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Subject: Tiberian Technologies releases TT scripts 4.1 patch 2

Posted by [jonwil](#) on Wed, 26 Mar 2014 10:34:01 GMT

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Tiberian Technologies is now releasing Scripts 4.1 patch 2. This is a small bug fix patch designed to correct an issue whereby certain people have issues with timeouts on the loading screen on certain larger maps. It also fixes an issue related to slower loading when reading files from the TTFS. (not 100% sure on what it fixes since I didn't write it)

Clients (including new clients who install scripts from the TT installer after this release) will get the update automatically through the TT updater.

The TT download page has been updated with the new server dll.

Those shipping 4.1 as part of a mod can simply replace the 4.1 final bandtest.dll with the one in the new server zip (its the same dll for clients and servers)

bandtest.dll is the only file that was changed. No changes to mod tools are required, nor has there been any changes to the source code (so no you dont need to recompile any plugins for "patch 2")

Big thank you to Saberhawk for the fix and to Zunnie (and his friends) for testing it and making sure it worked.

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