
Subject: Scripts 4.6 is now available

Posted by [jonwil](#) on Tue, 05 Dec 2017 08:16:59 GMT

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I would like to thank Jerad2142, Daniel Blaney and new developer Neijwiert for their contributions to 4.6 (If I missed anyone else who contributed to 4.6, sorry)

Changes made since 4.5 Update 1:

Fix an exploitable bug in the anti-cheat (for obvious reasons details will not be provided other than to say that its possible for someone to cheat when they shouldn't have been able to and that the bug is client-side rather than server side, if you are running a server you can always enforce running the latest scripts version to prevent the exploit)

Fix an issue with certain text displays (which probably doesn't affect the main scripts 4.x release but was causing issues in other code)

Fix some issues where alt-tabbing causes things to not work properly (e.g. weapon switch keys)

Make the DrawDistance tt.ini keyword work in the per-map tt.ini.

Add new engine calls `Get_Pathfind_Distance` and `Cancel_Get_Pathfind_Distance`.

Improvements to the display selection stuff in wwconfig.

If you are running 4.5 Update 1 (or any earlier version) you will be automatically updated to 4.6.

People wanting a full installer, a server download or a tools download can find them on the Tiberian Technologies website (www.tiberiantechologies.org) in the downloads section.

People who need DA will have to wait for a 4.6 compatible version of DA to be released (which should be fairly simple for someone to do given what's changed in 4.6)
