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Subject: Changes since the last build

Posted by [jonwil](#) on Mon, 12 Sep 2011 07:19:51 GMT

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Here is a list of changes we have made to scripts 4.0 since the public beta build was released on Thursday:

Some script updates by zunnie for his scripts

Remove some debugging code we added to detect a server crash (the server crash has already been fixed)

Fix for the TMSG console command

New server.ini keyword PointsFix. Defaults to true. Set it to false to disable the pointsfix on your server.

Make SPECTATESPEED console command only work on spectators.

Eject spectators from vehicles when they spectate.

Disarm C4 and beacons of spectators when they spectate.

Add support for reading an anticheat2.ini as well as anticheat.ini

Print a message to the console on reading anticheat.ini, anticheat2.ini and when it enables the file-hash anti-cheat.

The .ini messages will appear if the ini files exist even if the anti-cheat is disabled but the anti-cheat message will only appear if the anti-cheat is enabled.

Add shadow checkbox to wwconfig to match the in-game checkbox.

Fix MDB\_Base\_Defense\_Popup scripts to properly animate over a FDS.

Fix split C4 limit to work properly.

SSGM log port is only read on startup and not every time ssgm.ini changes

Remove "Worst FPS" display

Fix possible crash

Fix vehicle occupants showing up outside the vehicle when joining a game

Add a couple things to the API exposed to SSGM

Fixed options dialog tab order

Fixed audio config dialog tab order

Fix fog not appearing correctly underneath the camera when the nearest geometry is beyond the far clip plane

Remove the "something bad happened" dialog

Fix some lighting issues

I do not have an ETA on when the next build will be released.

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Subject: Re: Changes since the last build

Posted by [halo2pac](#) on Tue, 13 Sep 2011 00:45:30 GMT

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I just opened up renegade with the internal TT launcher and I do not see the removed "worst fps".

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Subject: Re: Changes since the last build

Posted by [StealthEye](#) on Tue, 13 Sep 2011 00:47:09 GMT

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Quote:I do not have an ETA on when the next build will be released.This was just a status update.

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Subject: Re: Changes since the last build

Posted by [halo2pac](#) on Tue, 13 Sep 2011 01:40:52 GMT

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I feel stupid now.

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Subject: Re: Changes since the last build

Posted by [Gen\\_Blacky](#) on Tue, 13 Sep 2011 02:57:47 GMT

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halo2pac wrote on Mon, 12 September 2011 18:40I feel stupid now.

You should jk

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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Wed, 14 Sep 2011 07:18:28 GMT

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Further changes:

Fixes to the building sound scripts so they now work properly.

Further script fixes from zunnie

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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Sun, 18 Sep 2011 07:45:13 GMT

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Some more changes:

Fix SSGM log port to work again

Made reloads again work when the clip is full (since people wanted it)

Further script changes from zunnie

Improvements to registry copy code so it will properly copy the registry settings

Make wwconfig run after a registry copy so that it sets all the correct settings (display device etc)

Change anticheat.ini so it no longer needs the .1/.2/.3 etc on the end of file names.

Fix so that the harvester spawner is disabled when the refinery is destroyed.

Various fixes to the input code. This makes the extra mouse button logic work (at least with my

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Logitech M500). You can now assign whatever windows thinks is "button 4" and "button 5" to anything that takes a keyboard key/mouse button.  
Fix garbage around dialog boxes in widescreen.

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Subject: Re: Changes since the last build  
Posted by [Lone0001](#) on Wed, 21 Sep 2011 16:35:39 GMT  
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Sorry to bump this but I was just wondering if there was any chance of the next build coming out by Saturday (the 24th)? Is there a time frame, a few days, weeks?

Just curious, if you simply don't know that's fine.

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Subject: Re: Changes since the last build  
Posted by [jonwil](#) on Fri, 23 Sep 2011 00:02:35 GMT  
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More changes:

Small fix to the sorting renderer to improve performance slightly

More script updates from zunnie

Fix crash caused when a player has their type set to something other than 0/1

Change the installer to ask for the language (some people including TFD users may have the wrong language set in the registry)

Change the installer to properly set/copy the install path/serial

Fix invisible harvester bug

Make wwconfig "skip quit confirm" option skip the ingame quit confirm

Make vsync default to off

Make sound related script commands not play empty sounds (prevents crashes)

Read text colors (PM color etc) from hud.ini not tt.ini

Fixes for refill hook

No ETA on the next build so dont ask.

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Subject: Re: Changes since the last build  
Posted by [jonwil](#) on Thu, 29 Sep 2011 15:43:24 GMT  
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More changes:

Fix for APB/AR points script for spies

Fix crash problem with lines in keys.cfg that dont have an = in them

More script changes from zunnie

Fix to not crash when sent a specific bad UDP packet

Fix shadow resolution checkbox in wwconfig  
Fix wwconfig to properly set the graphics detail  
Code changes to allow a debug build of scripts/memorymanager/SSGM to work with a release mode build of shaders/bandtest/tt/etc  
Ensure textures are properly destroyed when the shadow resolution is changed in-game  
Fix some texture loading issues  
Fix texture resolution not affecting some textures  
Fix some texture related artifacts on the main menu/load screen  
Fix an issue with the APB/AR base defense scripts  
Fix an issue with the netcode causing crashes, player names not showing up for players, and possibly other issues.  
Change file-hash anti-cheat to use a more secure algorithm (will require anyone with entries in their anticheat.ini file to re-do those entries with the new achash.exe)

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Subject: Re: Changes since the last build  
Posted by [cAmpa](#) on Thu, 29 Sep 2011 18:09:54 GMT  
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Great changes.

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Subject: Re: Changes since the last build  
Posted by [jonwil](#) on Tue, 04 Oct 2011 09:32:42 GMT  
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More changes:  
Make ttf's folder be read from/written to "my documents" location instead of normal location.  
More script updates from zunnie  
Fix an issue with the split C4 limit

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Subject: Re: Changes since the last build  
Posted by [EvilWhiteDragon](#) on Tue, 04 Oct 2011 10:27:19 GMT  
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Quote:Make ttf's folder be read from/written to "my documents" location instead of normal location.

Please make it go to %APPDATA%. TTFS is in potential way to large for my documents. It is the only folder I truly backup because it is small enough (both local as in the cloud).

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Subject: Re: Changes since the last build  
Posted by [Jerad2142](#) on Tue, 04 Oct 2011 20:54:04 GMT

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My appdata folder is over a gig, in addition, I still say most users won't be able to find the appdata folder unless they have show all files enabled or know the %appdata% start menu search shortcut. (I mean the whole point of moving the folder in the first place was to avoid uac issues, if a user doesn't have uac disabled they either like it or don't know how, and if they don't know how do you really expect them to know how to find the appdata folder?).

It should definitely be an option, Renegade lets you choose where you want its dir to be when you install it, it should do the same.

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**Subject: Re: Changes since the last build**  
Posted by [StealthEye](#) on Wed, 05 Oct 2011 01:14:19 GMT  
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A symbolic link would be an easy solution to the specific backups scenario assuming the backup software does not follow them. Otherwise, a custom paths.ini would solve in in this specific scenario. I'm not sure where people would prefer the folder to be in general. It belongs in App Data, like most other files (screenshots are possibly the only things that may belong in My Documents), but My Documents is easier for people to find, should they need to touch anything.

We could also put everything in App Data and automatically add a symlink or shortcut from my documents to the renegade folder in app data? Or add one to the start menu?

c:\ProgramData\ is an even better location, btw. That is shared among users, which is probably what we want for ttf.

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**Subject: Re: Changes since the last build**  
Posted by [Omar007](#) on Wed, 05 Oct 2011 08:00:20 GMT  
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ProgramData would be a good folder for TTFS indeed  
Though having a file/registry entry that allows you to set the folder location would be freaking sweet

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**Subject: Re: Changes since the last build**  
Posted by [EvilWhiteDragon](#) on Wed, 05 Oct 2011 08:06:16 GMT  
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StealthEye wrote on Wed, 05 October 2011 03:14A symbolic link would be an easy solution to the specific backups scenario assuming the backup software does not follow them. Otherwise, a custom paths.ini would solve in in this specific scenario. I'm not sure where people would prefer the folder to be in general. It belongs in App Data, like most other files (screenshots are possibly

the only things that may belong in My Documents), but My Documents is easier for people to find, should they need to touch anything.

We could also put everything in App Data and automatically add a symlink or shortcut from my documents to the renegade folder in app data? Or add one to the start menu?

c:\ProgramData\ is an even better location, btw. That is shared among users, which is probably what we want for ttfs.

I guess symlinks could pose some difficulties with some backup programs. Perhaps create a button in WWconfig or in the startmenu. This because you'd \*normally\* not need to access it.

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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Tue, 11 Oct 2011 09:45:39 GMT

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More fixes:

Fix an issue that could cause the anti-cheat to trigger by mistake

Fix a crash issue with the sound code

More TCW script updates from zunnie

Fix some bugs in some weapon related engine calls

Usability improvements for achash

Changed TTFS to write to App Data. If your user folder (talking for win7 here) is c:\users\blah then the screenshots and other things will end up in C:\Users\blah\Documents\Renegade\Client as they do now and the TTFS folder will end up in C:\Users\blah\AppData\Roaming\Renegade\Client. Code will automatically move the TTFS folder from the renegade folder to the new location.

Obviously the "Renegade" and "Client"/"Server" bits will change as per normal based on the FileBase, FileClient and FileFDS entries in paths.ini and the UseRenFolder entry in paths.ini will control whether it ends up in "App Data" (best for clients since you can write to it easily without UAC issues) or the renegade folder (best for servers where you may not have write access to "App Data")

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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Sat, 15 Oct 2011 07:25:45 GMT

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Some more changes:

Fixes to the SSGM swap plugin

Fix to make SSGM weapon pickup sounds work properly

Fixed issues with mixed debug and release modes of memory manager. (It should work now if you have a release mode memorymanager.dll/tt.dll/bandtest.dll/shaders.dll and debug mode scripts.dll/plugin dlls)

Fix an issue with DisableExtraWeapons option in SSGM

More script updates from zunnie

Fixed next/previous weapon selection functions to work if no weapons can be selected (it used to get stuck in an infinite loop).

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