
Subject: Scripts 4.0 beta 5 progress update

Posted by [jonwil](#) on Mon, 09 Apr 2012 04:37:00 GMT

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Here is a list of all the relevant changes we have made since the release of scripts 4.0 beta 4: (including the changes in the various hot-fixes we have released as well as changes not yet released)

Fixes that should hopefully solve all the FPS drops/freezes/lock ups/memory leaks/etc

Fix typo in crate plugin

Fixes to the crate plugin reading of the crate positions

Fixes to the crate plugin vehicle delivery

Prefix BIATCH anticheat messages with [BIATCH]

Fix for missing "Unit Ready" sound

Fix Set_Map engine call

Fixes so the code wont crash if you specify a custom server-side objects.ddb in tt.cfg and that file does not exist (it will instead load the default file)

Fix a crash that occurs on maps with a building controller with a building type of "refinery" but which isn't actually a refinery building controller (this mostly affects various Renegade single player mission maps being used for multiplayer purposes)

Fix the overhead map view for Renegade single player missions

Fix issue when using Set_Map or mlistc and there is a global server-side objects.ddb file set in tt.cfg

Make it so that the nickname is displayed for the player if they are inside a vehicle and in first person mode (it would previously have been displayed if they were in third person mode but not first person mode)

Various audio changes related to detecting the audio crashes we have been trying to track down.

Fix Delete_Console_Function engine call
