Subject: New scripts 4.2 test build is now available
Posted by jonwil on Mon, 30 Mar 2015 08:31:20 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/tools-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 because this is only a test build although assuming no major bugs show up we will be releasing this build as a proper build to everyone over the main patcher along with a source release for those who need it.

Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players.

Details of the changes in previous test builds are in these threads:
http://www.renegadeforums.com/index.php?t=msg&th=40939&start=0&
http://www.renegadeforums.com/index.php?t=msg&th=40910&start=0&

Changes since the last posted 4.2 test build:
Add a "Lock Vehicle Camera To Turret" checkbox to wwconfig.exe
New engine call Change_String_Player which changes a specific strings.tdb entry for a specific client (the string table reloads on map change so the changed strings get reset)
New engine call Force_Position_Update (used in cases where you need to force sync the position of an object on the server and client basically, if you dont know you need it you probably dont)
Fixes to ring and sphere primitives
Add special logic so that objects of type "simple" with "projectile" physics get their position and velocity sent over the network (allows you to have scripts that "throw" something like it was a piece of C4 and have the projectile code handle flying through the air and landing)
New script JFW_EMP_Mine_Manager_2
New script JFW_Spawn_Projectile_Death
Fix a bug with Superweapon building controllers
Fix some issues with special-case code for bump-maps
New engine call Get_Random_Pathfind_Spot which is used to find a random spot via the pathfinding code
Fix a crash caused when an AI soldier enters a vehicle
Various fixes/additions to Jerads scripts
New engine call Set_HUD_Help_Text_Player_Text
Re-read the team names from strings.tdb on map load (that way maps with custom strings files that change the team name will work properly)
Fix to JFW_Per_Preset_Visible_People_In_Vechicle

Small fix to some texture mapper related code

Add a change such that putting "Prelit=false" into the user text of a mesh will cause the default "bumpmapped meshes don't get vertex solve" code to not run (i.e. you put it there if you know that you have the right settings on your bumpmapped mesh and it wont screw up when you run vertex solve on it)

Fix an issue with the text in w3dviewer.exe

New scripts JFW_Medic_Beacon and JFW_Medic_Beacon_Layer

Fix so that the per-map ini files work correctly if you are using the -map command line option to load the map

New script JFW_Ion_Storm_2

Fix some sound related issues with JFW_Ion_Lightning, JFW_Vehicle_Weapon_Switcher, Reborn_IsDeployableMech, Reborn_IsDeployableTank, Reborn_IsDeployableTank_2, Reborn_IsDeployableTank_3, Reborn_IsDeployableTank_4 and RA_Ore_Truck_2

Fix so that the "This build of Renegade is out of sync with the strings database (strings.tdb). Strings will be incorrect and may cause the game to crash." message will no longer appear (the thing that caused it is no longer relavent to us anymore)

Fix crash if the game tries to spawn a soldier and cant find a spawner for them (e.g. if you do "team 1 -3" since no team -3 spawner exists)

Fix some cases where gun turrets on certain SP maps (the big one on M03, the ones near the research center on M08 and all the turrets on M10) were starting out pointing at the 0,0,0 of the map instead of the correct direction that they should be pointing

Fix to the mutant hijacker script so you cant hijack a vehicle that is currently deploying or undeploying

Fix so that weapon reloading properly syncs to all clients over the network (including manual reloading by pressing the reload key)