Subject: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Wed, 28 Dec 2016 06:01:14 GMT
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Is this gonna be a stand up fight, Sir? or another BUG HUNT?

This will be the thread to post any (lots! of) bugs players come across while playing.

We already have a select few beta testers that got access to the mod before the public release, but reports have been quiet.

Please keep on topic and if possible keep a game save handy if it's a critical bug. Also in consideration of other players please refrain from revealing any quest or major plotline spoilers, if they have to be discussed put them in a spoiler box like this:
Toggle Spoiler
Spoilers, Dagnammy!

Also note that Vengeance runs it's own exe and suggested ini options and features, if you mess with the code or decide to tack on other mod features that didn't originally come with V:R we may well not be able to help you.

Finally be aware Vengeance: Reloaded has a very small dev team (but it does often get help from the broader 1.13 community) so bugs can only be looked at when time and real life permits.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by az75 on Sat, 31 Dec 2016 11:35:30 GMT
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I can't fight the extreme fighting at the club in San Mona, all goes well until you want to enter the ring and it says "path blocked".

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 31 Dec 2016 23:52:06 GMT
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We haven't edited any of the fighting interactions with Darren and the fighters so not sure what the go is there, will have to investigate.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sun, 01 Jan 2017 01:23:23 GMT

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Hawkeye wrote on Sun, 01 January 2017 04:52We haven't edited any of the fighting interactions with Darren and the fighters so not sure what the go is there, will have to investigate.
Maybe he is trying to fight with backpack, which prevents mercs from jumping over fence?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by az75 on Sun, 01 Jan 2017 13:24:21 GMT
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sevenfm wrote on Sun, 01 January 2017 03:23Hawkeye wrote on Sun, 01 January 2017 04:52We haven't edited any of the fighting interactions with Darren and the fighters so not sure what the go is there, will have to investigate.
Maybe he is trying to fight with backpack, which prevents mercs from jumping over fence?

Yes, that was it, the backpacks.

I'm in Alma now, those reinforcements coming out of nowhere are making my life hell. Haven't seen any bugs so far, started with Wolf, Fox, Grizzly and Jaguar, my sniping IMP... all goes well, now with 11 mercs and 80 days of contracts(didn't hire the miners, Skyrider, etc).

The only problem I have is that in spite of 100% loyalty in Oronegro and Drassen I get only 50% of the possible income from the oil rig and mine - but I guess that's just another 1.13 gizmo I don't know about.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by m_snark on Sun, 01 Jan 2017 19:31:15 GMT
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Hello guys

I have a problem with VR: installed 7609+VR package over clean JA 2 1.12, everything launches just fine but crashes in sector maps. On my first attempt I was crashing immediately or soon after landing in Omerta A9. Gave it another run and was able to sweep through A9, B9 & B10. But when I try to enter A10 game crashes either on sector loading screen or couple of seconds after map loaded. No exceptions or anything, just CTD with standard Windows error message.

ps: caught me surprise tbh, I have some experience running 1.13 7609, couple of unstable builds and Arulco Vacations without much trouble.

Thanks in advance
Mikhail

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by Scheinworld on Mon, 02 Jan 2017 03:52:43 GMT
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Hello Mikhail,

that's weird about your crashes. If you click 'V' which game/EXE version it shows?

Did you extract the full 704 MB 7-Zip package "Vengeance_Reloaded_First_Beta_30.12.2016_v7609_English_Full" over your clean JA2 v1.12 Gold game install?

Are you Windows 8 or Windows 10 user?
Maybe this link will help you then:
http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=22771&goto=341906&#msg_341906

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by m_snark on Mon, 02 Jan 2017 08:55:19 GMT
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On V it shows: 1.13 7609+ build 16.12.27

And yeah, I've extracted that package over clean 1.12 install I keep for various 1.13 versions. Also, I have both Win8 (on laptop) and Win10 (on laptop-tablet hybrid). Have no problem running 1.13 on both in general, except for initial sluggish animation (fixed with Win8 DLL pack fix) and seldom hang-ups (mostly after lots of similar actions, like sorting huge inventories etc).

TLDR: I have 1.13.8345 and 1.13.7609+Vactions 1.08 (both in separated folders) running mostly fine. That's probably a bit offtopic related to VR though :)

Thanks for advice anyway ^.^

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Mon, 02 Jan 2017 10:38:44 GMT
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az75 wrote on Sun, 01 January 2017 14:24
The only problem I have is that in spite of 100% loyalty in Oronegro and Drassen I get only 50% of the possible income from the oil rig and mine - but I guess that's just another 1.13 gizmo I don't know about.

Noticed the same thing in Drassen, so took a look through ini, seems to be the 50% income penalty for no foreman, as i recruited Fred. That is probably the reason, would have made a quick test save taking Drassen from zero and not recruiting him, but dont feel like doing it without cheats

:p

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Mon, 02 Jan 2017 13:31:04 GMT
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Hello,

@Mikhail: Sorry, I wish I could help you, but I can't :-(I have no idea why you have such problems with VR Mod only? The EXE version is right too. You are also trusted with Win 8 and 10 fixes. I don't know?

Maybe another member here who has/had similar problems and found a solution for that can help you? Maybe you get an idea yet and find the reason for your problem. Then it would be kind and helpful if you would write this here to help other members who have similar problems eventually. Good luck!

LatZee wrote on Mon, 02 January 2017 11:38az75 wrote on Sun, 01 January 2017 14:24The only problem I have is that in spite of 100% loyalty in Oronegro and Drassen I get only 50% of the possible income from the oil rig and mine - but I guess that's just another 1.13 gizmo I don't know about.

Noticed the same thing in Drassen, so took a look through ini, seems to be the 50% income penalty for no foreman, as i recruited Fred. That is probably the reason, would have made a quick test save taking Drassen from zero and not recruiting him, but dont feel like doing it without cheats :p

@LatZee: Exactly! As you already know in VR the head miners (Fred, Matt) and oil rig workers (Oswald, Carl, Calvin) belong to the list of PCM characters who are recruitable if you want, but recruiting them has consequences (as everything in life) for the mines and oil rigs (income).

Team members Anv and Edmortimer were working on this and implemented/modified a Background Mine/Oil Rig Income Modifier and Mining/Drilling Foreman Assignment to reflect this.

In case you want the surprise and find out yourself I write these internal VR Mod information/settings in a spoiler box.

Toggle Spoiler anv wrote on Tue, 24 November 2015 23:36Introducing
Background Mine/Oil Rig Income Modifier and Mining/Drilling Foreman Assignment

New facility assignment
Mining Foreman/Drilling Foreman
Reqs: 70 Wisdom, 70 Leadership, 70 Town Loyalty OR having foreman background (NPC head miners, any non-zero mine income modifier)

Backgrounds.xml new tags:
<mine_income>20</mine_income>
<oil_rig_income>20</oil_rig_income>
If assigned as foreman override normal facility bonus. Added to all miners/rig workers backgrounds.

Exception - Calvin is so incompetent (negative income mod) that with him as a foreman modifier is 70% - recruiting him and replacing him with anyone else INCREASES income. Room for adjustment if you think that's TOO MUCH of hot air.

That should be a good start toward making miners stand out from other RPCs. Now just to make them vary more between each other.

anv wrote on Wed, 25 November 2015 19:56OK, added to Ja2_Options.ini new setting: Financial Settings > MINE_NO_FOREMAN_PENALTY. Set it to 50, upped foreman assignment bonus to 25 and miners background bonuses to 50. You can now adjust it freely without messing with code. For best effect make sure penalty is close to miners background bonus.
1. Head miner not recruited, alive and well in mine sector = 100% income
2. Head miner recruited/dead, no replacement assigned = 50% income
3. Head miner recruited/dead, replacement assigned = 75% income
4. Head miner recruited, assigned as head miner to facility = 100% income

Also didn't mention clearly enough, oil rig and mines are separate entities with separate bonuses - we have 2 miners and 3 oil rig foremans, you cannot assign miner to rig and vice versa (well, you can, but only as normal merc with high reqs and for 75% income).

Another thing, since Calvin doesn't get bonus you're effectively one foreman short for oil rigs, Player might want to shuffle availablr oil rig foremans/replacement around to maximize income.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Jean Luc Picard on Mon, 02 Jan 2017 17:44:58 GMT
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Hello everyone,

the game itself works fine. No crashes or something, but the performance in comparison to other mods or standard 1.13 is not really great. Even with WineDLL compatibility fix the game runs laggy.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by m_snark on Mon, 02 Jan 2017 18:06:13 GMT
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@Scheinworld: a bit of update: I've tried to reinstall VR over 1.13 7609 build (using that smaller package). Still running highly unstable, but managed to get one exception among CTDs. Error message was saying "assertion failure (line 7604 in file vobject_blitter.cpp)". Not sure I didn't messed the name (game finally crashed to desktop after few seconds), but that's atleast some details I hope :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Mon, 02 Jan 2017 18:18:09 GMT
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Hello,

@Jean Luc Picard: This sounds more than a Windows 8 or 10 compatibility problem for me than a VR Mod problem, but I'm still using Windows XP and Windows 7 to say the truth and don't have any problems you described. Can you be a little bit more specific? (Gerne auch in Deutsch ;))

Edit:

If your game runs slow please also check this thread(!):

http://thepit.ja-galaxy-forum.com/index.php?&t=msg&th=23212

@Mikhail: Thank you for your update.
Eventually our VR coder and team members Sevenfm (or DepressivesBrot?) can do anything with it?
I'm not a coder you know. :)
I hope you finally get the game/mod running and can play it of course!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Tue, 03 Jan 2017 01:07:46 GMT
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Scheinworld wrote on Mon, 02 January 2017 14:31

@LatZee: Exactly! As you already know in VR the head miners (Fred, Matt) and oil rig workers (Oswald, Carl, Calvin) belong to the list of PCM characters who are recruitable if you want, but recruiting them has consequences (as everything in life) for the mines and oil rigs (income).

Team members Anv and Edmortimer were working on this and implemented/modified a Background Mine/Oil Rig Income Modifier and Mining/Drilling Foreman Assignment to reflect this.

In case you want the surprise and find out yourself I write these internal VR Mod information/settings in a spoiler box.

Well, in the end, I did get off my lazy ass and did a proper test :p and it seems that the part in spoiler isn't exactly correct (or the way it works in game isn't :p). I'll put results in spoiler too :d

Toggle Spoiler
The way it seems to work is that if you leave head miner not recruited (tested it just on Drassen with Fred), he takes up a foreman position, so you can't assign someone else, but doesn't do anything, you still get 50% income. If you recruit him and put him to work, it works all right, you get full income. Didn't have anyone with leadership 70 handy to test out what does putting someone else as foreman works :d

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Tue, 03 Jan 2017 02:42:56 GMT
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Eh, and one more thing, somewhat related. Drassen mine sector seems to be a magical place where people never get tired. While that kinda helps with mine income as foremans never sleep on the job, it also makes it super efficient place to do repairs, doctoring, training militia or skills and stuff like that, as you can literally do it 24 hours a day with no sleep and still be constantly ready for battle with full energy. Don't know if that is working as intended, or something got screwed in my save or what :d

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 03 Jan 2017 03:12:44 GMT
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Hmm, seems a little odd, I was taking Drassen mine last night and Joey was getting severely knackered climbing roof tops, was your unlimited energy happening during combat or only afterward?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Tue, 03 Jan 2017 03:20:00 GMT
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If it was happening during combat, I didn't notice it, so probably afterwards only :d

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 03 Jan 2017 03:37:42 GMT
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LatZee wrote on Tue, 03 January 2017 07:42Eh, and one more thing, somewhat related. Drassen mine sector seems to be a magical place where people never get tired. While that kinda helps with mine income as foremans never sleep on the job, it also makes it super efficient place to do repairs, doctoring, training militia or skills and stuff like that, as you can literally do it 24 hours a day with no sleep and still be constantly ready for battle with full energy. Don't know if that is working as intended, or something got screwed in my save or what :d
This may be related to ambient facilities modifying need to sleep/fatigue counters.
For Drassen, we have hidden facility 34
Quote: <FACILITYTYPE>
<ubIndex>34</ubIndex>
<szFacilityName>Occupied Territory</szFacilityName>
<szFacilityShortName>Occupied</szFacilityShortName>
<ubTotalStaffLimit>32</ubTotalStaffLimit>
<ASSIGNMENT>
 <ubAssignmentType>STAFF</ubAssignmentType>
 <szTooltipText>The people here overwhelmingly believe you can defeat the Queen. Basic comforts are readily available to you if you spend some time mingling. Eat, sleep, and be merry for tomorrow you may die.</szTooltipText>
 <ubStaffLimit>32</ubStaffLimit>
 <usFatigue>80</usFatigue>
 <usSleep>120</usSleep>
 <CONDITIONS>
  <ubMinimumLoyaltyHere>86</ubMinimumLoyaltyHere>
 </CONDITIONS>
</ASSIGNMENT>
</FACILITYTYPE>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by edmortimer on Tue, 03 Jan 2017 05:51:37 GMT
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Quote:This may be related to ambient facilities modifying need to sleep/fatigue counters.
For Drassen, we have hidden facility 34

That's not an ambient facility -- that has an Assignment. It is Hidden only as long as you never enter the sector.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 03 Jan 2017 06:07:13 GMT
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edmortimer wrote on Tue, 03 January 2017 10:51That's not an ambient facility -- that has an Assignment. It is Hidden only as long as you never enter the sector.
According to Facilities.xml
Quote: ubHidden = Does this facility appear in the sector info popup?
0 = Yes, always.
1 = Yes, but only once the sector's been explored.
2 = No, never.
Quote:<FACILITY>
<SectorGrid>B13</SectorGrid>
<FacilityType>34</FacilityType>
<ubHidden>2</ubHidden>
</FACILITY>

<FACILITY>
<SectorGrid>C13</SectorGrid>
<FacilityType>34</FacilityType>
<ubHidden>2</ubHidden>
</FACILITY>

<FACILITY>
<SectorGrid>D13</SectorGrid>
<FacilityType>34</FacilityType>
<ubHidden>2</ubHidden>
</FACILITY>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Tue, 03 Jan 2017 08:14:59 GMT
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sevenfm wrote on Tue, 03 January 2017 07:07edmortimer wrote on Tue, 03 January 2017 10:51That's not an ambient facility -- that has an Assignment. It is Hidden only as long as you never enter the sector.
According to Facilities.xml
Quote: ubHidden = Does this facility appear in the sector info popup?
0 = Yes, always.
1 = Yes, but only once the sector's been explored.
2 = No, never.
Quote:<FACILITY>
<SectorGrid>B13</SectorGrid>
<FacilityType>34</FacilityType>
<ubHidden>2</ubHidden>
</FACILITY>

```
<FACILITY>
 <SectorGrid>C13</SectorGrid>
 <FacilityType>34</FacilityType>
 <ubHidden>2</ubHidden>
</FACILITY>

<FACILITY>
 <SectorGrid>D13</SectorGrid>
 <FacilityType>34</FacilityType>
 <ubHidden>2</ubHidden>
</FACILITY>
```


I think that only means that you'll never see it in sector info popup you get when you right click the sector on map. Definetily saw that assignement as an option in facilities menu.

Anyways, the way i noticed it first is because i had teams in both C13 and D13 trying to fill up Drassen with militia and C13 was working normally, D13 was working overtime. So it's not Drassen, it's just Drassen mine. Now, the first time i noticed was soon after a weird crash which might be a complete coincidence, or might be something went boink with my game at that moment, so it would be nice if someone reproduced it first :p

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Tue, 03 Jan 2017 10:44:06 GMT
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Wow! Just want to say I love all the changes ;) Unfortunately I've found a problem playing at the 1920x 1080 resolution. It seems to squish all the statistics in the bottom right-hand side of the screen.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Tue, 03 Jan 2017 10:52:27 GMT
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Cerhio wrote on Tue, 03 January 2017 12:44Wow! Just want to say I love all the changes ;) Unfortunately I've found a problem playing at the 1920x 1080 resolution. It seems to squish all the statistics in the bottom right-hand side of the screen.

I've never check 6 merc per team option, but have similar issue with 10 merec per team (same

resolution). 8 mercs per team works fine for me (the first part of statistics is showed where is place for the 9th and the 10th mercs).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by edmortimer on Tue, 03 Jan 2017 14:02:29 GMT
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Don't know why it is hidden -- shouldn't be.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by az75 on Tue, 03 Jan 2017 16:18:46 GMT
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I must be getting too old for this: the game is too difficult for my taste... on novice.
Should be played without allowing reinforcements.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Tue, 03 Jan 2017 19:16:51 GMT
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@all: Sorry guys, the member Fan reported a bug that in current beta you are not able to meet and rescue Miguel, because he was accidently set to wrong sector. This will be solved in the next beta release. It is not necessary for playing through VR Mod, but shouldn't be of course. Well, this is a beta and we are happy about your bug reports and try to solve them to make the mod better in future. Thank you!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Tue, 03 Jan 2017 19:22:49 GMT
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Damn, is there any way to fix that ourselves in the meantime?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Tue, 03 Jan 2017 19:43:26 GMT
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Cerhio wrote on Tue, 03 January 2017 20:22Damn, is there any way to fix that ourselves in the meantime?

Yes, but unfortunately this requires a new game, because Miguel's Sector Coordinates in MercProfiles.xml in \Data-Vengeance\TableData needs to be changed to this:

Toggle Spoiler <uiIndex>57</uiIndex>
<Type>3</Type>
<zName>Miguel Cordona</zName>
<zNickname>Miguel</zNickname>
...
<sSectorX>11</sSectorX>
<sSectorY>11</sSectorY>
<sSectorZ>0</sSectorZ>

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Tue, 03 Jan 2017 19:46:07 GMT
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Scheinworld wrote on Tue, 03 January 2017 21:43Cerhio wrote on Tue, 03 January 2017 20:22Damn, is there any way to fix that ourselves in the meantime?

Yes, but unfortunately this requires a new game, because Miguel's Sector Coordinates in MercProfiles.xml in \Data-Vengeance\TableData needs to be changed to this:

Toggle Spoiler <uiIndex>57</uiIndex>
<Type>3</Type>
<zName>Miguel Cordona</zName>
<zNickname>Miguel</zNickname>
...
<sSectorX>11</sSectorX>
<sSectorY>11</sSectorY>
<sSectorZ>0</sSectorZ>

Wow scheinworld, thank you for the insanely fast response! I'll give it a try right now! :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Tue, 03 Jan 2017 19:51:56 GMT
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No problem Cerhio! ;-) This won't be the last bug for sure, but we are happy about your (bug)reports, feedback and critique to make VR Mod even better in future!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Tue, 03 Jan 2017 23:24:31 GMT
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Hey, just a couple more things I've noticed:
1) Still getting bugged UI for the statistics when I'm using 8-member parties and 1920x1080. Haven't tried other resolutions yet.

2) None of the AIM guys have radio operator as a trait. Not sure if this was overlooked or intentional.

3) Seems like some of the sandbags are allowing you to shoot from behind them while prone yet nobody the enemy can't do it to you. Not sure if intention or not.

4) This is completely anecdotal and just something I've noticed but all my high agility mercs seem to run out of energy the fastest. I have Dr. Q and Joey both running on fumes without doing very much while Steroid and my IMP who is at ~70 agility are both running all over the place. I'm honestly thinking its all in my head but I figure its safer just to bring it up anyways ;)

edit: I didn't go into the code or anything but there has to be something fishy going on. I could watch their energy drain like sand in an hourglass while my other guys were running the distance and opening stuff up without getting hit with anything. I even had Dr. Q pass out just running to heal people after battle. I just had my whole squad run across a map and these are how my highest agility guys reacted:

Even stranger, I tried letting Dr Q drink out of his canteen and it restored his energy completely while wasting almost no water.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Wed, 04 Jan 2017 09:00:40 GMT
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Not sure if it is a bug. I cannot find "improve gear" function. Very useful one, but it seems to be

missing.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 04 Jan 2017 09:07:19 GMT
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Xafloz wrote on Wed, 04 January 2017 14:00Not sure if it is a bug. I cannot find "improve gear" function. Very useful one, but it seems to be missing.
No improving gear, dynamic merc relations, moving tanks or other features from unstable releases in stable 7609.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by godspeed.7 on Wed, 04 Jan 2017 10:54:43 GMT
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I am using your full download link that includes stable 7609; on top of a fresh JA2 install. Using win8 fix as usual. I have not changed anything in any .ini apart from change MERC website availability to False.

1.
I have Barry as my tech and to open locks. Atm, I don't have a lockpick yet, so I use crowbars and feet :d
Crowbars seem to be practically useless. Kicking opens everything within 2-3 kicks (Barry has 80 Strength), but with the crowbar, I can completely deplete his stamina 3 times before the same locks open. I have only been able to see this in Omerta sectors and Drassen so far (because that's as far as I got... slow player, I like to check every little detail :d).

2.
Also, the Drassen Airport sector; when "attacking" from the Northern sector, I feel it is unfair that I get to 'spawn' within the Airports fences. (A little bit like Alma in basic Vanilla or 1.13, you cannot spawn within the protected fenced area unless you manually change maps from within the fenced area in Tactical). Not a bug really, more a suggestion.

3.
While I'm at it, I was wondering if the OCTH in this mod may not be affected by the NCTH in a way?
I'm getting a lot of point-blank misses with the CTH bar Full, like my merc ADJACENT to knocked-out soldier; I miss my aimed shot.. or ..Soldier appears from corner next to me, takes a full burst at me and doesn't hit me once. The CTH seems to act a lot more like the NCTH since 7609 or newer unstable versions. Firefights take MUCH MUCH longer than I'm used to with the OCTH. The are like the NCTH, require lot's of spray & pray.

But where are my manners? I am really enjoying this new experience. It is extremely "atmospheric".. the music, sounds, etc.. really have my attention! Thank you for the awesome work!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 04 Jan 2017 11:23:05 GMT
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godspeed.7 wrote on Wed, 04 January 2017 15:543.
While I'm at it, I was wondering if the OCTH in this mod may not be affected by the NCTH in a way?
I'm getting a lot of point-blank misses with the CTH bar Full, like my merc ADJACENT to knocked-out soldier; I miss my aimed shot.. or ..Soldier appears from corner next to me, takes a full burst at me and doesn't hit me once. The CTH seems to act a lot more like the NCTH since 7609 or newer unstable versions. Firefights take MUCH MUCH longer than I'm used to with the OCTH. The are like the NCTH, require lot's of spray & pray.

If you disable INACCURATE_CTH_READOUT option, you will see exact CTH values instead of what your merc is guessing.
I always play with this option disabled, and if CTH bar is full, it means 99% hit.
CTH balance is slightly different than in stock 1.13, but in general it's the same OCTH, the code is not changed.
Once you get better rifles, scopes and lasers, it will be much easier to hit enemy (and the same for enemy shooting at you as the game will progress).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Thu, 05 Jan 2017 03:39:47 GMT
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godspeed.7 wrote on Wed, 04 January 2017 21:54I am using your full download link that includes stable 7609; on top of a fresh JA2 install. Using win8 fix as usual. I have not changed anything in any .ini apart from change MERC website availability to False.

1.
I have Barry as my tech and to open locks. Atm, I don't have a lockpick yet, so I use crowbars and feet :d
Crowbars seem to be practically useless. Kicking opens everything within 2-3 kicks (Barry has 80 Strength), but with the crowbar, I can completely deplete his stamina 3 times before the same locks open. I have only been able to see this in Omerta sectors and Drassen so far (because that's as far as I got... slow player, I like to check every little detail :d).

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area in Tactical). Not a bug really, more a suggestion.

But where are my manners? I am really enjoying this new experience. It is extremely "atmospheric".. the music, sounds, etc.. really have my attention! Thank you for the awesome work!

Thanks for the info and the compliments, and good to hear you are using all of the suggested settings for now. (+)

1) I'm not sure what the go is with the crowbars but we did have some data corruption on some items in the past, though I doubt vanilla items like this would have been affected.

2) Drassen airport does have a north entry point to the NW away from the fences, but I have moved it even more NW and added an isolated point just in case. Will have to test if that fixes things in the next update or grab it from here in the meantime...

http://www.mediafire.com/file/6ndd4qpljw1y7il/b13.dat put this is the Data-Maps-Tiles folder and overwrite the existing file there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Jean Luc Picard on Thu, 05 Jan 2017 10:32:44 GMT
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@Scheinworld:

Das Problem mit dem ruckelden Spielablauf hat sich eigenartigerweise von selbst geolöst. Nachdem ichs einen Tag später gestartet habe. Hing bestimmt mit Windows 10 zusammen. Das einzige was mir jetzt nach längerem auffällt ist, dass das Spiel manchmal einfriert. Muss es dann über den Task - Manager beenden und neu starten. Das passiert unwillkürlich. Manchmal fliege ich auch raus, Mit einem Windows Dialog "Unhandled Exception, Unable to Restore". Das wars aber auch.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by az75 on Thu, 05 Jan 2017 12:03:42 GMT
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Guys, the crepitus quest can't be completed.Toggle Spoiler The maps from the Drassen undergrounds lead not to the crepitus queen but to a Hale&Burton compound.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 06 Jan 2017 01:41:00 GMT
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Az, the sci-fi mode is not heavily supported in this mod, and a number of the underground network has changed in Arulco since Vanilla. Crepitus should still be present, but not like it was in Vanilla.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Fri, 06 Jan 2017 15:41:17 GMT
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Hey just wanted to give another update on the fast depleting energy bug: Dr Q loses all his energy whenever he takes a bullet. He drops down to the ground like 3x a battle.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Fri, 06 Jan 2017 16:01:21 GMT
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Cerhio wrote on Fri, 06 January 2017 20:41Hey just wanted to give another update on the fast depleting energy bug: Dr Q loses all his energy whenever he takes a bullet. He drops down to the ground like 3x a battle.
This may be related to his background changed if compared to stock 1.13:
VR
<!-- Dr. Q -->
 <BACKGROUND>
  <uiIndex>33</uiIndex>
  <szName>Chinese Doctor/Martial Arts Expert</szName>
  <szShortName>TCM/Martial Arts</szShortName>
  <szDescription>Dr. Q is trained in Traditional Chinese Medicine (TCM) and martial arts. Not the fastest way to cure a patient, but it works.</szDescription>
  <agility>5</agility>
  <strength>5</strength>
  <dexterity>5</dexterity>
  <medical>5</medical>
  <wisdom>5</wisdom>
  <leadership>5</leadership>
  <speed_bandaging>-25</speed_bandaging>
  <resistance_fear>15</resistance_fear>
  <resistance_suppression>15</resistance_suppression>
  <resistance_alcohol>-20</resistance_alcohol>
  <meleedamage>10</meleedamage>
  <cth_blades>10</cth_blades>
  <stealth>10</stealth>
  <drink_energyregen>300</drink_energyregen>
  <food>-50</food>
  <water>-50</water>

<no_male>1</no_male>
<no_female>1</no_female>
</BACKGROUND>
1.13
<!-- Dr. Q -->
<BACKGROUND>
<uiIndex>33</uiIndex>
<szName>Chinese Doctor</szName>
<szShortName>Chinese Doctor</szShortName>
<szDescription>Dr. Q is trained in the arts of ancient Chinese medicine.
Not the fastest way to cure a patient, but it works.</szDescription>
<medical>8</medical>
<speed_bandaging>-25</speed_bandaging>
<resistance_alcohol>-20</resistance_alcohol>
<meleedamage>6</meleedamage>
<no_male>1</no_male>
<no_female>1</no_female>
</BACKGROUND>
Maybe the game cannot work correctly with some new values.
<drink_energyregen> defines BG_PERC_REGEN_ENERGY value which is used in DeductPoints function, modifying every BP loss by this value:
// Flugente: backgrounds
iBPCost = (INT32) (iBPCost * (100 +
pSoldier->GetBackgroundValue(BG_PERC_REGEN_ENERGY)) / 100);
So every time merc loses BP, lost value is increased by BG_PERC_REGEN_ENERGY percent, in this case effectively multiplying BP loss by 4.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Greyfoot on Fri, 06 Jan 2017 16:47:09 GMT
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Hey guys, thanks for the mod, fantastic new years present. Been playing for an hour or two on Die Hard Expert,Ironman OFF and encountered a couple of bugs:

-Canteens seem to have infinte water @1% merc can keep drinking indefinitely.
-Encountered a game breaking bug a couple of times, always near boxes, couldn`t make screenshots as I had to log off, task manager would not display after alt+ctrl+del. Playing with a clean "copied" Steam Gold version on Windows 10.(I know, I know.. (-))
It looked like the cursor became a mess, it showed an unresponsive orangish square cursor, none of the buttons worked but could move it around. Right click resulted in a blackish-reddish crosshair.
After relaunching the game the previous save loaded fine.

-Similar thing happened near a crate, this time the game did not stuck but changed my portrait to Skyrider`s. I could make a screenshot, save the game then quit. Reloading reverted back everything to normal.
-Stats are off as seen on the picture, been playing on God knows what resolution, I think

1280x768.

File Attachments

1) jav1.png, downloaded 620 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by edmortimer on Fri, 06 Jan 2017 17:17:30 GMT
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Quote:So every time merc loses BP, lost value is increased by BG_PERC_REGEN_ENERGY percent, in this case effectively multiplying BP loss by 4.

Ah, so, <drink_energyregen> doesn't reflect the energy gain from drinking water! Well. The desired effect here (and in other Backgrounds) was to reflect faster energy gain upon drinking. Which it does seem to do. Evidence Dr. Q regaining all (or most) of his energy back with a single drink. But it also increases every energy loss -- THAT I didn't know when I did that.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Fri, 06 Jan 2017 17:32:52 GMT
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edmortimer wrote on Fri, 06 January 2017 22:17But it also increases every energy loss -- THAT I didn't know when I did that.
I think it's a bug as description clearly says it's BP regain from drinking. But the way it's implemented it will affect BP regain from any source, including restoring BP from unused APs at the start of new turn in UnusedAPsToBreath.
There should be probably a check added for BP > 0 in the code, or another quick solution is to remove this tag from backgrounds.xml

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by edmortimer on Fri, 06 Jan 2017 18:26:47 GMT
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Quote:There should be probably a check added for BP > 0 in the code, or another quick solution is to remove this tag from backgrounds.xml

That's basically your decision because, I think, you're the only one working on the code. I'd like to have it work as described, but I can't write the code.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Sat, 07 Jan 2017 06:26:28 GMT
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Wow, well I'm glad to know I wasn't just going crazy! Unfortunately I don't know anything about coding or I'd try and help you out. I'm more than happy to try and find bugs though since I can't stop playing this ;)

All the little things that have been added are so indistinguishable from the original developers assets that I don't think I'll ever be able to go back to normal 1.13!

Edit: Is there any way for me to possible fix this mid-game by changing the appropriate values? If not I'll just keep going and see how far I can get ;) So much fun!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by godspeed.7 on Sun, 08 Jan 2017 00:45:48 GMT
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So I decided to start a new game to play the Die Hard mode, so far I like the challenge of only using stuff I find and ppl who want to join the cause!

sevenfm wrote on Wed, 04 January 2017 06:23godspeed.7 wrote on Wed, 04 January 2017 15:543.
While I'm at it, I was wondering if the OCTH in this mod may not be affected by the NCTH in a way?
I'm getting a lot of point-blank misses with the CTH bar Full, like my merc ADJACENT to knocked-out soldier; I miss my aimed shot.. or ..Soldier appears from corner next to me, takes a full burst at me and doesn't hit me once. The CTH seems to act a lot more like the NCTH since 7609 or newer unstable versions. Firefights take MUCH MUCH longer than I'm used to with the OCTH. The are like the NCTH, require lot's of spray & pray.

If you disable INACCURATE_CTH_READOUT option, you will see exact CTH values instead of what your merc is guessing.
I always play with this option disabled, and if CTH bar is full, it means 99% hit.
CTH balance is slightly different than in stock 1.13, but in general it's the same OCTH, the code is not changed.
Once you get better rifles, scopes and lasers, it will be much easier to hit enemy (and the same for enemy shooting at you as the game will progress).

Yeah, I'm getting used to it a little bit more now. Thanks for the tip! I like the uncertainty more. Ha!

Hawkeye wrote on Wed, 04 January 2017 22:39godspeed.7 wrote on Wed, 04 January 2017 21:54I am using your full download link that includes stable 7609; on top of a fresh JA2 install. Using win8 fix as usual. I have not changed anything in any .ini apart from change MERC website availability to False.

1.
I have Barry as my tech and to open locks. Atm, I don't have a lockpick yet, so I use crowbars and feet :d
Crowbars seem to be practically useless. Kicking opens everything within 2-3 kicks (Barry has 80 Strength), but with the crowbar, I can completely deplete his stamina 3 times before the same locks open. I have only been able to see this in Omerta sectors and Drassen so far (because that's as far as I got... slow player, I like to check every little detail :d).

2.
Also, the Drassen Airport sector; when "attacking" from the Northern sector, I feel it is unfair that I get to 'spawn' within the Airports fences. (A little bit like Alma in basic Vanilla or 1.13, you cannot spawn within the protected fenced area unless you manually change maps from within the fenced area in Tactical). Not a bug really, more a suggestion.

But where are my manners? I am really enjoying this new experience. It is extremely "atmospheric".. the music, sounds, etc.. really have my attention! Thank you for the awesome work!

Thanks for the info and the compliments, and good to hear you are using all of the suggested settings for now. (+)

1) I'm not sure what the go is with the crowbars but we did have some data corruption on some items in the past, though I doubt vanilla items like this would have been affected.

2) Drassen airport does have a north entry point to the NW away from the fences, but I have moved it even more NW and added an isolated point just in case. Will have to test if that fixes things in the next update or grab it from here in the meantime...

1) What I seem to have noticed more with further "testing" (playing... really) is that the crowbar or any item that can be used as a crowbar to open doors/locks, as soon as their condition degrades, they become much much worse at it. For example, when the crowbar is let's say 90% it is fine to open doors and locks, but the same crowbar, once it get's to let's say 40%, 30% it becomes almost impossible to open locks and doors, and every use degrades it much quicker as well. Kicking is more useful. Maybe there is a way to reduce degradation rate of items like crowbars, I mean those would be pretty hard to break in real life, especially against a wooden door.

2) I will wait for the next update, for now I have already captured Drassen and don't have a save from before that. And I don't want to mess up my game either. But I will keep this in mind for the future.

Now my issue, is Morale.

I came in from the sector North of Drassen Mine with all my mercs Stable and Good. I start Battle in Drassen Mine sector.. I take a shot at an enemy, hit him, and my morale goes down. Happens with all the mercs. It didn't do that on other sectors so far.
If it could help anyone check this in detail, I could upload the save game..

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Sun, 08 Jan 2017 18:51:07 GMT
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Hey guys, just wanted to update on the fast stamina drain bug. I went into Data-Vengeance>TableData and then edited Backgrounds.xml by removing <drink_energyregen> completely. I've been playing for 20 minutes so far and haven't experienced any problems with stamina loss but don't know how this could possibly affect any other mechanisms in the game. It wasn't too bad!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Sun, 08 Jan 2017 20:17:32 GMT
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Well I encountered a game-ending bug. I put Skyrider in the heli but left him at Drassen. Apparently the game thought he was flying because I couldn't assign him to a group and got a message saying the helicopter was hovering. As soon as I clicked on the helicopter in order to fly it somewhere, I got a message saying Skyrider crashed the helicopter and died because he was too tired. There is literally nothing you can do to free Skyrider from the helicopter and he instantly dies the second you try and move him somewhere. I tried firing him and it just made the game freeze. I'm just lucky I have a save from two days before this happened.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Greyfoot on Sun, 08 Jan 2017 21:33:31 GMT
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Just had an assertion failure bug, game freeze then gave me an error.

Quick feedback: -AI is awesome, they rarely make mistakes even on experienced, they patiently wait for opportunities and effectively flank. The game is a nightmare even on experienced. I had to give up a die hard game within 2hrs already. My mercs are getting slaughtered if I am not careful enough. Ammo is scarce to the point that I am using guns I never had before. :bl

EDIT: To godspeed.7 are you sure that your mercs aren't getting suppressed? Morale drops quickly while bullets whizzing by.

File Attachments

1) jav2.png, downloaded 555 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Mon, 09 Jan 2017 05:42:15 GMT
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Hey guys, I got a Runtime Error message:

It happened whenever I try to leave that tile both from the north and east from the strategic. I managed to eventually get north by returning back into the sector and then going north through the tactical screen.

File Attachments
1) error1.jpg, downloaded 528 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Mon, 09 Jan 2017 05:47:43 GMT
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Ran into another error when trying to attach a foregrip onto this fully-loaded AKMS. It's normally compatible with the AKM.

It might just be a random fluke because I was unable to reproduce it.

File Attachments
1) error2.jpg, downloaded 525 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Mon, 09 Jan 2017 07:53:34 GMT
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Looks like some of the assets in this sector aren't loading correctly:

File Attachments
1) errror3.jpg, downloaded 1329 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Mon, 09 Jan 2017 19:12:13 GMT
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My IMP lose stamina much faster than normal, maybe this is related to his background? (extreme athlete)

Edit: sorry i had to read the thread before ask,
Yes, it seems related to drink_energyregen in the extreme athlete background
now i have to remove that line and start over, or just use another background
thanks god wasn't very far in the game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Mon, 09 Jan 2017 21:10:59 GMT
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Quote:My IMP lose stamina much faster than normal, maybe this is related to his background? (extreme athlete)

Edit: sorry i had to read the thread before ask,
Yes, it seems related to drink_energyregen in the extreme athlete background
now i have to remove that line and start over, or just use another background
thanks god wasn't very far in the game.

No, you don't have to start again. It will work fine after you change the value.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Mon, 09 Jan 2017 22:43:46 GMT
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Quote:No, you don't have to start again. It will work fine after you change the value.

Weird i removed completly the line and the bug still happened, maybe i just had to change the value to 0 or something
anyway, too late i alredy restarted the game, in the meantime i have taken advantage of the restart adjusting Miguel Cordona location since i hear it was wrong, so hopefully all will go fine with him :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Tue, 10 Jan 2017 02:21:40 GMT
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Hmm strange, I deleted the line completely from backgrounds and it was fine right away. Not sure

why it isn't working on yours.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Tue, 10 Jan 2017 06:59:06 GMT
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Hey, Sparky's voice has a very high pitched whine in the background. Love the voices otherwise!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Tue, 10 Jan 2017 17:31:56 GMT
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Just noticed binoculars don't works, unless you have the scout skill, but even so the extra vision is very limited and without tunnel vision.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 10 Jan 2017 17:51:54 GMT
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ratpaz wrote on Tue, 10 January 2017 22:31Just noticed binoculars don't work, unless you have the scout skill, but even so the extra vision is very limited and without tunnel vision.
Binocs work well, but you need to activate them - similar to how you raise weapon.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Tue, 10 Jan 2017 18:12:23 GMT
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sevenfm wrote on Tue, 10 January 2017 18:51ratpaz wrote on Tue, 10 January 2017 22:31Just noticed binoculars don't work, unless you have the scout skill, but even so the extra vision is very limited and without tunnel vision.
Binocs work well, but you need to activate them - similar to how you raise weapon.

That's cool! btw great work so far
i like the new maps, taunts, balance and all.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Tue, 10 Jan 2017 20:36:46 GMT
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I just want to say that I really love the mod thus far! It's hard getting anything done in my life nowdays...

I have some questions or bugs though, and first I want to state that I'm not that used to recent mods, only played 1.13 basically.

I find Skyrider but as soon as I get him to Drassen airport he doesn't "act" like he used to and the dialog where he used to declare that he now will fly my mercs doesn't kick in. I can see him in the tactical section where I can "unescort" him, and I can also place him in the heli but he won't fly it. Am I doing something wrong?

It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Flugente on Tue, 10 Jan 2017 21:24:12 GMT
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Small info: I've fixed the issue with the <drink_energyregen> tag sevenfm described above in the trunk r8358. It was only intended to alter breath regeneration, not breath loss. While Vengeance doesn't directly use that exe, I am sure this fix will eventually find its way ^.^

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 04:31:54 GMT
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massiive wrote on Wed, 11 January 2017 01:36
I find Skyrider but as soon as I get him to Drassen airport he doesn't "act" like he used to and the dialog where he used to declare that he now will fly my mercs doesn't kick in. I can see him in the tactical section where I can "unescort" him, and I can also place him in the heli but he won't fly it. Am I doing something wrong?
The same bug happens for me - escorted Skyrider to helicopter in Drassen but he doesn't do anything, just stops.
I can unsecort him or put into helicopter but he refuses to fly.

Quote:It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.
What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Giffel on Wed, 11 Jan 2017 08:53:33 GMT
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massiive wrote on Tue, 10 January 2017 21:36It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.

I have the same issue. Game progression is 19/19.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Wed, 11 Jan 2017 09:08:24 GMT
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Cerhio wrote on Tue, 10 January 2017 17:59Hey, Sparky's voice has a very high pitched whine in the background. Love the voices otherwise!

Our voice files come in all shapes, sizes and quality from professional studio recording (Frazzler, Sandman) to some guys recording in what sounds like an oil drum! Sparky was a particularly demanding voice set because there's so much of it, as she also narrates sector descriptions too. Even Sparky's speech alone had a few different recording sessions, and some are sadly overmodulated.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 11:52:54 GMT
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Giffel wrote on Wed, 11 January 2017 13:53I have the same issue. Game progression is 19/19. How many cities do you control?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Wed, 11 Jan 2017 12:44:35 GMT
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Tinkering with bobby ray settings and/or progress, I so far have seen basically nothing but pistols and rifles on BR. BR settings or progress make "better" pistols and rifles available (and more types of ammo, various scopes, other attachments and all that), but the rest of weapon categories never do (with the exception of exactly 1 assault rifle that seems to apeear at some point). I've never seen any machine pistols, smgs and so on. So far, the same seems to hold for Tony.

That said, my testing of that has so far been very limited as I've spent most of the time on a die hard save so far, so don't take my "findings" as anywhere near definitive :d i might just be an idiot :p

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Wed, 11 Jan 2017 12:46:21 GMT

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Hi,

sevenfm wrote on Wed, 11 January 2017 05:31massiive wrote on Wed, 11 January 2017 01:36
I find Skyrider but as soon as I get him to Drassen airport he doesn't "act" like he used to and the dialog where he used to declare that he now will fly my mercs doesn't kick in. I can see him in the tactical section where I can "unescort" him, and I can also place him in the heli but he won't fly it. Am I doing something wrong?
The same bug happens for me - escorted Skyrider to helicopter in Drassen but he doesn't do anything, just stops.
I can unsecort him or put into helicopter but he refuses to fly.

Worrying. In older VR versions Skyrider works. In older VR versions where Skyrider is working his name lettering is white (as all other mercenaries), but in current VR install Skyrider's name lettering is yellow.

Skyrider with white name lettering works (Skyrider and Hitman have both white names):

Skyrider with yellow name lettering doesn't work (Hitman's name is white, Skyrider's yellow):

Seems with the "yellow" Skyrider the Trigger #43 "Skyrider is close to his chopper in Drassen" can not be activated and Skyrider is not recruitable and working as pilot.
Any idea what the yellow name lettering means?

@all: Thank you very much for your positive comments and your bug reports! We are happy about every single message, but of course it will take time to fix all this and sometimes we can not answer all messages directly, but we don't forget and we are happy about your feedback and support!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 13:11:31 GMT
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Scheinworld wrote on Wed, 11 January 2017 17:46Seems with the "yellow" Skyrider the Trigger #43 "Skyrider is close to his chopper in Drassen" can not be activated and Skyrider is not recruitable and working as pilot.
Any idea what the yellow name lettering means?
It's not related to any quests, it shows that a merc has flag SOLDIER_COVERT_NPC_SPECIAL which is always added for new recruited NPC's since stable 7609.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 13:13:36 GMT
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LatZee wrote on Wed, 11 January 2017 17:44Tinkering with bobby ray settings and/or progress, I so far have seen basically nothing but pistols and rifles on BR. BR settings or progress make "better" pistols and rifles available (and more types of ammo, various scopes, other attachments and all that), but the rest of weapon categories never do (with the exception of exactly 1 assault rifle that seems to apeear at some point). I've never seen any machine pistols, smgs and so on. So far, the same seems to hold for Tony.

That said, my testing of that has so far been very limited as I've spent most of the time on a die hard save so far, so don't take my "findings" as anywhere near definitive :d i might just be an idiot :p
What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Giffel on Wed, 11 Jan 2017 13:14:14 GMT
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sevenfm wrote on Wed, 11 January 2017 12:52How many cities do you control?

I control Drassen and Oronegro and its now up to 27/27 progress.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Wed, 11 Jan 2017 13:28:58 GMT
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sevenfm wrote on Wed, 11 January 2017 14:13
What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?

Don't actually have that savegame any more (and as mentioned, the one I actually play is die hard, so no BR), but i captured whole of drassen, all but 1 sector of oronegro, both SAMs, so probably high 20s or low 30s.

Does it matter at all? Is progress really different than pushing starting BR settings up? I just gave it a try, starting with BR on 10/10 produces the same thing. All pistols available, all rifles, all shotguns all attachments, all armors, all kinds of ammo.... 0 machine pistols, 0 smgs, 0-1 assault rifles, 0 sniper rifles.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 13:37:27 GMT

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Scheinworld wrote on Wed, 11 January 2017 17:46
Worrying. In older VR versions Skyrider works. In older VR versions where Skyrider is working his name lettering is white (as all other mercenaries), but in current VR install Skyrider's name lettering is yellow.
Changing merc type back to 4 for Skyrider in MercProfiles.xml fixes the problem.
It was changed to wrong value in r1144.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 13:48:42 GMT
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LatZee wrote on Wed, 11 January 2017 18:28
Does it matter at all? Is progress really different than pushing starting BR settings up? I just gave it a try, starting with BR on 10/10 produces the same thing. All pistols available, all rifles, all shotguns all attachments, all armors, all kinds of ammo.... 0 machine pistols, 0 smgs, 0-1 assault rifles, 0 sniper rifles.
Then someone probably was too tired when committing r1362 at night on 27.12.2016
This means you only can buy pistols, revolvers, hunting and sport rifles and some old WWII rifles from BR, so no automatic weapons or heavy weapons or sniper rifles from internet.
You should be able to buy good weapons from Tony and mortars/grenade launchers from TNT.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Wed, 11 Jan 2017 13:52:12 GMT
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sevenfm wrote on Wed, 11 January 2017 14:48
Then someone probably was too tired when committing r1362 at night on 27.12.2016
This means you only can buy pistols, revolvers, hunting and sport rifles and some old WWII rifles from BR, so no automatic weapons or heavy weapons or sniper rifles from internet.
You should be able to buy good weapons from Tony and mortars/grenade launchers from TNT.

Cursory look through Items.xml would suggest that everything works as it should, now whether the intention was that all those things to have no BR quantity set is another question :p

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Wed, 11 Jan 2017 13:57:14 GMT
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sevenfm wrote on Wed, 11 January 2017 14:37Scheinworld wrote on Wed, 11 January 2017 17:46

Worrying. In older VR versions Skyrider works. In older VR versions where Skyrider is working his name lettering is white (as all other mercenaries), but in current VR install Skyrider's name lettering is yellow.
Changing merc type back to 4 for Skyrider in MercProfiles.xml fixes the problem.
It was changed to wrong value in r1144.

Yep. The mistake was made in the MercProfiles.xml. That was the reason for the wrong Miguel sector coordinates too.

Thank you Seven. I will check and correct this. Need to check the other PCM characters too I think.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 14:00:36 GMT
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LatZee wrote on Wed, 11 January 2017 18:52
Cursory look through Items.xml would suggest that everything works as it should, now whether the intention was that all those things to have no BR quantity set is another question :p
Yes, the original idea was to turn BR into civilian shop that sells not guns but only non lethal equipment as this makes game balance more interesting because you need to explore sectors and take weapons from enemy instead of just buying everything online.
After discussion this idea was rejected as too restrictive so some weapons (mostly available on civilian gun market) were added to BR, more guns were planned to be added in next revision including auto rifles, machneguns and such but committing failed for unknown reason.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by edmortimer on Wed, 11 Jan 2017 15:18:13 GMT
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Quote:
> Changing merc type back to 4 for Skyrider in MercProfiles.xml fixes the problem.
> It was changed to wrong value in r1144.

Yep. The mistake was made in the MercProfiles.xml. That was the reason for the wrong Miguel sector coordinates too.

Thank you Seven. I will check and correct this. Need to check the other PCM characters too I think.

Wait. "4" is NPC, "3" is RPC. Am I missing something here, or will this change from 3 to 4 mean Skyrider is no longer recruitable?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Wed, 11 Jan 2017 16:02:43 GMT
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edmortimer wrote on Wed, 11 January 2017 16:18Wait. "4" is NPC, "3" is RPC. Am I missing something here, or will this change from 3 to 4 mean Skyrider is no longer recruitable?

@Ed: From my test I can confirm that Skyrider is only correctly working with Type 4.
He is still recruitable, he will fly the helicopter and if needed he can fight in battle:

Type 4 mercs like Skyrider, Carmen, John & Mary should not be used for talking/interacting with other RPC's/NPC's!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Wed, 11 Jan 2017 17:54:03 GMT
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Thank you! I will start a new save now that I've changed his profile.

Quote:It seems like there's no item progression in Bobby's gun sortiment. Same guns as the first day and I'm now in day 44 atleast.
What is your current game progress? (press [v] in tactical screen)
How many towns you have captured?[/quote]

I've captured four towns and two SAM-sites. Progression shows 54/53(?). Is there anything to do to unlock more weapons in the game? I play on "drop every item" setting also and so far I only encounter FN FALs and I'm getting a bit bored of those :d

It seems that I can't recruit all the miners in the different towns. I couldn't recruit either Matt or Calvin, but it says that there's already a headminer when I try to put others to the task. I've tried with mercs with really good leadership and wisdom to try and recruit them but nothing.

I would love to read any kind of hint and tricks for the game, don't really mind any spoilers. If anyone want to help me out! :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Wed, 11 Jan 2017 18:27:11 GMT
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Hi,

massiive wrote on Wed, 11 January 2017 18:54It seems that I can't recruit all the miners in the different towns. I couldn't recruit either Matt or Calvin, but it says that there's already a headminer when I try to put others to the task. I've tried with mercs with really good leadership and wisdom to try and recruit them but nothing.

I would love to read any kind of hint and tricks for the game, don't really mind any spoilers. If anyone want to help me out! :)

Take a look at PCM_Readme.TXT in \Data-PCM folder if you don't want to find out needed condition for Matt ;)

Well, normally Calvin should be recruitable simply be clicking on Recruit? Do you have a save game? Anyone else has this problem?

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Wed, 11 Jan 2017 18:45:56 GMT
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massiive wrote on Wed, 11 January 2017 22:54I've captured four towns and two SAM-sites. Progression shows 54/53(?). Is there anything to do to unlock more weapons in the game? I play on "drop every item" setting also and so far I only encounter FN FALs and I'm getting a bit bored of those :d
Army weapons are more or less standard, but different types of enemies use different weapons, regulars use more 7.62x39 and 7.62x51, elites use more 5.56x45, admins use older weapons. There will be more modern weapons from enemy on higher game progress when you capture more towns.
You should be able also to buy some more rare weapons from Tony.
Playing with drop all is not recommended as it mostly ruins game economical and weapon balance, but it's always player's choice.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Wed, 11 Jan 2017 20:22:18 GMT
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Sorry I don't have any save from that. If I encounter the same problem in my new save I will let you know Scheinworld, thanks for the quick feedback!

I know it might ruin economical and weapon balance, but I'm a gun freak and useless (and a bit lazy) when it comes to the economics :d I even would like to tweak the starting money, but it seems it doesnt work by using the ini editor? Any other place to boost the $$? :)

/Lazy player.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Thu, 12 Jan 2017 03:47:46 GMT
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Quote:I know it might ruin economical and weapon balance, but I'm a gun freak and useless (and a bit lazy) when it comes to the economics

I'm the same ;P I worry about not having enough ammo or not having good enough guns to use.

So what you're saying is FN Fals and such should be the norm and you can't ever get any better stuff from Bobby Ray's? What if I turned BR's quality up?

Also been super super addicted to this game. Haven't run into any more bugs otherwise you'd see them posted here already ;) I think its more stable that most other mods!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Thu, 12 Jan 2017 12:32:39 GMT
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For some reason my mercs can't train other mercs in drassen mine, they also never get tired while assigned to tasks, it's some sort of hidden facility feature there?

Quote:
I'm the same ;P I worry about not having enough ammo or not having good enough guns to use.

So what you're saying is FN Fals and such should be the norm and you can't ever get any better stuff from Bobby Ray's? What if I turned BR's quality up?

Also been super super addicted to this game. Haven't run into any more bugs otherwise you'd see them posted here already ;) I think its more stable that most other mods!

I'm the exact opposite, i always set item progression on very slow, as i like to find stuff progressively, it make the game more enterteining in the long run,
so also i like BR don't sell all the best stuff, and i have to find it on the field, for the same reason, otherwise i will probably get bored as soon as i can't improve my equip.
Well, this may be not the case of vengeance, since the new content will make you enterteined for atleast the first run, but still...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by az75 on Thu, 12 Jan 2017 17:32:25 GMT
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Hey, there's a very annoying bug when mounting on roofs, encountered it in Salinas (G9) and in Doran. And this happens:

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Fri, 13 Jan 2017 10:40:55 GMT
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ratpaz wrote on Thu, 12 January 2017 13:32For some reason my mercs can't train other mercs in drassen mine, they also never get tired while assigned to tasks, it's some sort of hidden facility feature there?

Ok, found the reason why this happens, problem is in FacilityTypes.xml, </FACILITYTYPE> tag that should close up the Mine type facility on line 305 seems to have wandered to line 387, in the middle of Boxing club entry. Putting it in the right place seems to correct the endless energy problem.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Fri, 13 Jan 2017 12:17:44 GMT
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Hi,

Thank you LatZee for your bugreport and at the same time for the possible solution! :-)
This will be surely fixed in the next beta.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Fri, 13 Jan 2017 15:05:27 GMT
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Purely for completeness sake, let's add two small problems that don't really have any influence on gameplay:

1) Carlo seems to be stuck on first part of his speech (I believe you know of us....), just repeating it endlessly :d

2) Tabuk DMR rifle takes only one attachment, the ON-M99 scope. If that is intentional, than the scope goes into the wrong slot (the stock one, not that one that scopes usually go into). Or maybe it is just an artifact of bigger error with the rifle, and it should accept more attachments, wouldn't know :d

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Sat, 14 Jan 2017 11:18:46 GMT
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I encountered Skyrider bug
Is there a way to fix it without restarting the game?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Sat, 14 Jan 2017 21:34:38 GMT
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ratpaz wrote on Sat, 14 January 2017 13:18I encountered Skyrider bug
Is there a way to fix it without restarting the game?

Nope, you just have to restart or go to an old save. Sorry man.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Sat, 14 Jan 2017 22:16:53 GMT
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Cerhio wrote on Sat, 14 January 2017 22:34ratpaz wrote on Sat, 14 January 2017 13:18I encountered Skyrider bug
Is there a way to fix it without restarting the game?

Nope, you just have to restart or go to an old save. Sorry man.

I got an old save just before meet Skyrider it's ok? or before start the quest?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Cerhio on Sun, 15 Jan 2017 05:50:38 GMT
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Quote:I got an old save just before meet Skyrider it's ok? or before start the quest?

Yes, I believe that it should work but any save without him in the helicopter should work as well in case you have more recent saves. As long as you haven't put him in the helicopter, the save should be fine. I don't remember how long he had been in that position but I had to get a save that

was 6 (in-game) days back.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Sun, 15 Jan 2017 13:58:21 GMT
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It wasn't working even with a previous savegame
i got rid of the problem escorting him to Drassen airport and unescort him right in front of the helicopter
immediatly after, talking with him again triggered his dialog and he acted normally like always used to be....well except he joined my team without even asking him =)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Sun, 15 Jan 2017 18:00:31 GMT
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ratpaz wrote on Sun, 15 January 2017 14:58It wasn't working even with a previous savegame
i got rid of the problem escorting him to Drassen airport and unescort him right in front of the helicopter
immediatly after, talking with him again triggered his dialog and he acted normally like always used to be....well except he joined my team without even asking him =)

Exactly that for me too.

To be more precise :
Type "4" didn't work with an existing savegame, even before meeting him. His name is still yellow and he bugs in front of the chopper.
You have to go on strategic screen and change his status to "unescort". Beware ! Do not dismiss him (clicking on contract), the game will crash.
Then on tactical screen, talk to him and he will resume the monologue.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Mon, 16 Jan 2017 08:14:42 GMT
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Steyer AUG A1 and Noveske Leonidas cannot accept any attachments (they looks like have old 4 slot inventory systems). Tabuk has merely one, but at leats useable. Also Tony doesn't want to buy Stayers AUG A1. BUGs or WADs?

BTW Noveske Leonidas looks awesome but without add-ons is subpar in comparison to other similar weapons.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Mon, 16 Jan 2017 11:34:57 GMT
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I think there is a problem with covert ops/spy skill
when my merc disguise and the equip is too advanced or there is another problem with the disguise there are messages spam that goes in loop and will not stop until my disuise become OK.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Mon, 16 Jan 2017 11:48:32 GMT
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Same thing happened with Elroy in my game.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Mon, 16 Jan 2017 19:03:37 GMT
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I managed to save up some money and treat myself with a SEAL upper reciever for the M4A1 but I can't merge them together? I open the inventory but nothing happens when I try and put them together. Bug or am I a bit dumb? :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 16 Jan 2017 21:26:49 GMT
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Hey Massiive, more than likely an attachment bug, we had a number of items and attachments broken with xml editor, and some migration issues. Thanks for flagging it though, so we can add that to the list to investigate.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Tue, 17 Jan 2017 06:23:20 GMT
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Bummer :/ I was really curious of it. Will other "kits" be the same? I can't seem to change barrels either.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 17 Jan 2017 07:48:22 GMT

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I'm guessing it might be the gun itself rather than the attachments you're trying to add to them unfortunately.

Actually looking at the attachments now that gun has heaps of options, but unfortunately attachment 2804: the Upper SRR Barrel Kit is not one of them at the moment. I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

It might be wise to just wait for the next build, as we have a number of bugs that are being fixed.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Tue, 17 Jan 2017 11:58:05 GMT
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Hawkeye wrote on Tue, 17 January 2017 08:48I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

Items.xml should be "updateable" without starting new game or something like that, it is not one of those things that are read once and then kept in the savegame or whatever, so changing it should work at any point :d

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Tue, 17 Jan 2017 12:18:26 GMT
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The updated items xml could be usfule for me too ;)

Alcohol-Oil Mix seems to not working for me. Precisely I cannot combine those two things into the one. Fixed by Scheinworld in Beta 2 release

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Tue, 17 Jan 2017 18:37:41 GMT
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LatZee wrote on Tue, 17 January 2017 13:58Hawkeye wrote on Tue, 17 January 2017 08:48I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

Items.xml should be "updateable" without starting new game or something like that, it is not one of those things that are read once and then kept in the savegame or whatever, so changing it should

work at any point :d

That sure sounds interesting :) could we possibly get a updated items.xml file where we could try this? It would be pretty easy to just copy a backup if it doesnt work? Don't want to sound to eager, it's just that I not really in a mood to start over again at this point :)

LatZee wrote on Tue, 17 January 2017 15:16The only problem is that it should be in a different xml, Merges.xml :p so all in all, it's probably best to wait for a complete new version rather than throwsing around dozens of different xml files piecemeal :p

is it possible for someone to check if it's any "easier" task to fix? If it's possible for a donkey like me to do the changes myself if someone tells me how? :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Wed, 18 Jan 2017 10:39:34 GMT
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Among other attachment problems, the .50 beowulf rifle cannot be transformed into the C-MAG version with its proper adatper.
The C-MAG version has no attachments defined, by the way.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Thu, 19 Jan 2017 23:11:54 GMT
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massiive wrote on Wed, 18 January 2017 05:37LatZee wrote on Tue, 17 January 2017 13:58Hawkeye wrote on Tue, 17 January 2017 08:48I'm not sure if I give you and updated items xml if this will fix things with your current save, a coder will be able to advise.

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LatZee wrote on Tue, 17 January 2017 15:16The only problem is that it should be in a different xml, Merges.xml :p so all in all, it's probably best to wait for a complete new version rather than throwsing around dozens of different xml files piecemeal :p

is it possible for someone to check if it's any "easier" task to fix? If it's possible for a donkey like me to do the changes myself if someone tells me how? :)

PM sent massiive, you'll need an updated merges.xml for your issues though.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 20 Jan 2017 07:36:08 GMT
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Quote:Also with VR having more than a few extra features, we also needed a few extra keyboard shortcuts, listed below:

- Ctrl+D - skip interrupts for this merc only (original interrupt system)
- Ctrl+Alt+D - skip interrupts for player team (original interrupt system)
- use [u] key to manually unjam gun*

Ctrl+D and Ctrl+Alt+D don`t work at my end when the Zombies fight with the Army and my mercs are only able to hear ongoing fight behind the building/wall/out of los. Despite pressing the first and the second combination of keys and despite the game displayes the proper information of skipping further interrupts, the information is in orange, almost every few burst or scream there are interrupts. Although I haven't tried this keyboard shortcuts without zombies.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 20 Jan 2017 08:39:29 GMT
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grim wrote on Wed, 18 January 2017 21:39Among other attachment problems, the .50 beowulf rifle cannot be transformed into the C-MAG version with its proper adatper.
The C-MAG version has no attachments defined, by the way.

Grab the latest merges xml and attachments xml below and overwrite the ones you already have in your DataAIMv53/TableData/Items folder. This should fix the Beowulf and Massiive's Seal rifle. These are untested so maybe back up your current files first, before overwriting them.

http://www.mediafire.com/file/us897b54fgbbnun/Attachments.xml

http://www.mediafire.com/file/6sysl13jsyni5oi/Merges.xml

Items are muckin fess at the moment, so keep your reports coming in, though they will take time to fix.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Fri, 20 Jan 2017 10:48:10 GMT
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Thank you for the updated files. They "work" for me, and yes, the .50 Beowulf rifle problems are gone.

A few bug reports (warning, a few spoilers ahead) :

- I start with a small one : Frazzler has bad eyes locations i guess, his goggles are too high on the portrait

Done - Hawkeye

- Weapons without attachments (old slots only, i don't know if it's intended for all of them) :
+Crossbow
+M2 Carbine
+Steyr Aug A1

- When entering I15 from the west (I14), enemy turn started immediately, and locked up very early with and infinite clock cursor and the progress bar not moving.
Coming from the north (H14), i didn't have this problem. The only difference (i guess) was that bloodcats couldn't see me when coming from the west and tried to attack Joey, while from the north i had immediate contact and they came to my mercs.

- This one i'm really unsure it's from the mod. I quite regularily have a game lockup on strategic map. It's noticeable because the music tracks don't follow up, and when i come back on tactical, the mercs can't move. I think it's win 10 related (i use the wine files fix).

More will come.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 20 Jan 2017 11:38:55 GMT
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Steyer Para unlike Steyer Aug A1 accepts lots of attachments. The other weapon without any attachment is BAR LMG, but it is wwII weapon so as opposed to Aug AI I guess it is quite intentional.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 20 Jan 2017 11:54:29 GMT
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Imagine the BAR should be able to attach a few basics like a bipod, but again probably broken attachments. I'll have to add these to the pile.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 20 Jan 2017 12:18:58 GMT
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BAR M1918A1 had bipod and the lmg in the picture looks like it has got it as integral part. However haven`t look at stats to check if it is reflected.

BTW I do love the sound of the mg.

BAR like Steyer Aug A1 and Leonidas Noveske is not a buyable weapon by Tony (those three don`t accept any attachments, if it does matter). Also SKS PU which accepts a few attachments and Tabuk are not accepted by Tony. Normal SKS could be sold to him.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Fri, 20 Jan 2017 14:27:40 GMT
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List of VR guns to check/add attachments
Toggle Spoiler2002 Precision Crossbow - Done
2003 SEAL Recon Rifle - Done
2004 Colt M16A4 SAM-R - Done
2005 SKS Tactical - Done - Grenade launcher attachment?
2006 KRISS Super V - Done
2007 PP-90 M1 - Only has silencer
2008 AA-12 CQB - Done
2009 Whisper Kitty - Done
2010 Metalstorm Launcher System
2012 S&W Model 64 Done
2013 Steyr AUG-A2 CQB - Done integral foregrip
2014 Steyr AUG-A2 RAS CQB - Done integral foregrip
2015 Steyr AUG-A2 RAS - Done integral foregrip
2016 Steyr AUG Para RAS - Done
2017 Steyr AUG HBAR RAS - Done
2018 FN P90 RAS - Done
2019 HK UMP9 - Done integral folding stock
2020 HK G11 RAS - Done
2021 HK CAWS RAS -Done
2022 McMillan TAC-50 - Done
2023 Dragunov SVU-A - Done
2024 Dart Rifle - Done
2028 Noveske N4 XPR - Done
2029 Noveske N4 Leonidas - Done -removed some bizarre default attachements
2030 Noveske N4 Diplomat - Done -removed some bizarre default attachements
2031 Noveske N4 Complete - Done
2032 HK MP7 PDW - Done integral foregrip, integral telescopic stock
2033 Ruger Mini-30 - Done

2034 V-94 - Done default x10 scope
2035 Steyr AUG-A1 Done integral scope x2?
2036 Simonov AVS-36 - Done
2037 PP-19-01 Vityaz - Done
2038 HK MP5A4 C-Mag - Done
2039 HK MP5N C-Mag - Done
2040 HK MP5SD5 C-Mag - Done
2041 Colt 9mm SMG C-Mag - Done
2050 Colt M16A1 C-Mag - Done
2051 Colt M16A4 C-Mag - Done
2052 Colt M4 Commando C-Mag - Done
2053 Colt M4A1 C-Mag - Done
2054 Colt XM177-E1 C-Mag - Done
2055 Diemaco C7A2 C-Mag - Done
2056 SIG SG540 C-Mag - Done
2057 SIG SG550 C-Mag - Done
2058 SIG SG551 SWAT C-Mag - Done
2059 SIG SG552 C-Mag - Done
2060 HK 53A3 C-Mag - Done
2061 HK G41A2 C-Mag - Done
2062 Colt PDW 10mm - Done
2063 S&W M&P15R - Done
2064 MPA .45 Carbine - Done
2065 AEK-973S - Done
2066 Barrett M82A1M - Done
2067 HK 417 16"- Done
2068 HK 417 20" - Done
2069 AR57 16" - Done
2070 AR57 11" - Done
2071 AR57 6" Silenced - Done
2072 DeLisle Carbine - Done
2073 Remington Model 710 - Done
2074 M1918A2 BAR - Done
2075 Gepard M6 Lynx - Done
2076 HK G11 ACOG - Done
2077 HK CAWS ACOG - Done
2078 Browning BAR Mk. II - Done
2079 Bren Ten - Done a while ago
2081 Carl-Gustaf M3 - Done - added optional small scope not sure if this works with heavy weapons
2082 Blaser R93 7.62 - Done a while ago
2083 Blaser R93 .30-06 - Done a while ago
2084 OTs 33 Pernach - Done
2085 L86A2 - Done
2086 FN SCAR-WP Sniper - Done
2087 Springfield M1903A4 - Done
2088 Tabuk DMR - Done
2089 Colt SMG .45 - Done

2091 Molot Vepr - Done
2092 HK 33KE - Done
2093 HK 33KE C-MAG - Done
2095 .50 Beowulf Rifle C-Mag - Done recently
2102 Desert Tactical Arms SRS - Done
2106 Hi-Standard HDM - Done
2107 American-180 - Done
2108 Armalite AR-7 Survival Rifle - Done
2109 Ruger 10/22 - Done a while ago
2110 Bizon PP-19 - Done a while ago
2111 IMI Magal - Done
2112 IMI Negev - Done
2113 OTs 48K - Done
2114 CheyTac Intervention M200 - Done
2115 Vepr 12 Tactical - Done
2116 Owen .38 - Done
2117 M2 Carbine - Done recently
2118 Ruger AC-556 - Done
2119 Ruger AC-762 - Done - very little ref on this one same as SR-762?
2120 Calico M-900A - Done a while ago
2122 Calico M-100 - Done a while ago
2123 HK AG3 F1 MOD - Done
2124 Colt M16A2 M203 - Done
2125 Winchester 1300 Defender - Done
2126 Barrett M107 - Done
2127 Custom MAC-10 - Done

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Fri, 20 Jan 2017 17:29:54 GMT
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Small typo in Cobra's background, <szShortName> Diver in place of Driver :

Done - Hawkeye

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 21 Jan 2017 00:43:08 GMT
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The latest items and their attachments is available here.

http://www.mediafire.com/file/jpy439l248y1p4e/Items.xml

I think we may need to look at getting them fixed another way as this is limiting my time on other stuff I should be doing like art and map updates. These attachments are also basic, and not heavily researched so there still may be some inaccuracies.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Sat, 21 Jan 2017 00:54:12 GMT
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- In F10, the direct approach with Dick ends badly, as the dialogue get stuck in place and it's impossible to exit it. Here is the sentence when it happens :

Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Sat, 21 Jan 2017 03:45:36 GMT
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Hi grim,

grim wrote on Sat, 21 January 2017 01:54- In F10, the direct approach with Dick ends badly, as the dialogue get stuck in place and it's impossible to exit it.

Good find. Thank you for your bug report! Dick's script will be fixed in the next beta release.

Hawkeye wrote on Sat, 21 January 2017 01:43I think we may need to look at getting them fixed another way as this is limiting my time on other stuff I should be doing like art and map updates. These attachments are also basic, and not heavily researched so there still may be some inaccuracies.

Thank you for your work on this Hawk, but for me it's clear that we need an item master here. Unfortunately we have limited capacities. You are working on the maps, tiles, artwork. Seven is working on the code and I would rather like to check/improve the scripts, characters, quests.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Sat, 21 Jan 2017 18:38:51 GMT
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It seems like the items duplicate in some sectors, for example in b13 and in the sector where Tony has his business. I have an AK-103, syringe and a NVG 1 get duplicated each time i open the item menu.

I can't put on different uppers to the HK417 nor the M4A1. I can put on the SEAL upper to the M4A1, but I can't put on any scopes or such. The bushmaster upper can't be put on at all.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Sat, 21 Jan 2017 19:29:35 GMT
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Just few things i found out:
- Sometime it's impossible to hit the target even with 99% CTH, i can't replicate the bug, but often happen the first time a merc see a enemy.
- Another strange behavior, sometime there are weapons drops with 0% maximum durability but their status is around 70-99% so they are usable they just can't be repaired when they get damaged.
- I don't know if this is a feature or not, but when a merc wear a backpack all enemies will see him much further like he get a camo penalty, if this is a feature it should atleast be stated in the advances properties page of the backpack.
- If one of your cities/sams with militia get attached while you are in tactical screen the game will CTD.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sat, 21 Jan 2017 19:45:19 GMT
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Quote:Another strange behavior, sometime there are weapons drops with 0% maximum durability but their status is around 70-99% so they are usable they just can't be repaired when they get damaged.
Most likely weapons that were given to enemy in map editor before 7609, so they don't have max repair level set correctly.
You can use local mechanics to repair such weapons.

Quote:I don't know if this is a feature or not, but when a merc wear a backpack all enemies will see him much further like he get a camo penalty, if this is a feature it should atleast be stated in the advances properties page of the backpack.
It's not a feature of backpack but feature of 1.13 sight system.
Ja2_options.ini
; Dual welding the longest sniper rifles with full attachements, having a third backup sniper rifle,
; one combat pack and one backpack will give a 50% (default) sight penalty with the default settings.
COVER_SYSTEM_LBE_EFFECTIVENESS = 50

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by massiive on Sat, 21 Jan 2017 20:11:09 GMT
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I can't really seem to understand the camo either. I had one of my IMP mercs wear guillie on head and chest but still only got 5% camo. When I first applied it to him he reached 70% or something but it then decreased to 5% for some reason I can't understand :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Sat, 21 Jan 2017 20:59:11 GMT
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Quote:
Most likely weapons that were given to enemy in map editor before 7609, so they don't have max repair level set correctly.
You can use local mechanics to repair such weapons.

Yes, that's what i'm doing.

Quote:
It's not a feature of backpack but feature of 1.13 sight system.
Ja2_options.ini
; Dual welding the longest sniper rifles with full attachements, having a third backup sniper rifle,
; one combat pack and one backpack will give a 50% (default) sight penalty with the default settings.
COVER_SYSTEM_LBE_EFFECTIVENESS = 50

Never noticed this feature, good to know, thank you.

massiive wrote on Sat, 21 January 2017 21:11I can't really seem to understand the camo either. I had one of my IMP mercs wear guillie on head and chest but still only got 5% camo. When I first applied it to him he reached 70% or something but it then decreased to 5% for some reason I can't understand :)

Still my game progression don't give me access to guillie suits
the only complain with camo is that the displayed bonus is cumulative rather than display the higher camo like it happen on the latest 1.13 builds, but even so terrain camo seem to be applied correctly.
So let's say your camo is 60% you may have 20% wood, 20% desert and 20% urban so your real camo on every surface is 20% rather than 60%
But if you have 60% wood then your camo is 60% only on wood terrain and none on desert/urban.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sat, 21 Jan 2017 21:18:30 GMT

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ratpaz wrote on Sun, 22 January 2017 01:59
the only complain with camo is that the displayed bonus is cumulative rather than display the higher camo like it happen on the latest 1.13 builds, but even so terrain camo seem to be applied correctly.
So let's say your camo is 60% you may have 20% wood, 20% desert and 20% urban so your real camo on every surface is 20% rather than 60%
But if you have 60% wood then your camo is 60% only on wood terrain and none on desert/urban.
In the next VR.exe release there will be patch that shows more information on camo, maybe it will help:
Quote:r7791: Enhancement: It is now possible to view detailed camo information on the map screen (mouse-over popup at the camo value) (by silversurfer)
Also, it's important to know that some items like lasers can reduce effective camo level, though in VR it should apply only when weapon is raised.
Also camo limit works different from stock 1.13 - only camo from kits is limited to 20% (representing that it's only applied to face and hands), so you can still get max camo (more than 80%) from full ghillie suit.
Another change is that camo from kits will slowly be removed when merc is crawling.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by KBfore on Mon, 23 Jan 2017 02:05:28 GMT
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I am really enjoying this mod. I'm having a couple small issues. Sometimes when adding attachments and gear using the mouse click instead of drag and drop, I get a game breaking "NADA" in red letters. Works fine however if I just drag and drop items. I'm also having a hard time finding missions to do. I've searched everywhere for the agency rebel hideout with no luck. Is it the same area where Carlos is in 1.13 (found that), Or am I looking for something different? Lastly, I have taken Drassen and Onegro, and BobbyRays still hasn't changed their inventory. As in earlier posts, no smg, sniper, heavy..... I had put in awesome quality/quantity with super fast progression. And to the guys making these mods, you are doing GODs work, you are awesome!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Tue, 24 Jan 2017 06:10:38 GMT
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- Training militia is not possible in C1, although you can assign militia to the sector via the city planning.
Toggle Spoiler
- Unless he's transvestite in secret, Jerry seems to have a wrong small activity portrait
Toggle Spoiler

Note by Schein: Fixed in VR Second Beta. Thank you for your report Grim!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Tue, 24 Jan 2017 06:21:45 GMT
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Quote:Training militia is not possible in...

Also in B1 and D3 (Doran)

Also at least in one more sector in Doran, but don`t remeber in which atm.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by edmortimer on Tue, 24 Jan 2017 06:29:49 GMT
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Quote:- Training militia is not possible in C1, although you can assign militia to the sector via the city planning.

Quote:Also in B1 and D3 (Doran)

Got it. Thank you. My bad. The Legacy Militia Training Facility is absent from Facilities.xml. @Scheinworld -- I'll get this updated and off to you soonest. Will check all locations.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Tue, 24 Jan 2017 07:31:31 GMT
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Hi,

edmortimer wrote on Tue, 24 January 2017 07:29@Scheinworld -- I'll get this updated and off to you soonest. Will check all locations.

Thank you for your continuing work on this Ed! (+)
Thanks @grim & Xafloz for your report as well!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Tue, 24 Jan 2017 10:25:15 GMT
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BTW having possibility to train militia in Omerta would be more then welcomed. From strategic perspective the city is important in terms of northern communication axis, which is regularly disrupted and in order to re-establish it over and over I need resend there my mercs or to prevent

it a team of mercs must station in the city. Is the second option deliberated? In fact in 2 of 4 for sectors of Omerta in tactic mode there are rebels which in fact is a kind of militia, but not available from strategic level. So why not to train militia and avoid this boring repeating tactical battles in southern part of Omerta?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by massiive on Tue, 24 Jan 2017 19:46:26 GMT
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I found a merc willing to join me and his uniform is causing problems. I'm not sure it's a bug or not. Putting it in a spoiler if you don't want to know who.

Toggle Spoiler I found a relative to Ivan (lovely touch btw and nice stats!) Iliev. I recruited him but his uniform is freaking out. I get the notification that he is wearing a dishonorable uniform and it starts spamming to the left of the screen. I did change his uniform but get the same thing anyway. His name is red also and not white as the other mercs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Tue, 24 Jan 2017 21:06:29 GMT
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It look to me something like the bug getting all disguised mercs when their disguise will not hold.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Thu, 26 Jan 2017 06:06:54 GMT
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Hey, great mod testing it right now.

It seems like the Militia, which were spawned due the campaign getting respawned. Friendly & Bad ones. Seen in A10 & B10 with friendly ones and in H13 in Alma Headquarters. If you have no MERCS in there and go from strategical into tactical they start to fight with your recruited militia and take instant the sector so your loyalty & income drops. If you go with MERCS into tactical in H13 they start to fight with my militia and end up getting crushed. Of course i cleaned the sector from them but they getting respawned.

Im also getting random energy drops.

Thank you for your great work, keep it up!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Thu, 26 Jan 2017 15:35:25 GMT

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Trying to put a .50 beowulf ammo box onto the beowulf rifle with C-mag results in this :
Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 27 Jan 2017 03:16:33 GMT
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Don't you have to 'break open' boxes into magazines before loading them? Either way it's not good it's causing that crash.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by CrimsOmNomNom on Fri, 27 Jan 2017 05:05:46 GMT
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Hey, just to confirm quickly that there being NO Smgs/MGs/AR/Sn etc in Bobby Rays is a bug and not a feature, this is at like 25/50/75 and 100 progress i've tested?

If it is a bug, is there a easy fix or wait on next release?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by silversurfer on Fri, 27 Jan 2017 08:21:19 GMT
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Hawkeye wrote on Fri, 27 January 2017 04:16Don't you have to 'break open' boxes into magazines before loading them? Either way it's not good it's causing that crash.

You can take a box and apply it to a gun and the game will automatically create magazines of the appropriate size and place them in the merc's inventory. Maybe Sevenfm hasn't incorporated a fix for magazines yet that Flugente implemented in the 1.13 dev code. IIRC there was a problem that the game couldn't figure out the correct mag size and crashed.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Fri, 27 Jan 2017 12:04:49 GMT
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If you are trying to take the clothes of the enemy you get only his army trousers, cant disguise myself as a soldier but as a civilian.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Fri, 27 Jan 2017 12:12:25 GMT
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Infinet wrote on Fri, 27 January 2017 17:04If you are trying to take the clothes of the enemy you get only his army trousers, cant disguise myself as a soldier but as a civilian.
You cannot take vest/pants from enemy if this part of clothes was damaged by bullet or hit.
To disguise as a soldier you need to wear clothes of the colors that enemy soldiers use.
To disguise as civilian you can wear any colors that soldiers don't use.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by grim on Sat, 28 Jan 2017 09:09:31 GMT
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A feedback rather than a bug report :
Toggle SpoilerThe mod includes several tanks all over the map, on the roads, in cities and at least at a Sam site (south of Salinas). You can avoid them to some extend, but fighting them is quite tedious at this time, as they are very deadly, and (here is my point) you don't loot antitank stuff on the maps and on the bodies. After taking the upper half of the map and visiting every sector, i found only one LAW. With BR not selling any heavy weapon, dealing with tanks is a chore.
The player should have more weapons to deal with that menace.
This issue is causing me to stand down a bit, i don't have the will to loose too much of my men on the last tank i met or savescum and use tricks to get it down.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by ratpaz on Sun, 29 Jan 2017 07:30:48 GMT
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Talking about covert ops the people on that complex (hale and burton) will get mad if mouse go there at night, but will not attack her.
here is a small example:

&feature=youtu.be

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sun, 29 Jan 2017 11:10:59 GMT
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ratpaz wrote on Sun, 29 January 2017 12:30Talking about covert ops the people on that complex (hale and burton) will get mad if mouse go there at night, but will not attack her.
here is a small example:
As far as I understand this feature, covert operations should work only with enemy team, and H&B

are civ team so something doesn't work correctly.
This looks like stock 1.13 bug of how hostile civilians see covert mercs, not related to VR.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Mon, 30 Jan 2017 09:38:54 GMT
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60mm illumination shell gives no light, however there is proper initial animation like 40mm illumination grenade.
LARK and Sporting Clay vests have nothing slots.
SG Holster looks like MP holster.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Wed, 01 Feb 2017 07:03:11 GMT
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In H9 (Salinas) I found "creature cocktail" described as "AXED". Haven`t used this grenade so far...
In K4-1 (Orta basement) I found interesting weapon called "creatures queen spit" I`m afraid it had only 7 rounds of 50 and so far haven`t found more ammo ;)
In other sector in Salinas there is entrance to a mine. The mine had entrance to creatures queen lair, but despite a few items in the caves there were no single monster or queen. Just boring trip for a team.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Thu, 02 Feb 2017 07:22:53 GMT
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Changing TNT into TNT sticks in turn based mode with backpack (all items in the backpack are unavailable because of turn base mode) causes all items in the backup to be dropped to the ground.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Thu, 02 Feb 2017 09:30:28 GMT
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Xafloz wrote on Thu, 02 February 2017 12:22Changing TNT into TNT sticks in turn based mode with backpack (all items in the backpack are unavailable because of turn base mode) causes all items in the backup to be dropped to the ground.
Old transformation bug that will never be fixed :-)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sat, 04 Feb 2017 08:33:25 GMT
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I've had a few issues with latest files above - Noveske Leonidas - accepts 5.56mm adapter - I guess instead of trigger group (90mag doesn't exist which lead to crash while trying to make ammo from boxes). Also rifle sling disappears after attaching to the gun (this might be caused by the first issue).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 04 Feb 2017 09:40:29 GMT
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Sorry that'll be my mistake trying to rush out attachments with little ref.

Grab the latest items again below.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sat, 04 Feb 2017 10:45:57 GMT
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Hawkeye wrote on Sat, 04 February 2017 11:40Sorry that'll be my mistake trying to rush out attachments with little ref.

Thanks for you efforts. No need to be sorry ;)

BTW KRISS Vector accepts Acog x4, previously only Scope x2, intended?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 04 Feb 2017 11:00:22 GMT
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Acogs should be fine

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Mon, 06 Feb 2017 07:22:35 GMT
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x4 scope supprised me as many other SMGs accepts only x2. Just thinking in terms of cohesion.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Mon, 06 Feb 2017 13:07:26 GMT
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Feedback: Miguel is back!

Changing TableData/MercProfiles.xml as explained above.
:w

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Mon, 06 Feb 2017 21:26:56 GMT
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What's the matter with VR?

The situation:

1. day; A 9 erobert.
2. 13 Mercs (incl. 6 AE)

I would like to engage other Mercs. But I'm not able to engage anybody: ESC-Error!!! (-)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Wed, 08 Feb 2017 10:40:37 GMT
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In many sectors after merging ammo appear boxes with 5k rounds of them especially 5.45mm.
In Orta after merging ammo I happen to have above 1000 rounds of CAWS AP ammo.

In sector inventory rejecting ammo from pepper gas creates 10mm HP Box.

Despite the description of one item bought in the BR shop AUG HBAR cannot be changed to AUG CQB version by it. Fixed after Beta 2, watch this space

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 10 Feb 2017 19:42:58 GMT
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MOLLE items with more then 4 slots are fully functional only in tactical view at a merc inventory. In the sector inventory only 4 attachments are possible. Figured it out by accident after many days of playing...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 10 Feb 2017 20:08:51 GMT
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Sector F3 freezes the game regularly in the tactical mode due to bloodcat ambush on trespassing mercs. Maybe it is somehow connected with presence of strong partisans force in the sector.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by adim on Fri, 10 Feb 2017 22:16:41 GMT
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Hi all there..

****
I. Thanks a lot for the great mod!
****

II. Report of my testing (while highly enjoying) so far:

1. settings: Expert; Tons of guns; BR normal/normal; Item choices = very slow
2. Day 6; Progress 35/32; all mines at 50%; Doran in process of liberation (some heavy weapons there, as usual)
Decided to go to Doran, because its clearly seen - Salinas has no income+lot of sectors to defend = not a target at this stage

3. Didn't notice TNT is a merchant, so his is now a team member :)
4. Bugs (or features) noticed (so far):

A. In San Mona (C5) got a hot "welcome" from unknown fraction and Kyle is not there, so after completing Maria's quest got the deed, but nobody ask for it. Kyle's no longer around we may try and remove the deed element altogether in future builds - Hawkeye

B. D5 - prepared for the first fight, gave the money for a bet and... fight started, but gunfight :))
 (C5 was cleared from KP's people before that, so I expected to battle when I enter the sector)

C. When I was in army, my "military jeep" (UAZ-469B, actually) was capable to transport 7 man without problems (and some more if it's a must) :))

D. This one is a pain in the .. - Cobra!
more than 80% of the time when saying something in a battle, there is CTD. Checked all the logs - nothing suspicious...

(also a minor problem with camo picture - Hamous+wrong eyes placement) Fixed, thanks to Anv - Hawkeye

Will report back, if not already posted, of course.

Thanks again and have fun!

File Attachments

1) 2017-02-10 23_17_31 VengeanceR.jpg, downloaded 542 times

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 11 Feb 2017 01:35:36 GMT
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Thanks for the down low, adim, Cobra's facegear and camo needs fixing as do a number of Deadly Game Mercs and RPC's.

The Angel Maria quest has changed since Vanilla, and Kyle has moved on, actually the whole deeds thing shouldn't be available anymore but Maria can be recruitable if you reunite her with Angel once more.

The Jeep's capacity is currently 4 as there's not a whole lot of room in a 70's Wrangler especially with the kind of kit out JA mercs carry. Perhaps your UAZ is a bit more roomier with a more luggage space at the back, or maybe you never shared it with dudes as big as Grizzly or Bull.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sat, 11 Feb 2017 07:30:07 GMT
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MOLLE items triple grenade and triple cylinder grenades (flashbang) accepts only two grenades.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sat, 11 Feb 2017 14:15:21 GMT
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@Hawkeye,

no idea about my ESC-Error above?

I made a fresh installation (Ja2Gold1.12 + VR full), but the same if I tried to engage new mercs during the game.

Because of this I load a savegame in the version bevore and tried to engage mercs from AIM or MERC during the game for the first time in the test: ESC-Error!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by LatZee on Sat, 11 Feb 2017 18:50:32 GMT
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Taurus CT-30 is a bit weird. It is classed as a SMG, but has only single fire mode. It should probably either have full auto or be reclassified as some kind of carbine rifle (probably has full auto capability from 10 seconds spent on google :d). Also it has damage value of 36 while other .30car weapons have damage value of 29, so that should probably be same-ish.

Edit: CT-40 seems similar, single fire only SMG with damage 31 which is also probably too high. So might be more of those Taurus SMGs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 12 Feb 2017 00:44:37 GMT
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Fan wrote on Sun, 12 February 2017 01:15@Hawkeye,

no idea about my ESC-Error above?

I made a fresh installation (Ja2Gold1.12 + VR full), but the same if I tried to engage new mercs during the game.

Because of this I load a savegame in the version bevore and tried to engage mercs from AIM or MERC during the game for the first time in the test: ESC-Error!

Hey Fan, I can't quite make out what your problem is? Was is the Esc-Error? Or is it you can't employ more than 13 mercs? I take it you've also included + v7609 stable release installation as well as VR?

If something is getting lost in translation, try PM'ing Scheinworld, thanks.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 12 Feb 2017 00:46:24 GMT
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LatZee wrote on Sun, 12 February 2017 05:50Taurus CT-30 is a bit weird. It is classed as a SMG, but has only single fire mode. It should probably either have full auto or be reclassified as some kind of carbine rifle (probably has full auto capability from 10 seconds spent on google :d). Also it has damage value of 36 while other .30car weapons have damage value of 29, so that should

probably be same-ish.

Edit: CT-40 seems similar, single fire only SMG with damage 31 which is also probably too high. So might be more of those Taurus SMGs.

We'll look into it, they'll be a number of weapons needing tweaks and fixes, especially those created by others who then disappear from development.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sun, 12 Feb 2017 07:00:47 GMT
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The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don`t have all dialogue options. Exit from undeground is outside the wall (old location?), entrance is inside.

The 09 sector also has invisible obstacles on roof. Also the joint of door next to see and wall is leaking, I mean all hostiles leak out of the palace (also the one with the item...) instead of defending inside. The leak works only in one direction - you may go out but cannot enter. Intended? Anyway I killed almost all of enemy and could gain possession of the item with out entering the palace. I did it of course.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 12 Feb 2017 07:28:53 GMT
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Get us a screenie of the leak location of 09 if you can.

J9 may have issues as an entry point is too small to re-enter, the map editor also seems to like ignoring next entry grid no's for some reason. Whereabouts does your re-entry point come in?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sun, 12 Feb 2017 10:55:02 GMT
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Cannot get there even cannot see what was dropped by the killed sniper...

Boss has his path showed, but doors are closed. It can go left or right just next to the door. Monk to reach Boss would have to go all around the walls. I'm afraid all 3 marked gates have the same issue.
Also statistic are show where 8th and 10th mercs normal should have their faces. That's why only 8 mercs per team is ok now.

Monk is out for fresh air...but wait how come he has shown itself out of walls...

Cannot there again...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Mon, 13 Feb 2017 07:48:46 GMT
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HK 416 doesn`t accept different barrels (10, 14 20 inches). Fixed - Hawkeye
M16A4 not working with M16A4 SAM-R KIT. Fixed - Hawkeye
AR57 6" S Upper Receiver + M16A1 no effect, but works with M4 Commando. Not S AR57 Upper Receiver the same story. M16 A1 Fixed - Hawkeye

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Mon, 13 Feb 2017 11:54:57 GMT
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Molot Vepr rifle in BB shop has description: "Not for sale". Done - Hawkeye

(the third post in a row I feel like a spammer...)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Mon, 13 Feb 2017 22:00:18 GMT
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@Hawkeye,

sorry. In my opinion "ESC-Error": You look at the Screen and you read: Runtime-Error; push <ESC>.
My installation had been after reading for the download "full" and I thought Ja2 + VR-"full" is enough.

Now I have a new installation, the 5th since 1.01.:
Ja2 + "7609" + "VR-full: the same: Runtime-Error at the moment I would like to engage only one merc after making some sectors on my way to Drassen!
The engagement of Joey, Fred or so: no Problem!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by adim on Mon, 13 Feb 2017 22:06:01 GMT
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Hi again

I realize that that someone is trying to write to JA2_Settings.ini.
So, I made the file read-only. This is what I get next :)

*** Mon Feb 13 23:34:08 2017 ***
[0LCUT-DZ012-ZJ4XF-MJ0L9-A2YBE]

[16.4273] : WARNING : ========== Mon Feb 13 23:34:08 2017 ==========
File : ..\src\Core\vfs_file_raii.cpp
Line : 106
Location : vfs::COpenWriteFile::COpenWriteFile

File "Ja2_Settings.INI" could not be opened for writing

Some (possibly wrong) programme code is trying to WRITE to that file when a CTD happened :)

sound.log:
*** Mon Feb 13 23:33:54 2017 ***
[0LCUT-DZ012-ZJ4XF-MJ0L9-A2YBE]

[2.22966] : Initialising JA2 sound manager
[2.22969] : Using 16 channels
[2.2297] : Init hardware...
[2.23586] : Using DirectSound driver: Primary Sound Driver
[2.23588] : Driver capabilities:
[2.28433] : FMOD started
[2.28437] : Mixing rate: 44100
[2.28438] : Init cache...
[2.28438] : Using 128 cache slots
[2.28439] : Sound memory limit = 8241152
[2.2844] : Cache threshold = 2054144

vfs.log:
*** Mon Feb 13 23:33:54 2017 ***
[0LCUT-DZ012-ZJ4XF-MJ0L9-A2YBE]

```
[0.636705] : Processing VFS configuration
[0.637225] : Initializing Virtual File System
[0.637243] :   Reading profile : SLF Libs
[0.637258] :     library : "Data\Ambient.slf"
[0.639596] :     library : "Data\Anims.slf"
[0.648767] :     library : "Data\BattleSNDS.slf"
[0.669251] :     library : "Data\BigItems.slf"
[0.673565] :     library : "Data\Binarydata.slf"
[0.675203] :     library : "Data\Cursors.slf"
[0.678736] :     library : "Data\Data.slf"
[0.680851] :     library : "Data\Faces.slf"
[0.689603] :     library : "Data\Fonts.slf"
[0.691193] :     library : "Data\Interface.slf"
[0.694678] :     library : "Data\Intro.slf"
[0.695963] :     library : "Data\Laptop.slf"
[0.700127] :     library : "Data\Loadscreens.slf"
[0.702859] :     library : "Data\Maps.slf"
[0.705983] :     library : "Data\Mercedt.slf"
[0.707601] :     library : "Data\Music.slf"
[0.709031] :     library : "Data\Npc_speech.slf"
[0.761394] :     library : "Data\Npcdata.slf"
[0.764348] :     library : "Data\Radarmaps.slf"
[0.76758] :     library : "Data\Sounds.slf"
[0.771318] :     library : "Data\Speech.slf"
[0.858956] :     library : "Data\Tilesets.slf"
[0.907106] :   Reading profile : Vanilla Dirs
[0.907126] :     directory : "Data"
[1.35296] :   Reading profile : v1.13
[1.35298] :     directory : "Data-1.13"
[1.61907] :   Reading profile : Vengeance Core
[1.61909] :     directory : "Data-Vengeance"
[1.72974] :     directory : "Data-Maps-Tiles"
[1.79205] : Another location is already mapped to '' [keeping old location]
[1.79207] : Another location is already mapped to 'BinaryData' [keeping old location]
[1.79768] :     directory : "Data-AIMv53"
[1.92632] : Another location is already mapped to '' [keeping old location]
[1.92635] : Another location is already mapped to 'Interface' [keeping old location]
[1.92636] : Another location is already mapped to 'TableData' [keeping old location]
[1.92637] : Another location is already mapped to 'TableData\Lookup' [keeping old location]
[1.92637] : Another location is already mapped to 'TableData\Sounds' [keeping old location]
[1.92638] : Another location is already mapped to 'TILECACHE' [keeping old location]
[1.92639] : Another location is already mapped to 'tilesets' [keeping old location]
[1.92639] : Another location is already mapped to 'tilesets\0' [keeping old location]
[1.93694] :   Reading profile : PCM
[1.93696] :     directory : "Data-PCM"
[1.9591] :   Reading profile : Kaerars UI
[1.95913] :     directory : "Data-UI"
```

[1.96126] : Reading profile : Weapon Sounds
[1.96127] : directory : "Data-Weapon-Sounds"
[2.13558] : Reading profile : Voice Taunts
[2.13561] : directory : "Data-Voice-Taunts"
[2.1727] : Reading profile : Music
[2.17272] : directory : "Data-Music"
[2.17398] : Reading profile : Player Profile
[2.17399] : directory : "Profiles\UserProfile_Vengeance"

first several battles Cobra did OK - no crashes at all :(
and then - this (very annoying) thing again - so I'll have to give up of Cobra...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 13 Feb 2017 22:11:45 GMT
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I'll look at Cobra, if he crashes when trying to say something it's likely a speech or edt issue.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Tue, 14 Feb 2017 08:30:50 GMT
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Maybe it is not a bug per se, but my kid asked why Miguel has a rifle while he is imprisoned?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 14 Feb 2017 22:49:02 GMT
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Xafloz wrote on Tue, 14 February 2017 19:30Maybe it is not a bug per se, but my kid asked why Miguel has a rifle while he is imprisoned?

It shouldn't be there, though Miguel was missing altogether earlier, maybe he's inherited his vanilla kit again. I have a feeling that's fixed already in the SVN.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Wed, 15 Feb 2017 07:21:32 GMT
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Hi,

Hawkeye wrote on Tue, 14 February 2017 23:49I have a feeling that's fixed already in the SVN.

Yes. It is fixed in the next beta. Miguel accidentally got his vanilla kit. A prisoner normally has no gun that's true. :-)

@Xafloz: Thanks for your report!

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Wed, 15 Feb 2017 18:51:48 GMT
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Hey
me again :d
Thanks for ur responses last time.

1.I got the Robot and he got drunk in a City (Alma) and now he is still drunken (after two weeks ingame progression) he continously is tripping and falling and cant be reloaded anymore.
2.Tried to get Maria like the .txt is saying but i cant speak with angel. If i try to friendly or direct approach nothing is happening. Maria dont want to come along with me (tried with 95+ Leadership). Tried before and after killing KingPing
3.Manuels Quest to find Pacos. I found him in San Mona speaking with Pacos dont help cant escort him.

Again many thanks to your great work i really enjoy playing ur mod :)
May i ask when we got some updates?

EDIT: Found a second video camera in L12 in the big building in north west. I think it was only obtainable by Toggle Spoilergiving this japanese woman in drassen her tape back and any other locations were not intended right?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Wed, 15 Feb 2017 20:05:30 GMT
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Check J7 for NADA items. Found 3 there. Done - Hawkeye
Also white vans in the sector are passable trough the middle. Haven't tried it in other sectors so dunno whether it is the sector issue or van model thing.
Done - Hawkeye oh how I love working with JSD's o.o

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Wed, 15 Feb 2017 22:52:23 GMT
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Thanks Xafloz, will more than likely be on all of Kingpin's vans. I'll look at the JSD's.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Thu, 16 Feb 2017 07:36:14 GMT
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I must say that abundance of Kingpins facilities make the mod so juicy. In the mentioned sector initially were 12 solders. Around 20 came as reinforcements from adjacent sectors and the sector happened to have around 10 kingpin outlaws. The battle was very engrossing.

BTW in Kingpins home sector I placed a prisoner. Forget about him and he rioted so I sent one merc to take care of him. To my surprise Darren (?,if I misspelled his name, I mean the npc who organise fist fights) was there AGAIN. I`m sure I did killed him at same time when I removed Kingpin. Is it possible that the game respawned him?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 17 Feb 2017 07:56:19 GMT
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Xafloz wrote on Sun, 12 February 2017 21:55

Cannot there again...

Can you still walk to the left so you are rubbing up against the tower wall? It's been a while since I looked at those tiles, and I think those in particular are from the original Vengeance. The balustrades are a bit of a compromise as we can't have both shelter/structure information in them without making them unpassable, if I make them passable then the sprite just draws over them and kills the effect. The only major issue when I tested (apart from limiting your pathways) was occasionally items can fall between them and there's no way of picking them up which I found in particular on the dam wall.

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by Xafloz on Fri, 17 Feb 2017 08:42:25 GMT
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I`m away atm, but single unavilble title woudn`t have been a problem if area B and A had been connected/passable from one to another.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 17 Feb 2017 11:54:47 GMT
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Looks like a number of these roofs were set to tall roof instead of normal roof, not sure if that was a vanilla setting or an original Vengeance setting. Now balustrades can be walked over, but will look at those again, or I think may make them like the Dam ones and prevent mercs walking on them, will still mean the flat tiles can be traversed though.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Fri, 17 Feb 2017 15:20:24 GMT
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-RPK-74s seems to be dropped always with 30 Rounds instead 45. (If you unload them you also get the 30rds 5.45 Mag)
-M13 Sector Dropping only HP rnds weapons are loaded all with AP. Intended?

EDIT: NADA Item in N10 fixed - Hawkeye

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 17 Feb 2017 16:59:48 GMT
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M5 Burton - have found a video camera (I believe it was my number 4th or smt in the whole campingn) and 4 "Creature cocktails" desribed as "AXED".

removed creature cocktails - Hawkeye

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Fri, 17 Feb 2017 19:02:02 GMT
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@Hawkeye,

as to my problem above: Perhaps this will help to resolve?

I played now inventory/attachment old/old,

Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.)

No problem!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 18 Feb 2017 00:54:39 GMT
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Fan wrote on Sat, 18 February 2017 06:02@Hawkeye,

as to my problem above: Perhaps this will help to resolve?

I played now inventory/attachment old/old,

Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.)

No problem!

So you can assign a single merc to a squad that way and no crash?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sat, 18 Feb 2017 15:29:21 GMT
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@Hawkeye,

yes, every further merc without any problem!

I am testing VR from the very beginning, most with only 6 AE and then with Joye, Fred etc.
Ever new inventory.
And at no time engaging mercs after the beginning of the game.

Now for the first time, because I needed a merc with a medkit. And I noticed this problem with the RUNETIME-ERROR.

After this I loaded savegames from former Versions of VR. And ever this problem! Only in my installations?! Sorry!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 19 Feb 2017 04:01:17 GMT
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Xafloz wrote on Fri, 17 February 2017 19:42

Bit of a fudge this one, have now made Balustrades wall type structures, meaning you can't walk over them now, but at least path ways on the other roof sections are passable. Similar technique's been used on Dam and other sectors using overlayed/compound tiles but should work and these being on a single tile should avoid objects getting trapped on/in them.

This may not make much sense to you but I'm noting this here for reference should I need it later.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by omegakill on Sun, 19 Feb 2017 21:16:56 GMT
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Sorry if this has been mentioned before but I did both a forum search and google search and couldn't find it.

It appears as though weapons aren't being delivered by BR, i've got my settings so that shipments won't be stolen, and I get things like attachments, armour and ammo but I've ordered a couple of guns but they haven't turned up, is there a setting anyone is aware of to change this so I can get my weapons as I'm not playing on drop all and a certain someone in my team would be real happy with the shorty shotgun.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sun, 19 Feb 2017 21:22:47 GMT
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omegakill wrote on Mon, 20 February 2017 02:16Sorry if this has been mentioned before but I did both a forum search and google search and couldn't find it.

It appears as though weapons aren't being delivered by BR, i've got my settings so that shipments won't be stolen, and I get things like attachments, armour and ammo but I've ordered a couple of guns but they haven't turned up, is there a setting anyone is aware of to change this so I can get my weapons as I'm not playing on drop all and a certain someone in my team would be real happy

with the shorty shotgun.
; Should the stealing from shipments (in Drassen this is Pablo) be disabled?
STEALING_FROM_SHIPMENTS_DISABLED = TRUE

; Set the chance in percentage of whole shipment lost from Bobby Ray
CHANCE_OF_SHIPMENT_LOSS = 0
Set these options before ordering.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by omegakill on Sun, 19 Feb 2017 21:25:37 GMT
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Thanks Sevenfm, but as I said I already have my settings set to TRUE and 0% chance of shipment loss.

Edit: I figured out that by using control V and doing the move function and then closing the create (then ordering the stuff) it would show the guns afterwards, strange.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sun, 19 Feb 2017 21:33:03 GMT
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omegakill wrote on Mon, 20 February 2017 02:25Thanks Sevenfm, but as I said I already have my settings set to TRUE and 0% chance of shipment loss.
I don't know the code mechanics of shipment stealing so maybe it's just one of the numerous 1.13 bugs.
In my games with these settings shipments worked correctly.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by omegakill on Mon, 20 Feb 2017 12:25:01 GMT
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sevenfm wrote on Sun, 19 February 2017 22:33omegakill wrote on Mon, 20 February 2017 02:25Thanks Sevenfm, but as I said I already have my settings set to TRUE and 0% chance of shipment loss.
I don't know the code mechanics of shipment stealing so maybe it's just one of the numerous 1.13 bugs.
In my games with these settings shipments worked correctly.

I suspect it is some kind of bug, I did some testing and found that if I use control V and move stuff to my merc (standing next to the crates) and then close the crates before ordering more my things appeared as normal, very strange :s

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Tue, 21 Feb 2017 20:27:17 GMT
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I better put it in here, item choices get really wonky. Im now at 86/86 Progression and attacking an sector with elite guys and i noticed that the guys not wearing any armor.. ???
Heres a picture of a sector i assaulted before with unselled loot:
Toggle Spoiler
As you can see the Equipment is pretty crap. The weapons are crap too.
And now here too:
Toggle Spoiler

This cant be intended right? In this rate i never will find any AEKs or ANs.

–

Is this only with my game? Do i have something to check? Camo is not working, i had it since the beginning but never mentioned it:

Before
Toggle Spoiler
After
Toggle Spoiler

:d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 21 Feb 2017 20:58:47 GMT
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Infinet wrote on Wed, 22 February 2017 01:27I better put it in here, item choices get really wonky. Im now at 86/86 Progression and attacking an sector with elite guys and i noticed that the guys not wearing any armor.. ???
Heres a picture of a sector i assaulted before with unselled loot:
Toggle Spoiler
As you can see the Equipment is pretty crap. The weapons are crap too.
And now here too:
Toggle Spoiler

This cant be intended right? In this rate i never will find any AEKs or ANs.

I see on your picture several NVG's, spectra armour and high level weapons.
Have no idea what are you talking about.

If soldier has no armour, someone should check his settings on the map.
Enemy soldiers have all kinds of armour and other equipment in their inventory tables.
Enemy gun progression is based on real world, so there will be no AEKs or ANs, it's not stock 1.13.
In the next release you will be able to buy AEK guns from BR and you should be able to buy many rare guns from Tony in actual release, including AEKs and ANs.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 21 Feb 2017 21:15:10 GMT
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Infinet wrote on Wed, 22 February 2017 01:27Is this only with my game? Do i have something to check? Camo is not working, i had it since the beginning but never mentioned it
Camo is working but the level to change palette was too high, also it used different levels for soldier animation and corpse.
Fixed in r1500

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Tue, 21 Feb 2017 21:55:36 GMT
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sevenfm wrote on Tue, 21 February 2017 22:58Infinet wrote on Wed, 22 February 2017 01:27I better put it in here, item choices get really wonky. Im now at 86/86 Progression and attacking an sector with elite guys and i noticed that the guys not wearing any armor.. ???
Heres a picture of a sector i assaulted before with unselled loot:
Toggle Spoiler
As you can see the Equipment is pretty crap. The weapons are crap too.
And now here too:
Toggle Spoiler

This cant be intended right? In this rate i never will find any AEKs or ANs.

I see on your picture several NVG's, spectra armour and high level weapons.
Have no idea what are you talking about.
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Enemy soldiers have all kinds of armour and other equipment in their inventory tables.
Enemy gun progression is based on real world, so there will be no AEKs or ANs, it's not stock 1.13.
In the next release you will be able to buy AEK guns from BR and you should be able to buy many rare guns from Tony in actual release, including AEKs and ANs.

_
Pictures above in Sector Toggle SpoilerO15 & N15
Well the problem is that i have the feeling that the enemys dont even try to stop me. 24 Guys in a

hidden Army Outpost with 2 tanks this is the loot:
Toggle Spoiler

1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...

NADA found in Fixed -Hawkeye Toggle SpoilerN15

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 21 Feb 2017 22:02:37 GMT
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Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.
As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.
Quote:Well the problem is that i have the feeling that the enemys dont even try to stop me.
Why do you have that feeling? Enemy is not shooting at you?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Tue, 21 Feb 2017 23:10:36 GMT
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sevenfm wrote on Wed, 22 February 2017 00:02Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldier's at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.
As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.
Quote:Well the problem is that i have the feeling that the enemys dont even try to stop me.
Why do you have that feeling? Enemy is not shooting at you?

Well i guess you can put it like that :d they dont wear armor and i one shoot them with purple ammo and silenced p90 :d Its easy that way becouse only a few soldiers have ExEars & NVGs, so they dont see each other in the night.

–

I looked now into the sector inventory and found something interesting it seems like the following sectors have no armor / only a few:

Toggle SpoilerThe whole Malino Town,
O11,12,14,15
P11,12,13
N15,16
About the secret sectors:
Toggle SpoilerN16 was pretty surprising though as i scouted this sector with my Spy :) In those 4 sectors all soldiers should be equipped with top tier gear (NVGs, Headset etc..). I killed 1 Elite in N16 to get his uniform, he had a rocket rifle (Finally some "Higher Tier Weapons" :a) but also no armor, so i guess the whole sector is also like the others

Heres a screenshoot of the whole Malino Town Loot: (AK-74 was sadly dropped by a terrorist on my list of Carmen)
Toggle Spoiler1:
2:
I sorted the items so the item count dropped from 1392 to 1271

And now in the Malino Baracks:
Toggle Spoiler
ARMOR! :d But the guys here only dropped HP Ammo and FINALLY some RPKs and 5.45 (HP;()
(All weapons were loaded with AP, but i mentioned already few posts in the past ^.^ :d

Guess im going to camp tony everyday :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Tue, 21 Feb 2017 23:30:08 GMT
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@Infinet
I still don't see the problem. Enemy has all kinds of weapons - sniper rifles, machineguns, assault rifles, grenade launchers and even mortars.
Ammo drop from enemy is limited in this mod, but there should be enough ammo to fight unless you like to use suppression too much, in this case you can always buy more ammo from BR or Tony.
P90 has coolness 8
MGL-140 - coolness 8
Mortar - coolness 8
SSG-P1 - coolness 9
It looks like enemy inventory is reasonable for this progress with the exception of enemy armour that needs map checking.
Quote:Well i guess you can put it like that big grin they dont wear armor and i one shoot them with purple ammo and silenced p90 big grin Its easy that way becouse only a few soldiers have ExEars & NVGs, so they dont see each other in the night.

The solution I see is to manually give enemies at key sectors high level undroppable NVG's and Extended Ears, this should solve the problem with night battles.
It should be possible to change NVG/Extended Ear probability in the code also but that will require some time and can possibly break the balance.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Tue, 21 Feb 2017 23:50:41 GMT
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The last screenshoots were to just show you that the enemys dont wear armor in the sectors i mentioned in the spoiler :)
Toggle SpoilerIm just curious why the soldiers in the last sectors (O14,15,N15,16 Toggle SpoilerThose are hidden and should protect the Queen...) are pretty bad equipped compared to the sectors im visiting now(O9 in example).

im advancing now to the last town lets see what i find there :d

_

Sector O9 Seems to be ok with armor. I found GAS_EXPLOSION (NADA) in the inventory in this soldier: Fixed- Hawkeye - This map is one of the few with detailed placements/equipment.
Toggle Spoiler

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Wed, 22 Feb 2017 09:57:00 GMT
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A bug. After I put a grenade into a hand of a merc and the merc is moving or at least turns into a new direction and in efect the merc spots a new enemy, not seen by anyone else, the granade is teleported back to the inventory.

If an option "inventory manipulation AP cost" is on, this may spoil you turn...otherwise it is clickwise annoying thing. Not sure whether it is more general issue or only V:R thing.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Wed, 22 Feb 2017 20:04:22 GMT
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N8, N7 is armorless, only one guy had spectra vest.

Toggle Spoiler

Can someone confirm this or is this only in my client?

@Xafloz were you in my mentioned sectors and the enemys were armorless?

Btw, How can i activate Cheats? It seems to be deactivated. Would make a new game and test this on my own but i wouldve to play hours to get there again...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Wed, 22 Feb 2017 23:30:07 GMT
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sevenfm wrote on Wed, 22 February 2017 09:02Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.

I'll take a look, but I generally haven't messed with many Queen's army enemy loadouts in the maps, the only detailed placements I've worked on is usually civilian's and some Hale & Burton, Kingpin staff. The others will be using data from the original Vengeance mod or externally from the maps.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Thu, 23 Feb 2017 08:10:49 GMT
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sevenfm wrote on Thu, 23 February 2017 07:52Fan wrote on Wed, 22 February 2017 19:03@all
Try to engage a merc during the game and you will see!

RUNTIME ERROR or not?
I don't understand what "engage a merc during the game" means, sorry.
Can you explain how to reproduce the bug?

I did not replicate this bug earlier in the game, but have assigned a single merc to squad three later on and then set movement orders, with no esc crash happening in my testing.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Thu, 23 Feb 2017 13:33:22 GMT

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Hi, ich stelle fest, dass die, die mir helfen wollen, Deutsch "können". Deshalb hier ausnahmsweise in Deutsch.
Danke erst mal für die Antworten.

Den von mir geschilderten Bug gibt es bei allen Versionen von VR, mindestens mit "7609". Mein System: Win 8.1.
Ich beginne das Spiel mit einer Party.
Und schon auf dem Weg nach Drassen, also innerhalb einer ganz kurzen Zeitspanne seit Beginn des Spieles,
passiert der Bug:
Ich will einen (zu mehr komme ich gar nicht) zusätzlichen Söldner engagieren.
Dann: Egal, ob eine Woche oder zwei, egal ob mit oder ohne Ausrüstung, alles von mir probiert:
Der Söldner sagt zu und noch im Bildschirm von AIM oder MERC erscheint RUNTIME ERROR.

@Hawkeye,

Ich komme gar nicht dazu, dem Söldner einen Marschbefehl zu geben.

Ich hoffe, es wird jetzt klar, was passiert.
Ich habe VR entweder mit der "Full" installiert oder mit Ja2+"7609" (einschl. Patch)+VR. Egal. Ja2 = Ja2Gold_engl.

Ich teste VR seit Beginn, aber leider immer nur mit der Party zu Beginn, ohne Söldner von AIM oder MERC unterwegs dazu zunehmen.
Deshalb weiß ich von dem Bug erst jetzt.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Thu, 23 Feb 2017 21:17:46 GMT
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Quote:

@Xafloz were you in my mentioned sectors and the enemys were armorless?

I were there but I`m afraid I didn`t check it :(

Quote:
Btw, How can I activate Cheats? It seems to be deactivated. Would make a new game and test this on my own but i wouldve to play hours to get there again...

Well.. in N6 there is the last enemy which cannot be found. Tried two times already, I mean I killed all fellas, but one was there nowhere to find so I leave the sector and come back later to fight again after the sector was reinforced..., but not going fight for the third time... Without a code it is impossible to finish the fight in the sector at least in my playthrought. So it would be more then welcome to support those who support the modders in their efforts ;)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Fri, 24 Feb 2017 08:11:20 GMT
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sevenfm wrote on Wed, 22 February 2017 09:02Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.
As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.

As suspected with a quick inspection of N15, no enemies have detailed placement, so no strict developer defined equipment load-outs have been defined, only some (mainly Elites) have priority placement which then uses data from elsewhere for their equipment, most elites have GOOD to GREAT Equipment and Attributes, so maybe that data is out of date, not very good or something is broken. I can of course kit-out enemies individually with detailed placement but it may pay to look how the game engine is defining enemy equipment elsewhere for the rest of the game globally.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 25 Feb 2017 04:26:02 GMT
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adim wrote on Sat, 11 February 2017 09:16Hi all there..

****

D. This one is a pain in the .. - Cobra!
more than 80% of the time when saying something in a battle, there is CTD. Checked all the logs - nothing suspicious...

Has anyone else encountered crashes when Cobra speaks in battle?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sat, 25 Feb 2017 06:58:14 GMT
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Quote:in N6 there is the last enemy which cannot be found. Tried two times already, I mean I

killed all fellas, but one was there nowhere to find so I leave the sector and come back later to fight again after the sector was reinforced..., but not going fight for the third time... Without a code it is impossible to finish the fight in the sector at least in my playthrought.

After trial and error figured out that the enemy was locked in a one of six columns next to the entrance to the building in the sector. Someone had put a living man into a title and surrounded him by 4 walls. How cruel...

Quote:
Has anyone else encountered crashes when Cobra speaks in battle?

I have Cobra maybe in one battle only, but you know he is a driver a drives supply with reduced use of fuel, but I don`t remember the mod crashed due his talking in the fight.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sat, 25 Feb 2017 11:28:42 GMT
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@all,

my error? No German helper?

I explain: The RUNTIME ERROR happens during the hole game, not only on the way to Drassen!!!

I made a new Installation:

1. Ja2_1.02 (TopWare Interactive with the white eagle after starting the game) + "7609". This game shows no RUNTIME ERROR.

2. + VR: This game shows the RUNTIME-ERROR, great excepition: Boss!!!!! I may engage him!

Edit: Explanation in red "Attempting to QuickCreateButton with out of range ImageID -1."

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 25 Feb 2017 12:56:30 GMT

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Hopefully Scheinworld can discuss with you, Fan. At the moment I'm not experiencing such an issue, but it's also hard to understand some of your messages. You mentioned the game did not crash before when using Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.) so why not play with that function?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sat, 25 Feb 2017 17:34:53 GMT
View Forum Message <> Reply to Message

@Hawkeye,

thank you for your answer.
Sorry, I don't like to make trouble for you.
But I don't understand your problem. I have explained in English and German the bug.
I would like to test, not only to play the game.
I explained the bug (yes: the bug): If I set READ_PROFILE_DATA_FROM_XML = FALSE, the game don't crash.
But I must play only with the mercs from vanilli like GUS etc.
If I set READ_PROFILE_DATA_FROM_XML = TRUE, I cannot assign other mercs beside the mercs from the very beginning.

With my setting in Ja2-Options.ini "TRUE"
I can play with all mercs up to 32 from the beginning and then dismiss one merc if I would assign p.e. Joye and so on.

I hope now it's clear.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by omegakill on Sat, 25 Feb 2017 20:17:02 GMT
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Not sure if this is a recent 1.13 bug or something from VR (please let me know) but it appears as though the S&W M&P15R cannot accept any attachments even though it clearly has a rail system. https://img42.com/xk3k7

Using 1.13.7609 build 16.12.27.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 26 Feb 2017 01:13:13 GMT
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omegakill wrote on Sun, 26 February 2017 07:17Not sure if this is a recent 1.13 bug or something from VR (please let me know) but it appears as though the S&W M&P15R cannot accept any attachments even though it clearly has a rail system. https://img42.com/xk3k7

Using 1.13.7609 build 16.12.27.

That one's been updated but the latest items xml is not ready for download yet. For newer weapon attachment details keep an eye on this post. These are quick and dirty fixes, so some will still not be 100% accurate.

http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23258&goto=348380&#msg_348380

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 26 Feb 2017 01:19:59 GMT
View Forum Message <> Reply to Message

Fan wrote on Sun, 26 February 2017 04:34@Hawkeye,

thank you for your answer.
Sorry, I don't like to make trouble for you.
But I don't understand your problem. I have explained in English and German the bug.
I would like to test, not only to play the game.
I explained the bug (yes: the bug): If I set READ_PROFILE_DATA_FROM_XML = FALSE, the game don't crash.
But I must play only with the mercs from vanilli like GUS etc.
If I set READ_PROFILE_DATA_FROM_XML = TRUE, I cannot assign other mercs beside the mercs from the very beginning.

With my setting in Ja2-Options.ini "TRUE"
I can play with all mercs up to 32 from the beginning and then dismiss one merc if I would assign p.e. Joye and so on.

I hope now it's clear.

No trouble, Fan, just maybe a little hard to understand fully. I don't speak German which is why I suggested hopefully Scheinworld can help.

Until code can be inspected, I'd suggest playing with READ_PROFILE_DATA_FROM_XML = FALSE, just don't recruit the Wildfire Mercs if you don't like them. Another option is seeing if this is an issue that happens in 1.13 and not just Vengeance. Has anyone else experienced this issue?

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by Xafloz on Sun, 26 Feb 2017 12:18:40 GMT
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The latest version removed option of attaching rod&spring to (and a few more I guess...):

CAWS RAS
CAWS ACOG
G11 RAS
SEAL RECON Rifle
COLT M16A4 SAM-R
AA-12 CQB
FN P90 RAS

Is it intended?

Previous changes removed option of attaching r&s to KRISS VECTOR.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sun, 26 Feb 2017 14:03:20 GMT
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@Hawkeye,

I have tested Ja2_1.13(7609) by changing Ja2.ini to:
JA2 1.13
VFS_CONFIG_INI = vfs_config.JA2113.ini.

The result: I may assign every merc after beginning the game. No Crash!

This may proof: It's a problem of VR!

By the way: I play Ja2 since 1999. You Need to have a harddisk named C and a cd-rom named D to play the game.
Do you really think I like all this mercs from vanilla more that from WildFire or Ja1? On the contrary!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sun, 26 Feb 2017 15:12:23 GMT
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Xafloz wrote on Sun, 26 February 2017 14:18The latest version removed option of attaching rod&spring to (and a few more I guess...):

[...]

Add

HK UMP9,
HK 417 20",
Colt PDW 10mm

to the previous list.

Also

Steyer AUG-A2 CQB
Steyer AUG-A2 RAS
Steyer AUG-A2 RAS CQB

don`t have such possibility, but not sure if they had it before.

EDIT: Soviet SMG Bison 2 also don`t have place for an internal attachment.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 26 Feb 2017 22:29:00 GMT
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Yes, Rod and Springs were removed elsewhere, the intention is to add some back at a later date for lower rate of fire weapons.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Thu, 02 Mar 2017 23:15:30 GMT
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Fan wrote on Thu, 23 February 2017 15:33Hi, ich stelle fest, dass die, die mir helfen wollen, Deutsch "können". Deshalb hier ausnahmsweise in Deutsch.
Danke erst mal für die Antworten.

Den von mir geschilderten Bug gibt es bei allen Versionen von VR, mindestens mit "7609". Mein System: Win 8.1.
Ich beginne das Spiel mit einer Party.
Und schon auf dem Weg nach Drassen, also innerhalb einer ganz kurzen Zeitspanne seit Beginn des Spieles,
passiert der Bug:
Ich will einen (zu mehr komme ich gar nicht) zusätzlichen Söldner engagieren.

Dann: Egal, ob eine Woche oder zwei, egal ob mit oder ohne Ausrüstung, alles von mir probiert: Der Söldner sagt zu und noch im Bildschirm von AIM oder MERC erscheint RUNTIME ERROR.

@Hawkeye,

Ich komme gar nicht dazu, dem Söldner einen Marschbefehl zu geben.

Ich hoffe, es wird jetzt klar, was passiert.
Ich habe VR entweder mit der "Full" installiert oder mit Ja2+"7609" (einschl. Patch)+VR. Egal. Ja2 = Ja2Gold_engl.

Ich teste VR seit Beginn, aber leider immer nur mit der Party zu Beginn, ohne Söldner von AIM oder MERC unterwegs dazu zunehmen.
Deshalb weiß ich von dem Bug erst jetzt.

Fan wrote on Sat, 25 February 2017 13:28@all,

my error? No German helper?

I explain: The RUNTIME ERROR happens during the hole game, not only on the way to Drassen!!!

I made a new Installation:

1. Ja2_1.02 (TopWare Interactive with the white eagle after starting the game) + "7609". This game shows no RUNTIME ERROR.

2. + VR: This game shows the RUNTIME-ERROR, great excepition: Boss!!!!! I may engage him!

Edit: Explanation in red "Attempting to QuickCreateButton with out of range ImageID -1."

Hawkeye wrote on Sat, 25 February 2017 14:56Hopefully Scheinworld can discuss with you, Fan. At the moment I'm not experiencing such an issue, but it's also hard to understand some of your messages. You mentioned the game did not crash before when using Ja2_options.ini: READ_PROFILE_DATA_FROM_XML = TRUE (Henning etc. are now mercs.) so why not play with that function?

So:
Fan described a runtime error by recruiting new guys from AIM / MERCS in the MOD.
He cleared his first sector and advanced a bit and tried to recruit new soldiers in laptop. After the dialog the game crashed.

Well i am very surprised becouse i thought it was something with his VR BUT look at this:
Toggle Spoiler

Im surprised no one got this error its... game breaking i guess (wont test it if its maybe progression based, maybe u can recruit after you captured your first town? would be a matter of seconds with cheats ^.^ :d)

I never got this error before becouse i played in DIE HARD MODE and this option of soldier recruiting was disabled for me anyways...
Got this in my first try. Anyone who would test it too? Its about 5 Minutes.

Just clear the first sector and then recruit 1 new soldier. As soon you had your dialog with the desired soldier (in my case Stella but she was absolutly randomly picked) you get this error i posted.

@Fan

Du bist tatsächlich nicht der einzige mit dem Fehler, ich war leider in den letzten Tagen beschäftigt um dies zu testen.

:d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Thu, 02 Mar 2017 23:34:34 GMT
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Hawkeye wrote on Fri, 24 February 2017 10:11sevenfm wrote on Wed, 22 February 2017 09:02Infinet wrote on Wed, 22 February 2017 02:55
1 Spectra Vest? 4 NVGs? 6 ExEars? For 24 Elites? Shouldnt Elite guys at least wear Kevlar Vests? They are clearly underequipped...
Most likely a map problem - bad soldier settings or equipment. Have to wait for Hawkeye to review soldiers at map.
Option SOLDIERS_ALWAYS_WEAR_ANY_ARMOR is enabled in VR, so any enemy should have at least some helmet/vest/pants.
As for NVG numbers, the game decides randomly when to give NVG to soldier unless the soldier is manually given equipment by map maker.

As suspected with a quick inspection of N15, no enemies have detailed placement, so no strict developer defined equipment load-outs have been defined, only some (mainly Elites) have priority placement which then uses data from elsewhere for their equipment, most elites have GOOD to GREAT Equipment and Attributes, so maybe that data is out of date, not very good or something is broken. I can of course kit-out enemies individually with detailed placement but it may pay to look how the game engine is defining enemy equipment elsewhere for the rest of the game globally.

I didnt check if Burton is armorless too (didnt captured it so far) but the funny thing is that the

beginning cities had armor and some equipment.
What is defined with "Good" & "Great" equipment? Is it only me or why iam expecting all elites in "endgame" to be equipped with NVGs etc? especially in expert & insane, maybe its caused by the difficulty?
Im pretty sure that the other cities had armored soldiers (mixed armor Kevlar to Spectra) and now before i captured Malino, the island (Pacchino?) and the sectors before Burton are armorless and the equip seems to get pretty worse with some expections. (BTW is this upgrade tool for M4 only avaible in BR? & did you check malino elite baracks?)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by silversurfer on Fri, 03 Mar 2017 08:28:03 GMT
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The assertion in the button system was fixed some time ago in the 8187 development build. I'm not sure if it was fixed in Sevenfm's experimental exe as well.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Fri, 03 Mar 2017 09:42:26 GMT
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@Infinet,

thank you for your post! You are showing "my" bug! (+)
Till this moment I thought I was dull.
I tried so many installations.

@all

I think the test of this bug don't take about 5 minutes. For
you can make it at every time within your current game in "Cambria" or "Meduna" or....
(except "die hard"?).
You have to try to assign only one new merc to your party and you will see the bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 04 Mar 2017 05:29:00 GMT
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silversurfer wrote on Fri, 03 March 2017 19:28The assertion in the button system was fixed some time ago in the 8187 development build. I'm not sure if it was fixed in Sevenfm's experimental exe as well.

Would you be able to list the code that was fixed, Silver?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by sevenfm on Sat, 04 Mar 2017 09:04:38 GMT
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@Hawkeye
r8187 fix was included in VR source in r1206 04.05.2016
Quote:r8187 fix: Button Image (WM_AUTOFIRE) was not unloaded

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by silversurfer on Sat, 04 Mar 2017 09:32:52 GMT
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It was a small change in Interface Panels.cpp where someone forgot to unload a button image which made the game run out of IDs as far as I understand it.

Here is a code snippet with the fix:
Toggle Spoiler

```
 if ( giSMStealthImages != -1 )
 {
  UnloadButtonImage( giSMStealthImages );
 }
 RenderBackpackButtons(UNLOAD_BUTTON); /* CHRISL: Needed for new inventory backpack
buttons */

 UnloadButtonImage( iBurstButtonImages[ WM_NORMAL ] );
 UnloadButtonImage( iBurstButtonImages[ WM_BURST ] );
 UnloadButtonImage( iBurstButtonImages[ WM_AUTOFIRE ] );   // <- this here was missing
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_GL ] );
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_GL_BURST ] );
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_GL_AUTO ] );
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_UB ] );
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_UB_BURST ] );
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_UB_AUTO ] );
 UnloadButtonImage( iBurstButtonImages[ WM_ATTACHED_BAYONET ] );
}
```

BOOLEAN ShutdownSMPanel( )

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by cbasd on Sat, 04 Mar 2017 17:24:37 GMT
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My game is freezing during the talking with Daryl

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sat, 04 Mar 2017 22:58:31 GMT
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@cbasd,

Daryl? I know him in VR as Darrel and waits in A 3?
In former versions of VR and Ja2 member of the HICKS?
I have tested this with my member SPIDER.
She talks to him and he comes with her.
No freeze!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 05 Mar 2017 02:10:48 GMT
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cbasd wrote on Sun, 05 March 2017 04:24My game is freezing during the talking with Daryl

Can you elaborate on what exactly you were doing before the freeze? Were you threatening him? trying to recruit him?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Sun, 05 Mar 2017 09:25:10 GMT
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I tested this character Darrel again with my male character RUDOLF.
He couldn't engage him.
But no freeze!
I can write: Perhaps he must talk with a female character to follow your party.

By the way: DARREL would have in my ranking list 57,86 points; this means one place directly after SPARKY.

As to this list. You can see that they all have high skills in AGILITY, DEXTERITY and (nearly all) WISDOM.
It would be very interesting to make this mod with a few characters from AIM or MERC at the beginning and
then only with these characters on the way. They will ascend (is this verb right?) very quickly.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by cbasd on Sun, 05 Mar 2017 12:27:11 GMT
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Hawkeye wrote on Sun, 05 March 2017 04:10cbasd wrote on Sun, 05 March 2017 04:24My game is freezing during the talking with Daryl

Can you elaborate on what exactly you were doing before the freeze? Were you threatening him? trying to recruit him?

It was a direct speech after the marriage proposal. He said few words, and the sound is gone and game freezed. Raven was talking with him.

i.imgur.com/ouz0JZG.png - here

www48.zippyshare.com/v/Zj3RlRM2/file.html - save

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 05 Mar 2017 23:11:39 GMT
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Something's busted there, that character should be Dick not a Daryl. Looks like some vanilla character data has crept back in.

I'd be rechecking your installation if no one else has noticed Dick being called Daryl, my game seems to be not having this issue.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by cbasd on Mon, 06 Mar 2017 19:26:35 GMT
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Hawkeye wrote on Mon, 06 March 2017 01:11Something's busted there, that character should be Dick not a Daryl. Looks like some vanilla character data has crept back in.

I'd be rechecking your installation if no one else has noticed Dick being called Daryl, my game seems to be not having this issue.

Hmm, so there are other bugged characters like Agatha?(Pacos) in omerta hideout, IRA in San Mona and some guy with face of Manuel in Cambria

---

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 07 Mar 2017 01:32:48 GMT

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Yep, Ira's not in the game so something sounds well and truly busted with your install though your correct faces are showing as they should, sounds like a merc profiles issue.

Also you mentioned before about marriage proposals, there's no marriages in Vengeance either, double check you are playing with the JA2_Vengeance.exe and not any others.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Thu, 09 Mar 2017 17:26:31 GMT
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A bug?

The fight is over but the sector isn't won:

There are one or more lifeless torsos lieing on the ground.
I have to "kill" them with my fist.

Edit: G 7: Another sector with two "dead" torsos!

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Fri, 10 Mar 2017 18:28:11 GMT
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O3 Tunel - crature coctails and no enemies.
P1 is lifless. Weird. Is the sector a kind of ester egg?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 11 Mar 2017 06:25:57 GMT
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Yep, P1 is 'Demoville' for those who played the original first ever playable demo before JA2 was fully released. There should have been the possibility of enemies though, which is a shame.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Xafloz on Sat, 11 Mar 2017 09:34:00 GMT
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In SF mode I'd killed the evil queen but after that I was teleported back to the capitol and people

said still I must kill the under queen (the bug), but I cannot find it so cannot finish the game very :(That is a pity, because after almost twenty years of playing ja2 and its countless mods (yeah I have feeling that P1 might be a demo sector, because I enjoyed many times that demo too) I finish the full camping only once! (not counting ver short JA2.5). VR have been meant to be the second full one...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 13 Mar 2017 06:33:22 GMT
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Sorry about that.

We're looking into the Sci-Fi mode, but it's something that didn't get much attention during development, the original Vengeance had Crepitus replaced with robots but we're having some issues re-instating those at the moment. For now it's suggested to play in realistic mode.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 13 Mar 2017 06:37:45 GMT
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More item fixes and attachments and merges added in the downloads below.

For all you gun fans waiting on a new build grab the latest items xml (and merges xml and attachments xml) below and overwrite the ones you already have in your DataAIMv53/TableData/Items folder. This now completes the first pass of fixes a number of newer weapons without attachments in Sevenfm's list. These are untested so maybe back up your current files first, before overwriting them. Rod and Springs are slowly being reinstated but generally only to auto fire weapons and those firing slower than 1000 RPM, which to be honest is most of them!

Note by Schein: deleted links, because a new VR beta release including Hawkeye's .xml fixes is out

Items and especially merges are work in progress at the moment, so keep your reports coming in, though they will take time to fix.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 13 Mar 2017 06:42:37 GMT
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Fan wrote on Fri, 10 March 2017 04:26A bug?

The fight is over but the sector isn't won:

There are one or more lifeless torsos lieing on the ground.
I have to "kill" them with my fist.

Edit: G 7: Another sector with two "dead" torsos!

Can you get us a screen grab of these 'dead' torsos?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Mon, 13 Mar 2017 17:15:41 GMT
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@Hawkeye,

I shall try it the next time.

You don't know this event?

You think the fight is over. But no! You don't find any enemy in the sector, but you haven't won?
You can find this "dead" enemy only by seeking for him in the whole sector. Good luck if you have militia patrolling in this sector.
The "dead" torso is sparkling red, if one militia is near by but this militia don't mark him as enemy.
You must kill him to end the fight.
This event had been ca. one time in former mods.
In VR I have found it ca. 4 or 5 times (52 days in Arulco at this time).

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 14 Mar 2017 00:40:39 GMT
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Haven't experienced it yet quite like that. Though have had something similar, usually I can't find the last alive enemy, or I just need to leave the sector and re-enter to engage or reset the bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Tue, 14 Mar 2017 19:07:06 GMT
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I did experience this described bug.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Wed, 15 Mar 2017 10:59:31 GMT
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@Infinet,

thank you for your post. (+)

@Hawkeye,

I have experienced this bug till now in ca. 5-6 sectors. In other mods only one time: I shoot on an enemy upon a roof and he don't fall down. I must "defeat" him to end the fight.

You must see the situation: You seek and seek.... for the last enemy over the whole sector, in every corner of the houses, on every roof. You don't find him. After all by chance
you suddenly see him sparkling. Now(!) you can choose: Hit him with your fist or leave the sector as you?

You surely understand what I would like to "say"?

I write this because this event happens very often in VR IMO.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Wed, 15 Mar 2017 11:01:56 GMT
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Yup, makes sense. Though have no idea what may be causing it.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Infinet on Sun, 19 Mar 2017 23:41:02 GMT
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I have to reinstall my Ja2 becouse my hard drive went broke :d

Next run will be on Insane^^ maybe without Die Hard, this way i get faster my beloved 5.45 & vss etc :d If i get to the point where i will experience the bug ill make a savegame ready for you, maybe it will help :)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 20 Mar 2017 01:28:19 GMT
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Just make sure you download the latest items, merges and attachment xml, for a little more

enjoyment. Oh and play realistic too as Sci Fi is being looked at at the moment.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 01 Apr 2017 07:34:30 GMT
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Have throwing knifes always been able to shoot through fences? I've experienced this recently with mercs able to throw their knives at enemies with no obstacles presented by the fence.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Fan on Fri, 07 Apr 2017 12:32:34 GMT
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@Hawkeye,

a new bug:

In a short way of explaining:
COBRA + camouflage = Hamous and the voice of Hamous.
HAMOUS - camouflage (after some time) = COBRA and the voice of COBRA. :d

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sat, 08 Apr 2017 03:16:16 GMT
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That one's been reported and fixed a while back, Fan. Hopefully we can get a new build out soon as we have a big block of fixes suitable for another milestone, though the team have been quiet of late.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Parkan on Sun, 09 Apr 2017 09:13:29 GMT
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So,next new build for testing is coming or still we must wait long time?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 09 Apr 2017 09:51:40 GMT
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Hopefully soon Parkan, lot of updates and commits have been made to the SVN, just need to get

a new SCI out there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by MagikGimp on Tue, 18 Apr 2017 23:27:22 GMT
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A couple more bugs from me:
 Some nice work has been done for when you recruit Fred (the mine owner in Drassen) in terms of the things he says but no voice clip has been made for status updates when you assign him tasks and such. The result of which is that when you fast forward time and he's triggered to speak (e.g. levels up a stat) the game will soft-lock (buttons greyed out) because it's waiting for a file that isn't there to play. Shops no longer let me buy anything. I can't even open the shopping interface any more. I've previous bought stuff from the 2 retailers in Drassen middle sector but when I went to the barman in the sector below nothing happened and now none of them work.
Cheers. (+)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Wed, 19 Apr 2017 07:00:42 GMT
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RPCS or perhaps those from the PCM mod might be a bit light speech-wise, Scheinworld may be able to shed some light on those particular issues with Fred, but as mentioned placeholder sounds may have to be added.

That's the first I've heard of such an issue with traders, I didn't have any issues with Tina in Drassen and Tony works as he should as does TNT, so I'm not sure what's going on there.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by MagikGimp on Wed, 19 Apr 2017 10:03:43 GMT
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Hawkeye wrote on Wed, 19 April 2017 10:00That's the first I've heard of such an issue with traders, I didn't have any issues with Tina in Drassen and Tony works as he should as does TNT, so I'm not sure what's going on there.
I did steal the med-packs in both sectors (my mercs need to survive!) and got a telling off from Tina (I think. I did 'escort' her out of the building with X after a re-load so she didn't see the 2nd time I tried) but no other indication that they now refuse to do business with me. The time of day doesn't make a difference either. I might have to kill the bartender for food (my mercs need to eat too!) or cheat now. (-)

EDIT: Oh, I should point out I'm using the SVN, downloaded about a week ago. I ticked the Omit Externals box in Tortoise which apparently makes updating a little hard but I'm a bit afraid to do that anyway because I'm worried it'll mess up certain files I've changed. Perhaps something has been changed / fixed / broken in the development line but just thought I'd mention that that's what

I'm using.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by MagikGimp on Wed, 19 Apr 2017 23:43:43 GMT
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Doh! Now cheats won't work! What am I doing wrong?? Neither Crtl + gabbi or iguana. I thought they were in 1.13? :|

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by silversurfer on Thu, 20 Apr 2017 08:01:07 GMT
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Cheats are disabled on purpose in Vengeance.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Col.Kurtz on Sun, 23 Apr 2017 08:33:33 GMT
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I've tried running VR both from .exe and INI Editor and it says "could not initialize library" and something about Data\Ambient.slf
I'm running Win 10. Any ideas for what I should do?

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Mon, 24 Apr 2017 04:05:17 GMT
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I'd be inclined to try another install, usually SLF's are from the original JA2 data.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Col.Kurtz on Mon, 24 Apr 2017 09:06:47 GMT
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Okay, I am one step closer I hope. Now if I try to run it from the exe or INI Edit, it says "Could not initialize library [Data\Anims.slf] in:profile [SLF Libs], path [Data\Anims.slf]

Subject: Re: Vengeance: Reloaded Bugzilla

Posted by Tackl on Mon, 24 Apr 2017 09:15:54 GMT
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Hi there!

As a native german player ive only got the german version of Ja2-Gold. Is there a posibility to get an englisch exe. and the needed files to get the new mod working?
I tryed out to play with the geman version. Worked until i stopped playing. As starting the game the second time it crashed loading the savegame.

The Mod looks marvelous, really good work!!!
and i desperately wanna to play it :'(

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 25 Apr 2017 01:38:32 GMT
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Are you playing using the 'JA2_Vengeance.exe' though? I would have thought the German version of JA2 would be compatible as a basis as long as you are using the Vengeance data on top.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Col.Kurtz on Tue, 25 Apr 2017 09:54:37 GMT
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If you can help with what's behind the "Could not initialize library [Data\Anims.slf] in:profile [SLF Libs], path [Data\Anims.slf]" message, I would appreciate it. I guess I should have asked from the beginning a simple question. Does VR need to be installed on top of the vanilla 1.12? Like 1.13 is dropped on top of 1.12 and then zPatched? [Sorry, it's been so many years, I'm catching up on JA2 knowledge... I'm assuming the fresh install right of the CD-ROM I purchased in the late 90s is version 1.12]. Like you and many suggested, I installed the game in a folder other than C:\Program files or Program files (x86)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Tue, 25 Apr 2017 10:27:59 GMT
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I don't know why that error comes up but someone more code savvy might be able to help.

You can install Vengeance two ways as outlined here:
http://thepit.ja-galaxy-forum.com/index.php?t=msg&th=23264&goto=347920&#msg_347920

Start with you original JA2 installation and then either *install 1.13 +version 7609 and then install Vengeance data only over the top or *install the larger downloaded file which includes +7609

already.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Col.Kurtz on Wed, 26 Apr 2017 10:44:36 GMT
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Thanks for your help, Hawkeye. I will give it a try

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Scheinworld on Wed, 26 Apr 2017 16:59:14 GMT
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Hi,

grim wrote on Tue, 24 January 2017 07:10- Unless he's transvestite in secret, Jerry seems to have a wrong small activity portrait
Toggle Spoiler

Better late than never. Thank you for your report Grim! Jerry's "transvestite behavior" is fixed in next beta.

Best regards; Schein...

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by itsme9x on Thu, 27 Apr 2017 13:47:29 GMT
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In Alma H14 and I14 there are 7 and 3 Scope x10 that have no location and cannot be picked up:

http ://oi67.tinypic.com/nodmqf.jpg (cannot use links bcs to few messages...)

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Thu, 27 Apr 2017 23:36:52 GMT
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Thanks itsme9x, I'll take a look but unfortunately I fear I won't be able to remove them. A lot of these x10 scopes errors were inherited from old data and they are nigh on possible to remove without wiping the whole map.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by flagneau on Sat, 29 Apr 2017 12:30:04 GMT
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Hi,

I played with the former version and at sector E11 and E10 I have a background noise and a lot of crash to desktop when the battle begins. Do you fix that ?

Is your new version savegames compatible with the former one ?

I like your mod a lot :)

Regards

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 30 Apr 2017 01:17:34 GMT
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I'm not familiar with any special sound add-ons for those sectors, unless the ambient South American birds file has got corrupted.

Save games are compatible but some features require a new game to initialise.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by itsme9x on Sun, 30 Apr 2017 16:53:40 GMT
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Xafloz wrote on Sun, 12 February 2017 09:00The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don`t have all dialogue options. Exit from undeground is outside the wall (old location?), entrance is inside.

The 09 sector also has invisible obstacles on roof. Also the joint of door next to see and wall is leaking, I mean all hostiles leak out of the palace (also the one with the item...) instead of defending inside. The leak works only in one direction - you may go out but cannot enter. Intended? Anyway I killed almost all of enemy and could gain possession of the item with out entering the palace. I did it of course.

I encountered Bubba to, it seems the above bug's are not fixed yet (just a reminder).

Also he isn't hostile when you encounter him, but just talking to him once will make him attack you and steal your weapon.
I have the feeling a bit more dialogue should be here, explaining why he is doing this.
Or options in the dialogue to calm him down / recruit him or so?

Also I found this item "creature Cocktail" supposedly it's some sort of grenade but it has 3 problems:
- I cannot use it as a grenade, when using the trow command the merc just moves the the trow spot.
- It can't be placed in any inventory (just the main weapon slot).
- It doesn't explode when other explosives explode ontop of it or near it.

Subject: Re: Vengeance: Reloaded Bugzilla
Posted by Hawkeye on Sun, 30 Apr 2017 22:14:11 GMT
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itsme9x wrote on Mon, 01 May 2017 02:53Xafloz wrote on Sun, 12 February 2017 09:00The J9 sector (Tixa prison?) has invisible obstacles on roof on outer wall. Also BUBBA don`t have all dialogue options. Exit from undeground is outside the wall (old location?), entrance is inside.

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Creature cocktails should no longer be in game so that's an error, there's bound to be a few hiding here and there.

J9 roof was looked at, there are still obstacles with the balustrades but it should be able to be walked on where you can find an opening. The leaks on the ground doors are more of an issue due to their placement and their original code. Other maps had obstacles to stop the leak but it's not ideal here.