Subject: New scripts 4.2 test build is now available

Posted by jonwil on Mon, 05 Jan 2015 12:52:07 GMT

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I have just uploaded a new scripts 4.2 test build for people to test.
Anyone wanting to test the client build can download
http://www.tiberiantechnologies.org/files/launcherqa.zip
Anyone wanting to test the server bits can download
http://www.tiberiantechnologies.org/files/ssgm-4.2rc1-test.zip
Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/ssgm-4.2rc1-test.zip

People who already have the previous 4.2 test release can just let the launcher update.

Source code isn't available yet.

Please be aware this hasn't undergone much in the way of QA as of yet (that's why its being posted here). Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players.

Here is a rough list of the changes made between 4.1 and the first 4.2 test release:
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.
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 damageablestatic 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 GetTTRevision 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 wont 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

Changes between the first 4.2 test release and this new one:

Various updates to Jerad's scripts.

Fix a false positive case where certain things could trigger certain netcode debugs when they shouldn't be.

New flag on Physical objects in LE, IgnoreForTracking. Turn this on and the object will be ignored for tracking purposes even if it would otherwise not be.

Clear out the texture set by the Set_Info_Texture engine call on map load.

Fix an issue where AI units being told to move to the same point they are already at could act weirdly (this was noticeable with the helicopter in the tiberium meteorite room on the dam mission)

Fix a case where an object being resized by the engine could result in the game entering an infinite loop (I can't remember exactly what triggered this bug)

Change infantry head turn logic so that it now stores the bones per-infantry instead of globally (fixes the case of objects with custom skeletons)
Add support for a "C HEADT" bone that the engine will treat like the "C HEAD" bone but which is also a valid target bone.