Here is a list of changes we have made to scripts 4.0 since the public beta build was released on Thursday:
Some script updates by zunnie for his scripts
Remove some debugging code we added to detect a server crash (the server crash has already been fixed)
Fix for the TMSG console command
New server.ini keyword PointsFix. Defaults to true. Set it to false to disable the pointsfix on your server.
Make SPECTATESPEED console command only work on spectators.
Eject spectators from vehicles when they spectate.
Disarm C4 and beacons of spectators when they spectate.
Add support for reading an anticheat2.ini as well as anticheat.ini
Print a message to the console on reading anticheat.ini, anticheat2.ini and when it enables the file-hash anti-cheat.
The .ini messages will appear if the ini files exist even if the anti-cheat is disabled but the anti-cheat message will only appear if the anti-cheat is enabled.
Add shadow checkbox to wwconfig to match the in-game checkbox.
Fix MDB_Base_Defense_Popup scripts to properly animate over a FDS.
Fix split C4 limit to work properly.
SSGM log port is only read on startup and not every time ssgm.ini changes
Remove "Worst FPS" display
Fix possible crash
Fix vehicle occupants showing up outside the vehicle when joining a game
Add a couple things to the API exposed to SSGM
Fixed options dialog tab order
Fixed audio config dialog tab order
Fix fog not appearing correctly underneath the camera when the nearest geometry is beyond the far clip plane
Remove the "something bad happened" dialog
Fix some lighting issues

I do not have an ETA on when the next build will be released.