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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [jonwil](#) on Sat, 20 Dec 2014 23:44:07 GMT

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Ok, on with the list of interesting changes in 4.2:

New settings under "Global Settings - C&C Mode Settings" that let you have different EVA sounds for power offline (you can now have one that plays for Nod when Nod power goes offline, GDI when Nod power goes offline, Nod when GDI power goes offline and GDI when GDI power goes offline)

New collision group `DEFAULT_AND_SOLDIER_ONLY_COLLISION_GROUP` which collides only with `DEFAULT`, `SOLDIER` and `SOLDIER_GHOST`.

Fix a whole bunch of bugs (far too many to list here)

Change "construction yard" objects so they will now repair objects of type "simple" if they have their Encyclopedia Type set to "building".

Fix to some issues with certain kinds of texture mappers not rendering properly (environment mappers I believe are the main ones affected)

Fix some glitches with damageable static physics objects

Fix an issue that can be caused if you have a TT package containing a `dazzle.ini` file.

Fix some issues with fog.

Improve the way `NavalFactoryGameObj` detects objects blocking the spawn point (it now does it more like `VehicleFactoryGameObj`)

Fix some issues with pathfinding where it wasn't correctly loading certain pieces of pathfinding data.

Changes to make `Commands->Set_Is_Rendered` work over the network for things other than vehicles (it always worked for vehicles). Naturally both client and server need 4.2 for this to work.

Fix an issue where the muzzle flash on a vehicle can screw up if its model or weapon is changed.

Fix an issue with `Commands->Set_Obj_Radar_Blip_Color` so it works properly

Changes so that spies will always appear on radar with the color of the player object regardless of which team the player is on.

Fix so that the "battle info" dialog box displays the correct harvester health on the client. Also fixes the vehicle limit to correctly account for the harvester.

Fix an issue where `Commands->Create_2D_Sound` and `Commands->Create_2D_WAV_Sound` can cause a crash in certain circumstances.

Add a new keyword to `server.ini`, `DisableLogs` which disables writing to the normal server log file (useful if you are using SSGM or something and handle the log info some other way)

Fix an issue where if a soldier is destroyed (e.g. via suicide, team change or leaving the server) and the soldier was in a vehicle, certain objects weren't being properly destroyed.

Fix an issue with certain dialogue that soldiers say (it was mixing up the sounds for "I got shot by friendly"/"I got shot by enemy" and "I got killed by friendly"/"I got killed by enemy")

Fix some issues related to ladder collisions.

Improve the randomness of spawn point selection.

Improve certain math functions to use SSE (makes it slightly faster)

Remove `sysinfo.txt` code and a bunch of related stuff (it didn't support detection logic for modern current hardware anyway)

Add a bunch of scripts from Jerad Grey

Some fixes to the special Mendoza and Raveshaw boss objects.

Fix an issue with movies in single player causing a crash

Fix an issue with the single player EVA map dialog causing a crash

Added a change so that homing weapons won't target objects that are immovable (that is, anything who's physics type isn't MoveablePhys and that isn't stuck to another object via Attach\_To\_Object\_Bone)

Fix an issue with radar in single player

Fixes to vehicle dazzles to make them work like stock

Code to make the volume of movies (startup movie and mission movies) reflect the setting of the "cinematic" slider in the config options.

Improve the randomness of the team remix code

New TargetingRange field on Ammo definitions that defines the targeting range (independently of the weapon range). If its set to the default (or not set at all) it will use the normal weapon range.

Add a cooldown timer to SH\_UndergroundVehicle.

Add new custom CUSTOM\_EVENT\_BUILDING\_REVIVED which is sent when a building is revived (to allow any scripts to do things they need to)

Fix RA\_MAD\_Tank\_Devolved so it properly destroys the tank when its set off.

New script Reborn\_IsDeployableTank\_4 which is a clone of Reborn\_IsDeployableTank\_3 except that it will only deploy if you are close enough to the ground.

Various fixes to deployable vehicle scripts

Fixes to the obelisk and AGT scripts so they wont target the AI-controlled harvester

Fix an issue with JFW\_Spawn\_Zone\_Created, JFW\_Custom\_Spawn\_Zone, dp88\_Ore\_Field, dp88\_buildingScripts\_functionSpawnTeamZone, dp88\_buildingScripts\_functionSpawnZone, dp88\_conquestControlZone, JFW\_Vehicle\_Zone and JFW\_Building\_Zone\_Controller where the zone rotation value was being interpreted as radians instead of degrees.

Restore M00\_BuildingStateSoundSpeaker and M00\_BuildingStateSoundController so they work like stock.

Add an error message to JFW\_Turret\_Spawn\_3 for if the turret object cant be spawned.

New script JFW\_Time\_Remaining\_Sounds\_2 which is just like JFW\_Time\_Remaining\_Sounds except per-team

New script JFW\_Repair\_Complete\_Sound which will play any time the health or shield strength of the object goes below 100% then comes back to 100%.

Fixes to JFW\_Time\_Remaining\_Sounds/JFW\_Time\_Remaining\_Sounds\_2 so that they play the sounds properly if the time remaining is changed. Note that each sound will play only once even if the time remaining is increased to the point where the sound would have played again.

Change JFW\_Attack\_Location/JFW\_Attack\_Object so that they will only immobilize the vehicle if the speed parameter is zero.

New script JFW\_Airstrike\_Cinematic which basically spawns a cinematic at the location of the object JFW\_Airstrike\_Cinematic is attached to on receiving a specific custom.

New script JFW\_Ion\_Storm\_Weather\_2 which is able to store the old weather settings before the ion storm starts and restore them after its finished.

New script JFW\_Spy\_Disguise\_Target which, when shot with a specific warhead, changes the model of the thing that did the shooting to the model of the object with JFW\_Spy\_Disguise\_Target on it. Its intended so that spies can "target" specific infantry units to disguise themselves as that unit.

New script JFW\_Warhead\_Custom which sends a custom when hit with a specific warhead.

Fixes to various scripts (base defenses, construction yard scripts etc) to account for building revival

Fix an issue with RA\_Gap\_Generator\_Vehicle not correctly displaying the shroud when you first enter the vehicle.

Fix a bug with vehicle name display

New engine call `Seconds_To_Hms` which converts a value in seconds to hours/minutes/seconds. Update various scripts and engine calls so they will now damage/repair objects of type "simple" if they have their Encyclopedia Type set to "building". (this is for things like the Gap Generator in APB that is now a Simple object instead of a vehicle)

Improvements to danpaul's veterancy scripts

Various netcode fixes

Improvements to the chat code

Change the `mlist` console command so it displays all the maps if you don't pass any parameter

Hide dazzles on stealthed vehicles

Make the `NoPowerCostMultiplier` and `BuildTimeDelay` `tt.ini` keywords usable in the per-map `tt.ini` files

Add `tt.ini` keywords (usable in the per-map `tt.ini` files like the rest of the sidebar stuff) for per-team sidebar sounds.

Fixes to how the time limit/time remaining changes get sent over the network so they work better.

Add a `GetTTRRevision` engine call to get the current build number (the one displayed on the main menu or by the `sversion` console command) from scripts.

Add engine calls `Get_Clouds`, `Get_Lightning`, `Get_Wind`, `Get_Rain`, `Get_Snow`, `Get_Ash` that do exactly what they say.

Add an `Update_Game_Options` engine call to force sending new game options if they have been changed.

Add a new engine call `Update_Network_Object_Player` which is just like `Update_Network_Object` but per-player.

Improvements to the way we detect a missing `d3dx.dll`

Some fixes to AI code used for VTOLs.

Fixes to sphere and ring primitives

Fix some issues in various pieces of saveload code.

New `Find_Observer` function on `ScriptableGameObj`.

Fix so that dead soldiers won't collect powerups

New `CanRefill` flag on soldiers that determines if a soldier can use refills or not. This only works for the sidebar and should not be turned off if your mod/map/etc uses the normal PT dialogs.

Fix gamespy master server addresses to point to the new community-run GSA clone now that the official ones are gone.

New `GDIPurchaseReportID` and `NodPurchaseReportID` on vehicles, these strings (and associated sounds) will be played on vehicle purchase.

New `CanRepair` flag on vehicles, determines if Repair Bay objects (and various repairing scripts) can repair the vehicle or not.

New `EntryHelpMessage` and `EntryHelpMessageColor` values on vehicles, if this is set then the message will be displayed in the center of the screen when the vehicle is entered. Intended for help messages like "press Q to deploy this vehicle".

New flag `ApplySurfaceEffectDamage` on vehicles which makes vehicles take surface effect damage.

New flag `DisableSurfaceSounds` on vehicles which turns off track/wheel sounds for the vehicle.

New `Check_If_On_Surface` function on vehicles to let you check if a vehicle is touching a given surface type.

Fix to `dp88_AR_Rocketeer` to play the engine stop sound when the jetpack vehicle goes away.

Various fixes to `dp88_AR_MirageTank`.

Improvements to the AGT script.

Various fixes to dp88\_AR\_Deployable\_Infantry including a new deploy/undeploy sound  
Various fixes to dp88\_Ore\_Miner  
Various fixes to dp88\_Ore\_Field  
Various fixes to dp88\_Ore\_Extractor  
Various fixes to dp88\_RemoteControlConsole  
Various fixes to dp88\_AR\_Paradrop  
Various fixes to dp88\_linkHealth  
Various fixes to dp88\_buildingScripts\_controller  
Various fixes to dp88\_buildingScripts\_functionMoneyTrickle  
Various fixes to dp88\_buildingScripts\_functionMoneyGrant  
Various fixes to danpaul's AI scripts  
Various fixes to dp88\_damageAnimation  
Various fixes to dp88\_conquestController  
Various fixes to dp88\_conquestControlZone  
Various fixes to dp88\_Ammo\_Animation  
Various fixes to dp88\_RegenerateHitpoints

Thank you to WhiteDragon, Saberhawk, StealthEye, danpaul and Jerad Grey (and anyone I forgot) for their contributions to 4.2

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