
Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 4!

Posted by [StealthEye](#) on Wed, 07 Mar 2012 16:02:08 GMT

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We are very pleased to release the fourth beta of scripts.dll 4.0! Almost all changes in this build are bugfixes or small user experience improvements. Below are the most important changes in this version. The game will update automatically if you have a prior beta installed, but the new installer is also available if you have not yet installed scripts 4.0 or want to reinstall it.

Many thanks to everyone who helped testing the previous beta versions and contributed by reporting bugs or suggesting improvements. Almost all changes between beta 3 and 4 have been made in response to one or more reports! Also, a special thanks to iRANian for contributing the map fixes!

The list of changes for scripts.dll 4.0 beta 4 (see also the bug tracker):

Fix some message strings in the swap plugin.

Fixed application data folder location for external tools.

Fixed bug where the FDS file path in paths.ini was not used.

Fixed some issues with particles.

Fixed visible "Post Processing Detail" label.

Added SeperateRemoteC4Limit and RemoteC4Limit options in svrcfg_cnc.ini (defaults are 0 and 30 respectively) to allow for a separate remote C4 limit. Added a console command to set the limit.

Slightly improved level load times.

Added support for FXAA.

Added support for changing texture filter ingame.

Fixed messages in crate plugin.

Fixed C4 output in messages to display the type of C4.

Fixed crash in spectate plugin.

Fixed issue causing some weapons to be set to "unlimited ammo" on 4.0 clients when they should not be.

Added tt.cfg option for setting the server objects.ddb filename globally.

Remove broken ObjectsFilename keyword from ssgm.ini (it was replaced by the tt.cfg option).

Fixed vehicle wheels rotating too fast.

Fixed an issue where pre-4.0 clients on a 4.0 server would not have to reload in vehicles.

Fixed bug where the chat dialog autocompletion could cause a crash.

Fixed bug where the packageeditor convert command would not read the .mix file if a relative path was given.

Added message when packageeditor successfully converted a package.

Added debug info to audio code to help debug rare audio related crashes.

Fixed SSGM wreckages to spawn with no armor.

Added serverside option to disable camera shakes on the client. (Default is DisableCameraShake=0)

Added serverside option to disable sending of cPlayerKill events to the client. (Default is SendPlayerKillsToNewClients=1)

Fixed issue where the infinite ammo mod did not work for pre-4.0 clients. (As a consequence,

pistols of pre-4.0 clients will no longer start loaded; pistols will start loaded only for 4.0 clients and infinite ammo works for both.)

Add damage hooks SSGM (and plugins) can use.

Fixed bug where the harvester unload animation would not work if there were silos on the map.

Added a command to change the latency interpretation values to find values that make the game feel less laggy. Intended for the private test team, do not mess with this console command unless you know what you are doing.

Included map fixes by iRANian (see spoiler below).

Worked around an issue from stock Renegade where soldiers could get stuck inside certain dynamic physics objects (e.g. vehicles) in rare cases.

Avoid netcode latency logic from teleporting if the teleport would result in the player being stuck or when the intended teleport distance is too small to make a difference.

Fix an issue that was causing certain sounds to loop in situations of low FPS.

Fix an issue causing certain sounds not to play.

Changed TEAM and TEAM2 console commands to work more like the "change team" button. (Fixes bogus deaths.)

Fix an issue where a warning about incompatible scripts builds was not properly sent.

Fix an issue with the anti-cheat and the "shader detail" slider.

iRANian's map fixes

All maps:

-Added kill zones before doors in buildings to prevent getting vehicles inside them on all ground maps.

-Added beaconing prevention zone on the Refineries on flying maps, there are exploit areas only accessible with aircrafts and wall hopping, these are now fixed.

-Added kill zones to prevent Refinery, Barracks and Power Plant hops on all ground maps.

-Fixed missing Nod Refinery MCT model.

-Adjusted pedestal zones to better cover the inner middle part of the pedestal. (Glacier_Flying especially needed this)

Walls_Flying

Fixes:

-Added kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa

Walls

Fixes:

-Fixed being able to get on the wall (from CP2/by reborn)

City/City_Flying

Fixes:

-Added spawn points to the Barracks (by Zunnie)

-Fixed a misplaced PT inside the AGT

Field

Fixes:

- Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
 - Prevented a B2B spot with MRLS (from CP2/by reborn)
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Canyon

Fixes:

- Blocked ability for players to get on top of the Weapons Factory (from CP2/by reborn)
 - Added kill zone to prevent 2-man wall hop from the balcony into Refinery for both teams
 - Added kill zones to two places that could be reached with Humvee and Buggy
 - Added kill zone to a place at the Nod Refinery tunnel that can be 2-man hopped off the wall
 - Added a beaconing prevention zone to tunnel under the Nod Airstrip
 - Added kill zone to an area in the field that could be used to get off map
 - Added kill zones on top of the crates/containers inside of both bases to prevent players from getting on top of them
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Volcano

Fixes:

- Nothing new
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Hourglass

Fixes:

- Nothing new
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Complex

Fixes:

- Added laser fences to the top of the Nod Refinery to prevent B2B (from CP2/by Reborn)
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Glacier_Flying

Fixes:

- Prevented beaconing in an exploit spot in the middle of the field to damage the Barracks.
 - Fixed a spot where you could get off the map.
 - Added spawn points to the Barracks.
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Islands

Fixes:

- Nothing special
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Mesa

Fixes:

- Prevented people from hopping over a wall into an infantry only area. (From CP2/by reborn)

Thanks again for participating in this beta and reporting any issues! And most of all, enjoy the new beta!

Links to the previous beta releases, with additional information:

Beta 1

Beta 2

Beta 3
