
Subject: Scripts 4.8 Update 3 is now available

Posted by [Unstoppable](#) on Fri, 22 Mar 2024 01:41:09 GMT

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Scripts 4.8 Update 3 is now available.

I would like to thank Unstoppable, Jerad2142, dblaney1 and cyberarm for their contributions to 4.8 Update 3 (If I missed anyone else who contributed to 4.8 Update 3, sorry).

Changes made since 4.8 Update 2:

New scripts and changes to existing scripts by Jerad2142.

New scripts by Unstoppable.

Added server.ini keyword DisplayUnteamedPlayersAsGDIPlayerCount that displays unteamed players as GDI in player counts and GameSpy listing (if enabled).

Added new engine call Forward_Server and FORWARD_SERVER console command to disconnect a given client and forward them to connect to another one.

Added new engine call Add_Shadow_Message that adds a message into chat history without displaying the message in the chat.

Added tt.ini keyword SkipWOL that skips Multiplay Internet dialog and shows GameSpy listing directly.

GameSpy listing now resolves all master servers instead of trying one by one, collects the reported game server addresses from all master servers and merges them to build the final server list.

Added favorite servers support in GameSpy listing.

GameSpy listing now sorts the servers by favorite, then by player count in descending order, then by ping in ascending order and then by server title in ascending order after every refresh.

Selecting a message in chat history (Default: U key) and hitting Ctrl+C will now copy that message into clipboard.

Use a different method to smoothen the fonts when the Render Scale option is set to a value other than 100%.

Added an alternative rendering method for weapon charts if the aspect ratio of the render resolution is greater than 2.5.

Fix an FPS counter/team header overlapping issue when a custom font file is in use.

Fix Minimize On Lost Focus remaining enabled (visually) when Render When Unfocused is checked and Window Mode is Fullscreen in wwconfig.

Introduced an enum type for purchase responses. (For scripts developers)

If you are running 4.8 Update 2 (or any earlier version) you will be automatically updated to 4.8 Update 3.

People wanting a full installer (to install from scratch or to do a full reinstall), a server download or a tools download can find them on the Tiberian Technologies website (www.tiberiantechologies.org) in the downloads section. Appropriate source code for 4.8 Update 3 as well as the source files for the map fixes in 4.7 (which are the latest fixes we have) can also be found on the site.

People who need Dragonade will have to
follow <https://github.com/TheUnstoppable/Dragonade> for updates.

Subject: Re: Scripts 4.8 Update 3 is now available
Posted by [ExEric3](#) on Sat, 01 Jun 2024 22:38:18 GMT

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If is loaded map without vehicle factories next map have broken limits on some clients. Tested with 7 clients.

File Attachments

1) [001.png](#), downloaded 777 times



Characters

Credits: 5687

playa01: !q

Limit: 2/24

Building: playa07 - Armored Personnel Carrier

1/1: playa02 - Medium Tank

Unit ready.

2) [002.png](#), downloaded 762 times

[01.06.2024-15:44:04] <RCTEST> [General]: Current game on map C&C_Sand_RxD.mix has ended. Game 0 - Gamemode: AOW]
[01.06.2024-15:44:12] <RCTEST> Loading level C&C_Islands.mix
[01.06.2024-15:44:12] <RCTEST> Level loaded OK
[01.06.2024-15:44:12] <RCTEST> Host: [RC] Running in All Out War Mode.
[01.06.2024-15:44:12] <RCTEST> Host: [RC] Teams have been remixed.
[01.06.2024-15:44:12] <RCTEST> Host: The game has started.
[01.06.2024-15:44:12] <RCTEST> Load took 0.9 seconds. Waiting for players...
[01.06.2024-15:44:12] <RCTEST> Finished waiting after 0.0 seconds. Some players are still loading
[01.06.2024-15:44:17] <RCTEST> Host: [BR] Settings for C&C_Islands.mix: Mine Limit: 50, Vehicle
[01.06.2024-15:44:17] <RCTEST> Host: [BR] Special rules for C&C_Islands.mix: No Base to Base and
your base on Islands.
[01.06.2024-15:44:35] <RCTEST> [Purchase] playa01 - Humm-Vee
[01.06.2024-15:44:40] <RCTEST> Host: [BR] The local server time is 17:44:32
[01.06.2024-15:44:47] <RCTEST> [Purchase] playa07 - Armored Personnel Carrier
[01.06.2024-15:44:57] <RCTEST> [Team] playa01: !q
[01.06.2024-15:44:59] <RCTEST> [Purchase] playa02 - Medium Tank
[01.06.2024-15:45:28] <RCTEST> Host: [EVA]: A new Crate has spawned.
[01.06.2024-15:46:40] <RCTEST> Host: [BR] This server is running BRenBot 1.53
[01.06.2024-15:46:44] <RCTEST> Host: [EVA]: A new Crate has spawned.
[01.06.2024-15:47:13] <RCTEST> Host: [RC] Donations are now enabled.
[01.06.2024-15:47:29] <Eric3> !vehicles
[01.06.2024-15:47:30] <RCTEST> Current Vehicles in game:
[01.06.2024-15:47:30] <RCTEST> GDI Vehicles: 1 GDI Humvee, 1 GDI APC, 1 GDI Harvester, 1 GDI
[01.06.2024-15:47:30] <RCTEST> Nod Vehicles: 1 Nod Harvester
