Subject: Scripts 4.4 RC1 is now available
Posted by jonwil on Mon, 19 Jun 2017 02:58:12 GMT

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I would like to thank Jerad Grey and Daniel Blaney for their contributions to 4.4 (If I missed anyone else who contributed to 4.4, sorry)

Please be aware that this hasn't undergone widespread testing yet and may contain bugs (that's why its 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.

Full list of changes made since scripts 4.3 was released:
* Restore stock turret behavior. Turrets no longer face the origin of the map on creation and no longer rotate when a vehicle is empty unless it is controlled by AI.
Reworked netcode was added to make the original behavior no longer have client side lag like it did in the original game.
* New and improved scripts from dblaney
* Remove some code from danpaul's AI scripts that is no longer needed as a result of the turret improvements
* Update ra_base_defense to face the location for the entire duration of the idle timer
* New and improved scripts from Jerad
* Reduce latency substantially on vehicles by fixing a bug in the client side latency interpolation code.
* New engine calls Force_Orientation_Update and Force_Orientation_Update_Player to force the orientation of a vehicle to a specific direction over the network.
* Small improvement for jumping latency.
* Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.
* Reduce issues with explosions not appearing on large games, and the repair guns beam from becoming straight and some other things not appearing properly.
* Fix the ignore tracking flag for ammo definitions to work correctly.
* Fix a few bugs in the graphics code
* Fix some bugs related to attaching to a bone
* New engine call Create_2D_Wave_Sound_Cinematic_Player
* New engine calls Force_Turret_Update and Force_Turret_Update_Player call to force objects to instantly set their turret facing and tilt to the specified facing/tilt.
* New engine calls Force_Velocity_Update and Force_Velocity_Update_Player to allow you to force objects to instantly set their velocity.
* Add some changes to prevent the newest triggerbot from working by forcing the value it looks for to always be the one it wants to see in order to shoot (i.e. a player using the bot will constantly fire their weapon)
* Logging for the file-hash anti-cheat

Anyone wanting to test the client build can download
http://www.tiberiantechnologies.org/files/launcherqa.zip and run that launcher to get the update
Anyone wanting to test the server bits can download
http://www.tiberiantechnologies.org/files/server-4.4rc1.zip

Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/tools-4.4rc1.zip
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.4rc1.zip

Any custom SSGM plugins may need recompiling for 4.4. DA will certainly need to be rebuilt for 4.4.