Subject: scripts.dll 4.0 beta 4 server owners pre release
Posted by StealthEye on Tue, 06 Mar 2012 17:41:56 GMT

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We are planning to release beta4 tomorrow at 16:00 GMT. Servers running 4.0 beta3 are required to update to beta4, since beta3 and beta4 are incompatible.

The changes that will have to be made are:
- Install the new version.
- Make sure to use the new map files or else 4.0 clients will be unable to join. If you want to revert to pre-4.0 maps, use the resource downloader just like for any custom map.
- Update anticheat.ini to include the new map hashes (or use the provided anticheat.ini if you did not add custom hashes).
- Port/recompile any modifications. Plugins are likely binary compatible with the new version, but recompilation is recommended to be sure.
- There are two new server.ini settings:
-- To disable kill messages on >=2.9 clients, use: SendPlayerKillsToNewClients=0
-- To disable camera shakeing for 4.0 clients, use: DisableCameraShake=1

The beta4 files are available from the Tiberian Technologies download page.

This 24h notice is a service to server owners, who hereby get some time to prepare for the new release, as otherwise their servers will be unjoinable for 4.0 players until they have updated. Please let us know if you (server owners) appreciate this, since so far we have not received any feedback on that. If you think it should be a longer notice, also let us know. If we don't get any feedback, we will save ourselves the trouble of doing it this way next time, and just release immediately.

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by Gen_Blacky on Tue, 06 Mar 2012 20:34:41 GMT

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great!

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by Ani on Tue, 06 Mar 2012 20:34:51 GMT

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I'm a little slow on things but does this mean beta3 clients will be autoupdated to beta4 when this "official 24hr window" will be met?

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by Xpert on Tue, 06 Mar 2012 21:52:49 GMT

If you use the TT launcher, I assume yes it will auto update.

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by NACHO-ARG on Tue, 06 Mar 2012 22:31:03 GMT

i already updated it manually ;p

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by iRANian on Tue, 06 Mar 2012 22:39:20 GMT

The 'RemoteC4Limit' console command doesn't have any help text associated with it. And the option to disable screenshake disables all screenshake, not just the screenshake associated with the explosion object that the Mobile Artillery uses.

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by EvilWhiteDragon on Wed, 07 Mar 2012 05:38:03 GMT

Animoskity wrote on Tue, 06 March 2012 21:34I'm a little slow on things but does this mean beta3 clients will be autoupdated to beta4 when this "official 24hr window" will be met?
Yes, it will be auto-updated from 16.00 GMT.

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by zunnie on Wed, 07 Mar 2012 09:24:20 GMT

"-- To disable kill messages on >=2.9 clients, use: SendPlayerKillsToNewClients=1"

You mean =0 right or?

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by StealthEye on Wed, 07 Mar 2012 14:57:07 GMT

Right. I meant =0.

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by T0RN on Wed, 07 Mar 2012 15:44:24 GMT
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I couldn't join my server because I had always3.dat. Where did that file come from? lol
A mappack maybe?

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by StealthEye on Wed, 07 Mar 2012 15:50:53 GMT
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TT supplies always3.dat, you need to have it. Do you have an invalid/corrupted version of it?

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by T0RN on Wed, 07 Mar 2012 15:55:18 GMT
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Maybe. It said I was stopped by the anti-cheat.
I'll try reinstalling the scripts, see if it happens again

Subject: Re: scripts.dll 4.0 beta 4 server owners pre release
Posted by T0RN on Wed, 07 Mar 2012 16:36:56 GMT
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Works now after reinstalling beta 4