
Subject: Scripts 4.2 to enter private beta testing soon, here are some changes in it
Posted by [jonwil](#) on Sat, 20 Dec 2014 15:34:14 GMT

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Scripts 4.2 is getting closer to being ready to enter private beta testing for Renegade players (I just finished some checking I wanted to do on the saveload code for .ldd files, .lsd files and .ddb files for example)

Here is a list of some of the interesting changes in 4.2 (by no means exhaustive, this is just what I can remember or pick up on from reading my notes and stuff)

Building Revival support (via console commands and via engine calls).

Changes so that stuff flying in when purchased via AirFactory objects cant be shot whilst its flying in.

Fix so that objects with their collision mode in LE set to "KILL" work correctly.

Extra debugs for detecting certain kinds of network issues including packets that are too large.

More to come later, still going through my notes and info looking for changes worth mentioning.
