Bugs and Features from Broodwar Modding Community

StarEdit.net

12 Main Asked Features:

1. Increase the string/text, unit sprite, weapon sprite, unit, and location limits. It has to be possible. If it creates lag with the old engine that SC has, we can gauge that all ourselves. Terrain size is something that some people would like to be increased though 256x256 is plenty in most situations, though it would be nice for minimap "art" purposes.

2. Add a way for us to use what we refer to as EUD (Extended Unit Death) conditions and actions as a part of triggers. What we do is take a unit's index ID, then read the game's memory for values in that ID like exact Health/shield/energy, position on the map, armor, order status (if it is moving/attacking/etc), speed, Weapon cool down, and many other things.

3. Specifically, being able to add/subtract values is what we want, not just setting them. Adding this option to the existing "set unit hp" and friends would be a huge help.

    a. Allow us to change the number of upgrades through triggers (that includes up to 255, not 3).
    b. We were able to adjust these by writing to the memory with EUDs in the past, but blizzard patched that out so the game crashed. Of course that could have been used maliciously, but adding new conditions/actions that allow us to view/change these specific values would be extremely significant. Again, we could just use the unit index to identify what units are being affected. An additional "at location" version would be pretty cool too though. It is pretty easy to tell, but this is a huge personal one for me, the ability to modify these things at will would usher in a new age of custom maps because many of us did not get the chance to play with this when it was available.

4. We do not really need a new integer storage system since Deaths can generally suffice. Though adding the ability to copy, divide, multiply, and combine different Death integers would greatly increase our ability to provide the community with new content. Mainly copy and combine because this would be used in pretty much every map, multiply and divide would be for the more technical maps. New units to use

specifically for Death integers would be cool, just label them "Death Counter #" and we can go crazy with it. No need to make it a selection in the UI.

5. Currently we rely heavily on very "unusual" tools for many different things. Stacking wait actions with 0 duration to force trigger checks and essentially speed up the rate at which the game reads through triggers. Currently we have this up to around 12 cycles through every trigger per second. Disabling/Enabling doodad states to break unit sprites or make units disabled/cloaked that shouldn't be. Either allow us to do it easier, but in general just don't break them. Many classic UMS maps rely on this stuff.

6. Add new sound file types, we are currently limited to wav files. Could we get mp3 by any chance?

7. Smooth the center-view action in triggers, currently it is very jarring to spam so creating "third person" maps or using it as a sort of panning camera is not possible.

8. Allow us to add/subtract from the kills a player has. Currently we have to rely on Kill Score which is very inconvenient for defense maps.

9. Make it so we can change any weapon's attack type and Detector status. Attack type meaning we can change a weapon so it is Normal, Concussive, or Explosive.

10. Allow us to disable entire commands. Things like move, attack, stop, hold position, liftoff, etc. Just like they were buildings, units, or spells.

11. Aesthetically, we are very limited with what we can do at the moment. Any change in that department is welcomed with open arms because we are restricted to unit deaths right now. Allow us to force flag status onto units, like Ensnare, Parasite, Defense Matrix, etc. Now this does not mean just casting the spell (which would be nice to have in scripts too), but being able to use the animation itself would be nice.

12. Allow us to change the fog of war with triggers. This would mean make some explored, reveal it, make it unexplored (pitch black), and so on.

Bug reports:

- Nooks and Crannies Error:
    - This error plagues all map-makers, more so on larger maps (256x256). What triggers it is difficult to know without the source code, but basically if you have complex terrain, in which the terrain pathing algorithm (run at the beginning of the game) exceeds some arbitrary number of iterations/recursions, the game will throw this error. Simply increasing memory capacity and/or doubling this number would fix it for the majority of cases. Though if you wanted to

increase map size (to say 512x512) then the Nooks and Crannies error would occur more frequently. So it's another kind of map restriction.
    - Possible Causes: http://www.staredit.net/topic/8581/0/



- Miscellaneous quirks that should be reviewed and addressed individually: http://www.staredit.net/wiki/index.php?title=Quirks_and_nuances
- Faulty terrain level flags, causing various exploitable map bugs and unexpected disadvantages for melee players.
    - http://www.teamliquid.net/forum/brood-war/520625-patch-118-terrain-bug-documentation
    - https://docs.google.com/spreadsheets/d/1O1GkIAv9STVxGcTP7WiZn8p9bYGNIJ_cRJL44BOfyOw/edit#gid=0
- Lifted Terran buildings have different speeds depending on if they were created via triggers (pre-lifted) or if they were constructed on ground and manually lifted.
- Optimize minimap scaling - Currently maps with longer dimension 96 or 192 will not stretch to optimally fill the minimap (i.e. leave grey bars on all four sides)
- Buildings/units sometimes come out injured, except they start out with 10% of the base HP, plus 1 frame of "repairing", plus the time it takes to build. In the case of the terran barracks, it will build in 1 frame and come out with .1 * 9999 + 10010/256 + 10010/256 = 1078.1 HP.
    - http://www.staredit.net/wiki/index.php?title=Regeneration
- Remove Unit trigger action does not affect Map Revealers. This needs to be fixed.

- If two players are allied, and triggers constantly set one of those players to allied, this disables you from attacking BOTH, but it should just disable you from attacking the one.
- Hallucinations are treated as the same unit as what it is a copy of. Change this so it is treated as a different unit.

- http://www.staredit.net/wiki/index.php/Map_Limits

Full Feature request:

1. Detect unit HP
2. Add to unit HP or Subtract from it instead of a required "Set to"
3. Add integer variables for triggers. Currently the standard workaround is to use the number of deaths
4. of a unit a player has, but this is extremely limited. For example, you cannot compare two
5. deathcounters directly, nor directly add them together. These integer variables should be able to be added, multiplied to, divided into, subtracted, etc. with other things such as Minerals, Gas, Kills, unit Attack, etc. (basically anything with a number)
6. Have separate text slots for in game text and player text. Currently, if the map displays text it pushes player text off screen and vice-versa.

7. Increase or remove map limits such as:
    - i. Unit limit
    - ii. Sprite limit
    - iii. String limit
    - iv. Location limit

8. Allow for triggers to modify unit stats. This includes:
    - i. increase/decrease unit speed
    - ii. increase/decrease unit attack
    - iii. increase/decrease unit armor
    - iv. increase/decrease unit range
    - v. increase/decrease unit sight
    - vi. increase/decrease unit current and maxHP
    - vii. increase/decrease unit current and Max Energy
    - viii. increase/decrease unit Build Time
    - ix. increase/decrease unit Unit mineral/gas cost
    - x. changing a unit's name
    - xi. increase/decrease unit attack speed

9. Allow for burrowed detection
10. Allow for cloaked detection
11. Allow for detection of what key a player is pressing on their keyboard

12. Allow for cursor position detection
13. Allow for shields to be added to non-protoss units
14. Allow for detection of what unit a player has selected
15. Allow for detection of which player's unit casts a spell, and which player casts a spell
16. Allow for modification of game-speed
17. Allow for modification of game-shading
18. Allow for Players 9-12 triggers and for triggers such as order to attack to effect these players
19. Allow for the game to auto-save itself via triggers
20. Smooth out the centerview trigger (for example if you currently spam 'centerview' on a unit and that unit moves around, the result is very choppy). Additionally, in singleplayer centerview pauses the game, which breaks many maps.
21. Allow for 'or' statements in triggers
22. Increase the tick-time of triggers. Currently there is a workaround for this using what are called 'hyper triggers,' but there doesn't have to be.
23. Allow for triggers to increase/decrease the number of kills a player has of any given unit.
24. Allow for an option in triggers for them to only execute once when all the conditions are met, and in order to execute again these conditions must be unmet.
25. When you kill a unit, it doesn't register in the triggers immediately (a trigger cycle must go by for it to register). This should be fixed.
26. Allow for locations to be placed around other locations (e.g. some number of pixels to the left or right of another location)
27. Allow for detection of which direction a unit is facing.
28. Allow for modification of what units each building can produce.
29. Allow for detection of when a unit is attacked and by what
30. Allow for detection of when your unit is attacking
31. Allow for detection of what unit one of your units is attacking
32. Give access to unit ID's, so we can move locations on each individual unit of a certain type (e.g. if a computer player has 20 zerglings and I want to move a location onto each one)
33. Allow for triggers to order a unit to burrow
34. Allow for triggers to order a building to lift
35. Allow for lifting on Terran buildings to be disabled.
36. Currently lifted Terran buildings have different speeds depending on if they were created via triggers pre-lifted or if they were constructed on ground and manually lifted. This is a bug.
37. Give the option to have Protoss buildings permanently enabled or disabled regardless of nearby pylons
38. Allow for modification of supply limits via triggers.
39. Allow for us to remove the label 'captain' or 'lieutenant' or 'overseer' which are be default on some units.
40. Allow for us to via triggers add / remove debuffs on units, e.g. blind, parasite, etc.
41. Allow for base protoss shield protection on units (right now it is always 0 + whatever upgrades you add)
42. Allow for more upgrades past 255.

43. Allow for different armor scaling depending on the unit (right now it is always base + 1*(number of upgrades))
44. Allow for mouse-click (left and right) detection of players.
45. Give a trigger which locks units in place.
46. Allow for spells to be added/removed from units who normally don't have those spells.
47. Allow for detection of a unit's current order (e.g. hold position, attack, move, patrol)
48. Make the ability to gain/lose vision of other players more intuitive.
49. Give the ability for players to stack their buildings (Right now there is a workaround where if you do not have vision of your own unit and build in the middle of the fog of war you can do this, but this workaround is annoying to use).
50. Make it so that if your unit gets lost into the fog of war you do not lose selection of it.
51. Right now if you have two players allied, and you constantly in the triggers set one of those players to allied, this disables you from attacking BOTH, but it should just disable you from attacking the one.
52. Give a trigger which disables a unit's attack
53. Give a trigger which prevents a player from attacking another player.