
Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Tue, 06 Oct 2009 11:13:30 GMT

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A couple features added:

Prevent reloading if your clip is full

Change script zones so you can now associate a preset (e.g. soldier or vehicle) with it (this will be used later for the naval yard building controller)

Add a new script zone type for naval purchase

Make NeutralVehiclePointsFix tt.ini keyword work again

Fix an issue with save games

Add new tt.ini keyword to control the points to credits multiplier (i.e. how many credits you get for each point). We may also make this available via server configs in order to allow server owners to change this (as one part of a possible alternative to running with the "points bug") although nothing has been decided yet.

Add new stuff so that scope data can be stored in the weapon definition itself (instead of the scopes.cfg that is used now)
