

---

Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [jonwil](#) on Sun, 28 Dec 2014 23:38:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Changes made since the test build was pushed:

New script JMG\_Send\_Custom\_When\_Custom\_Sequence\_Matched

Add a flag to allow objects that would otherwise be tracking targets to be ignored for tracking purposes

Clear the image set by Set\_Info\_Texture on map load

Fix an issue with some netcode debugs

Things I have on my todo list:

Fix issues with AI VTOLs (I now have a good testcase for this thanks to Jerad)

Fix an issue with team name changing (once Jerad gives me some reproduction steps)

Fix an issue with the weapon chart (once Jerad gives me some reproduction steps)

Fix some issues caused if you repeatedly play single player/skirmish in certain circumstances (I have reproduction steps for this)

---