Subject: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by EvilWhiteDragon on Sun, 09 Feb 2014 02:35:19 GMT

Since some people were having trouble installing RC2, here is RC3. This mostly fixes the installation issues, and includes some other fixes that were done in the meanwhile. The changes from RC2 to RC3 are:
 Fix client crash when a !setnextmap or similar command was executed.
Install Visual Studio 2012 and DirectX runtimes correctly after updating.
Make install work properly if multiple copies of Renegade are installed.
Fix for issue where the costs of infantry and vehicles were not doubled when the power plant went down.
Fix compile error in the source code for persons who do not have VTune installed.
Fix for crash caused by serverside mods sending BIT_CREATION messages (BIT_CREATION can now be called multiple times, allowing for e.g. changing player names programmatically).
Fixes to leveledit so it correctly handles temp presets for .lvl files in subfolders of the main levels folder in the mod package.

Players that are already using a previous version of the Tiberian Technologies patch will automatically receive this fix through the update system. Others may download it from the Tiberian Technologies download page. Server owners must also visit the download page to install the new set of server files. The new source code and source code diff are available from the same page, any plugins or custom scripts must be updated.

We are sorry for any inconvenience the installation issues RC2 may have caused.

Enjoy this release!

More information & websites
More information can be found at the following websites. We appreciate any questions, issues, or remarks on our official forums!
Official website: http://www.tiberiantechnologies.org
Official wiki: http://www.tiberiantechnologies.org/wiki
Official forums: http://www.renegadeforums.com/index.php?t=thread&frm_id=52

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by crushu06 on Sun, 09 Feb 2014 22:12:53 GMT

cant see cargo planes

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by ehhh on Sun, 09 Feb 2014 22:45:40 GMT

^

pretty bad for our lobby wars

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by jonwil on Sun, 09 Feb 2014 23:21:05 GMT
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How do you reprodudce the cargo plane issue?

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by zunnie on Mon, 10 Feb 2014 00:05:58 GMT
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Just host a game on the server, join it, and then order a vehicle.
Im not sure if it ALWAYS disappears but it usually does.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by ehhh on Mon, 10 Feb 2014 00:22:30 GMT
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its been happening on our clanwar server, it only happens if you have the latest patch though.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by Ethenal on Tue, 11 Feb 2014 17:46:40 GMT
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acallow.ini isn't included with the newest server zip, you'd have to google the file (like I just did) to
find the example one from the beta 5 release thread if you wanted to use it.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by crushu06 on Tue, 11 Feb 2014 22:23:48 GMT
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Can you focus on preventing cheaters without screwing up renegade.

Thanks

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by YesNoMayb on Tue, 11 Feb 2014 23:31:47 GMT
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The "Insufficient funds" sound plays a lot.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by Ethenal on Wed, 12 Feb 2014 00:52:26 GMT
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crushu06 wrote on Tue, 11 February 2014 16:23Can you focus on preventing cheaters without screwing up renegade.

Thanks
of all the people i'd be an asshole to it wouldn't be them, whether TT is perfect or not

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by ehhh on Wed, 12 Feb 2014 00:54:13 GMT
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I'd say the same if it wasn't for the touchscreen/triggerbot thing =/

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by BoMbZu on Wed, 12 Feb 2014 18:36:07 GMT
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Awesome my FPS is so much more stable on 4.1, specially during combat with a lot of explosions going on good job

I cant see the cargo plane either though

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by ehhh on Wed, 12 Feb 2014 20:48:05 GMT
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Having updated yesterday, the cargo plane missing is kinda game changing in smaller games

any eta for a fix or something?

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3

Posted by StealthEye on Wed, 12 Feb 2014 23:16:51 GMT
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I just spent a few hours on this. It's tricky. But we'll fix it for the next version.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by danpaul88 on Thu, 13 Feb 2014 01:38:20 GMT
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yesnomayb wrote on Tue, 11 February 2014 23:31The "Insufficient funds" sound plays a lot.

Yep, every time a beacon is planted. It's a bug.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by jonwil on Thu, 13 Feb 2014 03:34:27 GMT
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danpaul88 wrote on Thu, 13 February 2014 09:38Yep, every time a beacon is planted. It's a bug.
And one I intend to fix as soon as I can actually reproduce the damn issue.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by jonwil on Thu, 13 Feb 2014 10:04:18 GMT
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The issue where "Insufficient funds" would be played for any GDI player when a nuke beacon was
deployed has now been fixed.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by jonwil on Sat, 15 Feb 2014 10:17:56 GMT
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The disappearing cargo plane is now fixed (or so says Saberhawk)

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by badjudja on Sun, 23 Feb 2014 17:22:01 GMT
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I have windows xp 64bits sp2 cant play with new update say only can play with sp3 and sp3 32 = sp2 64 need help

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Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by EvilWhiteDragon on Mon, 24 Feb 2014 22:28:22 GMT
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badjudja wrote on Sun, 23 February 2014 18:22I have windows xp 64bits sp2 cant play with new update say only can play with sp3 and sp3 32 = sp2 64 need help
Install SP3... Seems easy enough

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by jonwil on Mon, 24 Feb 2014 23:35:41 GMT
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There IS no SP3 for Windows XP x64.

What is the exact message you get when you try to play?

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by badjudja on Tue, 25 Feb 2014 21:30:39 GMT
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This is the error message

"Renegade cannot run on this computer becouse it requires Windows XP Service pack 3 or higher"

Subject: Re: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by jonwil on Tue, 25 Feb 2014 23:38:02 GMT
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4.1 final will contain a fix for this issue and will allow Renegade to load on XP x64 SP2.