
Subject: Scripts 4.0 beta 5 progress update
Posted by [jonwil](#) on Mon, 09 Apr 2012 04:37:00 GMT
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Here is a list of all the relevant changes we have made since the release of scripts 4.0 beta 4: (including the changes in the various hot-fixes we have released as well as changes not yet released)

Fixes that should hopefully solve all the FPS drops/freezes/lock ups/memory leaks/etc

Fix typo in crate plugin

Fixes to the crate plugin reading of the crate positions

Fixes to the crate plugin vehicle delivery

Prefix BIATCH anticheat messages with [BIATCH]

Fix for missing "Unit Ready" sound

Fix Set_Map engine call

Fixes so the code wont crash if you specify a custom server-side objects.ddb in tt.cfg and that file does not exist (it will instead load the default file)

Fix a crash that occurs on maps with a building controller with a building type of "refinery" but which isn't actually a refinery building controller (this mostly affects various Renegade single player mission maps being used for multiplayer purposes)

Fix the overhead map view for Renegade single player missions

Fix issue when using Set_Map or mlistc and there is a global server-side objects.ddb file set in tt.cfg

Make it so that the nickname is displayed for the player if they are inside a vehicle and in first person mode (it would previously have been displayed if they were in third person mode but not first person mode)

Various audio changes related to detecting the audio crashes we have been trying to track down.

Fix Delete_Console_Function engine call

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ani](#) on Mon, 09 Apr 2012 05:31:02 GMT
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Sounds very promising indeed. Hopefully the fixes will indeed fix what needed to be fixed and not introduce anymore issues.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [shaitan](#) on Mon, 09 Apr 2012 13:33:19 GMT
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Fix the lag 4.0 creates, it's the warpy type. If you do not know what I mean ask Iran, he knows, he abuses it.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Jerad2142](#) on Mon, 09 Apr 2012 19:25:07 GMT
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jonwil wrote on Sun, 08 April 2012 22:37

Make it so that the nickname is displayed for the player if they are inside a vehicle and in first person mode (it would previously have been displayed if they were in third person mode but not first person mode)

I like to turn my name off when I'm in certain vehicles with other players, as I don't really need to know that I'm in a vehicle, thus it makes the other names easier to spot.

However it doesn't really matter I guess, everything else looks good.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [robbyke](#) on Mon, 09 Apr 2012 19:34:44 GMT
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[quote title=Jerad2142 wrote on Mon, 09 April 2012 21:25]jonwil wrote on Sun, 08 April 2012 22:37

Make it so that the nickname is displayed for the player if they are inside a vehicle and in first person mode (it would previously have been displayed if they were in third person mode but not first person mode)

so you can no longer make a apc rush seem like a empty apc?
kinda lame since enemy team shouldnt now how many ppl are in there

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Jerad2142](#) on Mon, 09 Apr 2012 19:37:58 GMT
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[quote title=robbyke wrote on Mon, 09 April 2012 13:34]Jerad Gray wrote on Mon, 09 April 2012 21:25jonwil wrote on Sun, 08 April 2012 22:37

Make it so that the nickname is displayed for the player if they are inside a vehicle and in first person mode (it would previously have been displayed if they were in third person mode but not first person mode)

so you can no longer make a apc rush seem like a empty apc?
kinda lame since enemy team shouldnt now how many ppl are in there

Didn't know this issue affected other 5 players, always thought it was just for you. In that case it could potentially be a big gameplay change.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Gohax](#) on Mon, 09 Apr 2012 21:02:40 GMT
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shaitan wrote on Mon, 09 April 2012 06:33Fix the lag 4.0 creates, it's the warpy type. If you do not know what I mean ask Iran, he knows, he abuses it.

First I have ever heard of any lag being caused from 4.0. I don't get whenever people say that they can't use 4.0 because of the lag...

If they were complaining about FPS drops/freezes, then I'd understand. Just glad that's getting fixed.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [reckneya](#) on Mon, 09 Apr 2012 21:53:37 GMT
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The lag issue is valid. There seems to be a delay of what I see on my screen and what is going on actually, and the game gets corrected every few seconds where I warp to where I actually should've been.

I can recreate it easily. All I have to do is press jump continuously for a few seconds and randomly tap left and right, and then stop it all. Worst I've seen it looked like I was moving as a marble circling a drain, if you know what I mean.

Further more if I walk a straight line all is fine but if I make a few turns and then decide to go around an object, no way. Takes me for ever. People that take me on in a dance 1 v 1 with some kind of weapon? They sometimes shoot back to where they should be on my screen, or I shoot back to where I should be - all this every so many seconds. I can't get a good shot in a 1 v 1 since the latest patch.

Try getting out of your vehicle and then run around it to get into a building or something, no way. I have to move around it as if my tank has a contagious disease. If I don't I will cling to it like it's a magnet and I'm a steel canon ball.

The lag and ice skating is something that I really hope you guys can fix. Honestly, I wish that part of Renegade, the net code, was left untouched. It seems to be good for some, bad for others. But if you feel you really can improve game play by messing around with it, do it. I just hope the TT crew can get it working for everyone. Don't get me wrong, I am grateful for all your hard work, it's just shitty that I support your product to everyone even announce it in my server, and meanwhile consider to revert back to none-TT because since a patch I crash constantly and a prior patch makes it impossible to walk around objects without appearing to be completely wasted on boose.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ani](#) on Mon, 09 Apr 2012 22:08:08 GMT

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Regarding lag (not fps or anything like that) - I noticed a somewhat decent jump in overall warpytness going on from beta3 to beta4.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [StealthEye](#) on Mon, 09 Apr 2012 22:49:47 GMT
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There is still an issue with TT being unable to recover from a badly set SBBO. Before TT, Renegade did not really listen to the SBBO value much (which caused lag as well), so that's why people may get more lag with TT than before. After setting the SBBO in the console (press F8, and type "sbbo 2000000" for a 2 Mbit connection), most issues I heard about are gone. reckneya, did you try to set the SBBO value? I have no reports of the amounts of lag you are describing with correct SBBO settings.

There is an open issue with lag when jumping, but I need the test team to come up with better values for that. I think the current settings may be too tight (it "pulls" too hard) and work best for low latency connections, but less good for connections with somewhat more latency.

The player name tag change does not affect other players. Other players' names are always visible anyway.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ani](#) on Mon, 09 Apr 2012 23:59:44 GMT
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I have a 20Mbit connection.. Is there even a point to go above the suggested 2Mbit value?

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [YesNoMayb](#) on Tue, 10 Apr 2012 00:02:00 GMT
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reckneya wrote on Mon, 09 April 2012 14:53

The lag issue is valid. There seems to be a delay of what I see on my screen and what is going on actually, and the game gets corrected every few seconds where I warp to where I actually should've been.

I had a very similar thing happen to me yesterday. The only thing different is that I can't recreate it. It might be a problem with Beta 4 or my connection.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [halo2pac](#) on Tue, 10 Apr 2012 00:55:01 GMT
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Are the Issues with SNDA and SNDP fixed that cause it to not play audio sometimes or distorted?

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [reckneya](#) on Tue, 10 Apr 2012 06:22:36 GMT
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@ StealthEye

I have tried it, but I don't recall it being very successful. Possibly I didn't set it high enough? I'll test it tonight.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [EvilWhiteDragon](#) on Tue, 10 Apr 2012 09:55:16 GMT
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Animoskity wrote on Tue, 10 April 2012 01:59 I have a 20Mbit connection.. Is there even a point to go above the suggested 2Mbit value?

It certainly wouldn't harm setting it higher *IF* and only if your connection can handle it.

reckneya wrote on Tue, 10 April 2012 08:22 @ StealthEye

I have tried it, but I don't recall it being very successful. Possibly I didn't set it high enough? I'll test it tonight.

Could be, but you should NOT set it higher than say 80% of your connection. I'm saying 80%, as there are likely other processes using the internet as well. Exactly your connection speed should be ok as well, presuming it's more than sufficient (like 2mbit/s).

I'm guessing your issue is simple lag. If you're playing on Jelly or NS you're bound to have lag if you're European. Usually a ping of 100ms is good for any connection with the US. However Renegade netcode (yes the original) can easily make it 200 or more. Badly configured servers or settings can increase the unplayability this creates.

TT doesn't change all that much on the netcode, but more on the way it prioritizes packets and throttles the connection.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [reckneya](#) on Tue, 10 Apr 2012 19:48:08 GMT
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I think I got it figured out! Reaver is going to laugh his ass off when he reads this, so let's go. I did a thorough test.

First I needed to know if my connection to the server was ok, so I trace routed the IP in dos prompt.
The highest value was 164, which is decent enough for good game play. The connection is good.

Second step I made 2 installs of renegade. Fresh new installs.
On one I installed the latest TT (special version from StealthEye that doesn't boots my system).
On the second I installed CP2.

I tested how my game play on CP2 was on that server. Still laggy but less. I could walk around corners but when I jumped around like a toad on a hot plate I would ice skate still. I could get into vehicles pretty well though, not had to hug it for a while before ACTION key would let me in. I tried the same with TT and it was like I described in my first post. Bad bad game play.

Then I disabled all my programs that I don't need (MSN, FireFix, etc) and tested both versions again. I could not distinguish a notable difference.

Then I checked what other programs I have running. Turns out my firewall has a game mode. I enabled that, tried both things again, still the same.

Then I thought, what the hell, disable the firewall all together, went ingame trying both installs, and TT worked better than the CP2 one! Apparently Comodo firewall keeps a close eye on TT renegade. I could get into a vehicle instantly, picked up my powerups the second I touched them and no more every so often ice skating. I hope this can fix it for others as well.

So it's not TT (indirectly yes, but not directly). Sorry guys, I was wrong in my assumptions.

EDIT: I forgot to mention. I checked my internet speed via an internet speed detector site, and it came back roughly 6 Mbit (even though I pay for 10Mbit..). Each game I set my bandwidth to 4000000 but eventually found out that 2000000 is the best setting.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [iRANian](#) on Tue, 10 Apr 2012 20:26:38 GMT
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That's weird, I don't have any issues with Comodo Firewall :/

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [reckneya](#) on Tue, 10 Apr 2012 20:31:41 GMT
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Probably configured differently I suppose. From what I can see in the tray I have this:

Firewall Security Level = Safe Mode
Defense + Security Level = Safe Mode

Configuration = Internet Security

I also recall enabling some privacy protection setting but I cannot find it now quickly browsing the program.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [iRANian](#) on Tue, 10 Apr 2012 20:34:23 GMT
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Yeah my modes are completely different (clean PC/training mode) so it makes sense.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ethenal](#) on Tue, 10 Apr 2012 23:48:29 GMT
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I remember the one time I touched that firewall I got all kinds of weird issues with my internet and very quickly dropped it. I'm always behind a router, and hardware firewalls are usually better anyways.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [EvilWhiteDragon](#) on Wed, 11 Apr 2012 10:00:35 GMT
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Ethenal wrote on Wed, 11 April 2012 01:48 I remember the one time I touched that firewall I got all kinds of weird issues with my internet and very quickly dropped it. I'm always behind a router, and hardware firewalls are usually better anyways.
Router (NAT) is not a firewall.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [TORN](#) on Wed, 11 Apr 2012 14:26:24 GMT
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Any progress on the missing log messages?

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [StealthEye](#) on Thu, 12 Apr 2012 01:22:22 GMT
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The game throttles back too high SBBO values over time, so setting it too high is usually automatically "fixed" after a while. Setting it too low is not. Like EWD said, it's best to set it slightly

below the value a speedtest will give you. As long as it's a few Mbit, I doubt you'll really notice the difference; latency becomes most important then, which a different SBBO does hardly affect.

It's good to hear that you found the cause to the lag, reckneya.

I don't know the status on the missing log messages.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Hutchinman](#) on Fri, 01 Jun 2012 16:46:38 GMT
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How do you change the SBBO values. I am tired of the lag I get while playing. I'll pretty much try anything at this point.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [NACHO-ARG](#) on Fri, 01 Jun 2012 18:04:33 GMT
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i had tried with diferent sbbo values multiple time but no luck, also jining a TT server wile runing 3.44 will be even more lagy, hope it get fixed soon.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [YesNoMayb](#) on Fri, 01 Jun 2012 20:47:13 GMT
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Press F8. Type SBBO (300,000) without the parenthesis

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Hutchinman](#) on Fri, 01 Jun 2012 22:52:33 GMT
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So no quotation marks? These -----> " "

Just f8 and type sbbo (does this need to be in caps?) + a space+ whatever value I choose?

What about the comma? Is that necessary?

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ethenal](#) on Fri, 01 Jun 2012 23:25:36 GMT

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type the below line
SBBO 300000

YesNoMaybe managed to present that information in the most confusing way possible.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [YesNoMayb](#) on Sat, 02 Jun 2012 00:33:46 GMT
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Does he not know the difference between quotes and parenthesis? He knew what I meant.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ethenal](#) on Sat, 02 Jun 2012 01:03:40 GMT
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Yes, that's why he made a post asking you to clarify what you said in the first one.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [ehhh](#) on Sat, 02 Jun 2012 01:56:57 GMT
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The point is, there were no need for them.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Hutchinman](#) on Sat, 02 Jun 2012 15:23:22 GMT
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I thought the value was supposed to be 3000000 (three million) not 300000 (three hundred thousand). Which is the correct one?

Edit:

The quotes were used by Tiberian Technologies to describe the command. Granted looking back and reading more carefully it said to EXCLUDE the quotes but I didn't see that.

Subject: Re: Scripts 4.0 beta 5 progress update
Posted by [Ethenal](#) on Sat, 02 Jun 2012 17:49:07 GMT
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I know that by standard if we're going to mess with someone's bw at Jelly, we set it to 2000000 (six zeros, that's two million). Now that could very well be "wrong" or "not a good idea," but that's what we've always done.

Subject: Re: Scripts 4.0 beta 5 progress update

Posted by [EvilWhiteDragon](#) on Sun, 03 Jun 2012 22:18:40 GMT

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Ethenal wrote on Sat, 02 June 2012 19:49: I know that by standard if we're going to mess with someone's bw at Jelly, we set it to 2000000 (six zeros, that's two million). Now that could very well be "wrong" or "not a good idea," but that's what we've always done.
2Mbit/s is a fair guess I'd say.
