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Subject: Tiberian Technologies Releases TT Scripts 4.2 Update 4

Posted by [jonwil](#) on Thu, 17 Dec 2015 12:15:33 GMT

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Scripts 4.2 Update 4 is now available.

Relevant changes made since scripts 4.2 Update 3 are:

Updates to Jerad's scripts

Add new update command to PackageEditor. This does the same thing as the convert command and then installs the resulting package (same thing as the install command)

Fix an issue where packages would load in the wrong order on the client (note that this requires the new build on server and on client for things to work properly). This only really made a difference if 2 different packages contained a file with the same name.

Fix a crash caused if certain ini files (e.g. svrcfg\_cnc.ini) are missing.

Add a setting to "global settings-general" in LE that lets you change the Visceroid preset name (this goes with the VisceroidEnable keyword in the tt.ini/per-map tt.ini)

Fix some typos in various scripts

New script JFW\_Set\_HUD\_Help\_Text\_Zone

New Is\_Engine\_Enabled engine call (which tells you if the engine of a vehicle is enabled, either by Commands->Enable\_Engine or by something else)

Fix an issue where the engine sounds could become screwed up if you changed the model of a vehicle via Set\_Model.

Players already running TT should automatically receive this update when launching the game. If for some reason you don't, or need to install for the first time, visit the download page. Server owners will need to update appropriately depending on what they're running. (Dragonade should work fine with Update 4)

Server-side code authors who need to update their code can get the new source code from the download page. Mod authors can also get the latest tools archive (including all the latest bug fixes) from the download page.

Thanks to all the testers, coders, and players that still support us and Renegade after all this time and to all those who helped make 4.2 possible.

<http://www.tiberiantechologies.org>

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