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Subject: Collecting ALL outstanding scripts issues  
Posted by [jonwil](#) on Fri, 06 Feb 2015 07:11:14 GMT

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I should have some time to work on scripts again soon and I am collecting all the outstanding scripts issues to make sure I dont miss anything.

The changes made since the last posted test build are:

Fixes to vehicle AI (fixes spinning gunboat on M03)

Obelisk fixes from dblaney1

Current to-do list: (Some of these issues only affect mods and not Renegade, they are being posted here because this same list is being posted for various mod teams)

Shore defense canon on M03 initially points the wrong way and causes issues.

Weapon firing sounds are apparently screwing up (need more information and a way to reproduce this)

Helipads (using the Air Factory building controller) are broken (need confirmation that this is in fact the case and a test case I can use to investigate for myself)

AI base defenses are broken on the stock maps (need further evidence and reproduction steps for this)

Issue where changing the team name via the per-map strings.tdb file causes it not to properly reset for the next match

Issue with Give\_Powerup not properly updating the weapon chart at the top of the screen (need reproduction steps for this)

Need to un-hardcode the colors used for the win screen text at the end of the match

Tutorial map crash in Apocalypse Rising

JFW\_Per\_Preset\_Visible\_People\_In\_Vehicle chokes if the driver gets out and the passenger stays in

If anyone knows of any other issues that need fixing, post them (or link to them) in here. If its not in this thread, its NOT going to get looked at. (I dont have the time to read chat logs and pour through a pile of threads looking for issues)

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Subject: Re: Collecting ALL outstanding scripts issues  
Posted by [sla.ro\(master\)](#) on Fri, 06 Feb 2015 12:15:01 GMT

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M08 final cinematic doesn't work on Single Player, the screen remains black and game is stuck.

There are some random crashes, I will try find the crashdumps, mostly on custom maps.

I'm trying to remember other bugs..

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Subject: Re: Collecting ALL outstanding scripts issues

Posted by [jonwil](#) on Fri, 06 Feb 2015 12:56:24 GMT

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If you have crashdumps, definatly post them here.

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Subject: Re: Collecting ALL outstanding scripts issues

Posted by [Mauler](#) on Fri, 06 Feb 2015 19:18:09 GMT

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From my previous reply about base defenses and helipads being broken.. I can confirm they are no longer an issue..

Did a clean install and tested again and those two issues seem to have resolved/

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Subject: Re: Collecting ALL outstanding scripts issues

Posted by [jonwil](#) on Sun, 08 Feb 2015 12:19:40 GMT

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That's great to know.

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Subject: Re: Collecting ALL outstanding scripts issues

Posted by [dblaney1](#) on Sun, 08 Feb 2015 18:27:43 GMT

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Primitives using the additive and multiplicative shader are broken. They both behave identical to the opaque shader. The only shader that seems to be working properly is the alpha shader.

This additive issue only occurs ingame. W3DViewer displays this shader correctly. The multiplicative shader seems to be broken in both w3dviewer and ingame. The best test case for the additive shader is p\_shockw02.w3d which is used on some of the stock explosions. I believe on m03 the biggun turret uses an explosion with this primitive.

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Subject: Re: Collecting ALL outstanding scripts issues

Posted by [jonwil](#) on Sun, 08 Feb 2015 21:09:00 GMT

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Pitty our graphics guy is currently AWOL, that will make fixing that issue harder (since I dont know anywhere near as much about the graphics system as he does)

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Subject: Re: Collecting ALL outstanding scripts issues  
Posted by [dblancy1](#) on Wed, 18 Feb 2015 16:21:25 GMT  
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Can the issue where playernames don't display on people who just joined until they die be fixed. Its kind of annoying.

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Subject: Re: Collecting ALL outstanding scripts issues  
Posted by [jonwil](#) on Wed, 18 Feb 2015 22:00:21 GMT  
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I have added some fixes that fix the color/shader issues with the ring primitives (like p\_shockw02.w3d) and also some fixes for the sphere primitives so they appear in the correct place.  
These will be in the next scripts build when it hits.

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Subject: Re: Collecting ALL outstanding scripts issues  
Posted by [Jerad2142](#) on Thu, 19 Feb 2015 07:13:49 GMT  
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jonwil wrote on Wed, 18 February 2015 15:00 I have added some fixes that fix the color/shader issues with the ring primitives (like p\_shockw02.w3d) and also some fixes for the sphere primitives so they appear in the correct place.  
These will be in the next scripts build when it hits.

It looks amazing, not only does the shockwave not float there in the air like a dumbass anymore but the sphere shockwave appears at the correct location.

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