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Subject: : AmigaOS4

Topic: : Freedroid 1.0 soon, make?

Re: Freedroid 1.0 soon, make?

Author: : MickJT

Date: : 2019/9/27 15:55:47

URL:

Here's a test archive. I have no idea if previous save files are still compatible (doubtful). Go into Performance Tweaks and adjust the settings there to improve the framerate.

The tutorial mission had a problem (broken in the last port too). I'm not sure exactly what the issue is, and it doesn't happen on Linux/Windows, but "Tutorial Tom" is supposed to automatically "rush" to your character, Tux, and open a beginning dialog chat box making `partner_started()` true, but that isn't working. It might be that the "rush" command is being unset automatically because of frame lag or something when starting the level (there is code to check if a bot has become "too aggressive").

I made a quick workaround in a .lua script to add the "rush" command the first time a dialog box is opened with Tutorial Tom, which you have to do manually. Certain gates are supposed to be closed at the beginning of the tutorial but they're open until that first dialogue screen which is supposed to be automatic. So, when you start the tutorial, click on Tom immediately before he walks off. You'll see an incorrect dialog box but another one will open and continue normally from thereon.

~~Temporary download link~~

Edit: Link removed