs
Posted by Neijwiert on Sun, 17 Nov 2013 13:33:06 GMT
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Subject: Re: Some Bugs
Posted by Neijwiert on Sun, 17 Nov 2013 13:44:26 GMT
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#1 then why do we use the string "NULL"? Seems more logic to me to use an actual null pointer which is also faster than string checking.

#2 I know that there is such an option in ssgm, but what im trying to say is that it doesnt have anything to do with the wincondition . You would think that having beaconplaceendsgame= true and then endless game with no base destruction would still make the game run. Becouse now you can end it only with beacons.
Yes you can block building dmg with ssgm but that seems like a stupid workaround/fix.

#3 Ok I understand, but the shortcut on desktop points to renegadeserver.exe not server.exe. Would be nice if this would automaticly change to the right one. This will avoid frustration and unneccesary forum threads of ppl that dont know whats going on.

Ps: im on a mobile device sorry for spelling

The string "NULL" is special because there is a built-in render object with that name that does no rendering. Its not possible to create that particular special render object in response to passing zero instead of "NULL".

As for the building destruction thing, we dont own the right bits of code to make things work if BeaconPlacementEndsGame=true is set, BaseDestructionEndsGame=false is set and TimeLimitMinutes set to endless