
Subject: Tiberian Technologies releases TT scripts 4.1 RC3
Posted by [EvilWhiteDragon](#) on Sun, 09 Feb 2014 02:35:19 GMT
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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.tiberiantechologies.org>

Official wiki: <http://www.tiberiantechologies.org/wiki>

Official forums: http://www.renegadeforums.com/index.php?t=thread&frm_id=52
