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Subject: New scripts 4.2 test build is now available  
Posted by [jonwil](#) on Tue, 12 May 2015 11:52:40 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-4.2rc2-test.zip>  
Anyone wanting to test the tools can download  
<http://www.tiberiantechnologies.org/files/tools-4.2rc2-test.zip>  
Anyone wanting the source code can download  
<http://www.tiberiantechnologies.org/files/source-4.2rc2-test.zip>  
The source differences between this build and the last one are here  
<http://www.tiberiantechnologies.org/files/source-4.2rc2-test.diff>

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

Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players. We dont know when the final 4.2 build will be released, it depends on how many bugs are found that need to be fixed.

Details of the changes in previous test builds are in these threads:  
<http://www.renegadeforums.com/index.php?t=msg&th=40952&start=0&>  
<http://www.renegadeforums.com/index.php?t=msg&th=40955&start=0&>  
<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:

- Fix a crash caused when a refinery building controller class is deleted but the harvester still exists (this only happens on map shutdown/game exit, not when the refinery building itself is destroyed)
- Fix some issues related to "reloading tilt" (Jerad made the changes so he will know more about exactly what the fixes do)
- Fix a bug where the EntryHelpMessage message for vehicles was displayed for all players instead of just the player it was supposed to be played for.
- Add a fix to vehicles so that vehicles set up with projectile physics (used for certain special things in Tiberian Sun Reborn) will correctly stop moving when they are thrown to the ground
- Small tweak to nickname auto-completion in the chat box
- Fix an issue with the per-map loadscreen code not correctly returning to the default loadscreen if the map after the one with the per-map loadscreen has no per-map loadscreen.
- Make the UseExtraPTPages tt.ini setting usable in the per-map tt.ini files.
- Add a new engine call `Get_Damage_Is_Explosion` that will return true if the damage is coming from an explosion, false otherwise.
- Fix a crash in the `Update_Network_Object_Player` engine call.
- Fix a crash connected to the `Set_HUD_Help_Text_Player_Text` engine call
- Improvements to `dp88_AR_IFV`
- Less crashing in certain `dp88` scripts if PT definitions for particular categories don't exist

Documentation updates to dp88\_AI\_Turret  
New script dp88\_CreateAttachedObject  
New script JFW\_Vehicle\_Crate  
Fixes to JFW\_Medic\_Beacon  
Fixes to JFW\_Per\_Preset\_Visible\_Person\_In\_Vehicle,  
JFW\_Per\_Preset\_Visible\_People\_In\_Vehicle and  
JFW\_Per\_Preset\_Visible\_Multiple\_People\_In\_Vehicle so that the visible person objects will be properly made invisible if the vehicle is stealthed.  
Improvements to Jerads scripts  
Fix to Reborn\_IsMech so that when certain units are being delivered, the legs dont animate  
Remove some old scripts of Saberhawk's  
New script SH\_ResetDoorKeysOnCreated which will let you clear out the door keys held by a soldier when they re-spawn and issue them with specific keys.

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