
Subject: Tiberian Technologies announces scripts 4.3

Posted by [jonwil](#) on Sat, 05 Nov 2016 09:20:58 GMT

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I would like to announce that the first test build of scripts 4.3 will be release to Renegade players soon. We are just waiting on a few final bug fixes and then I will be releasing the test build.

I would like to thank Jerad Grey, Daniel Blaney and WhiteDragon for their contributions to 4.3 (If I missed anyone else who contributed to 4.3, sorry)

Changes since 4.2 update 4:

- * Fix some issues with the way position and targeting data is sent over the network for some objects.

This change fixes the issues with turrets missing shots clientside especially if they are aiming up towards the edge of the map. It also fixes vehicles that leave the map extents from rubberband glitching. They now sync properly like soldiergameobjs do. This change allows ballistic weapons to now work correctly over the network as well.

- * Add fixes so that you no longer get a bunch of messages about dead buildings/units in the chat box when you first join the game.

- * Add support for a per-map cameras.ini file. This is named e.g. C&C_City_cameras.ini or whatever for your map. It is to be a copy of the normal cameras.ini with whatever extras you want to add. Like the normal cameras.ini, it is checked by the anti-cheat.

- * Add a fix so that if you mouse over/target a stealth unit, your target box no longer disappears (people were using it as an "exploit" to find stealthed units which was unfair)

- * Add stuff to prevent people from spamming radio commands and chat messages. Unlike the way stock renegade did this, this fix is server-side and players cant use hacks to defeat it.

- * Make it so that the HUD is not affected by Set_Screen_Fade_Color/Set_Screen_Fade_Opacity

- * Changes to allow the max health and max shield strength to go as high as 10000 (previously the limit was 2000). Note that if there are players not running 4.3, things may not work properly here for objects with max health/max shield strength greater than 2000 due to netcode backwards compatibility issues.

- * If you put ResumeRotation=true in server.ini, it will store the current position in the rotation into a file called resumerotation.txt and re-load it again when the FDS starts (this is so it can resume the rotation if the FDS crashes or is shut down for some reason)

- * Improvements to the Stop_Timer and Stop_Timer2 engine calls so they wont crash if called from inside a Timer_Expired function.

- * Fix so that the killed explosion for soldiers displays properly.

- * Add new console commands called EVAP/EVAT/EVAA. These work exctly like SNTP/SNDT/SNDA except the sound is played using the "dialog" volume setting in the config rather than the "sound effects" volume.

- * Fix some issues with the output of Player_Info that were causing an issue if the player has a negative score.

- * Add some features to clean up the stored map downloads (Daniel Blaney wrote these and knows more about why they exist, how to use them etc so I will let him explain)

- * Fix so that the correct building icons will display on the purchase terminals when you access the "secret" vehicles/infantry pages.

- * The /host command in the in-game chat box will now work correctly on a dedicated server.

- * Fix it so that you cant use console commands/engine calls that change the time limit/time

remaining when the score screen is displayed (before it used to crash when doing that)

- * Change so that the chat hook, host hook, refill hook, player join hook, load level hook, pre load level hook, think hook, game over hook, radio hook, stock damage hook, TT damage hook, console output hook and player leave hook can be set multiple times and the hooks will all be called (before, if you registered any of these hooks the previously set hook would get overwritten)
 - * Some fixes to make radio commands work properly in LAN again.
 - * Add a field to weapon definitions that lets you override the animation set used for weapons.
 - * Add a field to ammo definitions that lets you override the preset used when a C4 is thrown (the default is "Tossed C4" but you can override it on a per-ammo basis now)
 - * Add a field to ammo definitions that lets you disable the "ammo definitions with a velocity greater than 400 are treated as instant-firing" thing
 - * A fix to various obelisk scripts so they will use a "target" bone if it exists)
 - * Add a new engine call `Set_Background_Music_Player_Offset` that is just like `Set_Background_Music_Player` except it lets you specify the starting position within the audio file to begin playing from.
 - * Add a new engine call `Set_Camera_Player` that lets you change the camera profile a player is currently using (this should only be used when players are inside a vehicle)
 - * A bunch of changes to various scripts Jerad Grey wrote.
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