Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by StealthEye on Sat, 09 Jun 2012 15:51:50 GMT
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We are exited to present to you beta5 of Tiberian Technologies' scripts.dll 4.0. We aim for beta5 to be the last beta, as we believe it is quite stable, and hope to release RC1 in a few months! If you are aware of any bugs that are not on our bug tracker, please report them or bump the corresponding topics if you already reported them previously and we somehow lost track of it. Your Renegade client should update to beta5 automatically. Server owners and modders, please read the release notes below.

As usual, the TT client installer, server files, modding tools, and source code are available from the Tiberian Technologies downloads page.

Note to all players of single player, if you have created any single player save games with scripts 4.0 prior to beta 5, those save games will fail to work at some point, possibly the end of the level, possibly earlier. Save games created prior to 4.0 will work just fine and can be loaded and played without problems.

Release notes for server owners

Servers running 4.0 beta4 are required to update to beta5, since beta4 and beta5 are incompatible and clients will automatically update to beta5.

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. Since beta4, modifications to C&C_Canyon.mix were made.
 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.

Release notes for modders

Due to a bug in the code, if you have edited presets (objects.ddb or temp presets) using a scripts build posted since the 13th of January 2012, the Sight Arc field is possibly incorrectly set on any Soldier, Vehicle or Sam Site presets in that presets file. To fix this, you will need to go through every vehicle, soldier or Sam Site preset in the preset file(s) you have edited (this affects all presets in those files, not just the ones you edited) and check that the SightArc (which is in degrees) is a whole number, is >= 0 and is <= 360. Most of the time the number will be something like 359.xxx instead of 360 so determining what to set it to should be easy. The best way to

identify anything with a bogus SightArc is to copy the .ddb file into the same folder as ddbedit (the new version from 4.0 beta 5) then drag it over ddbedit.exe. Then press the "dump" button which will create a text dump of the ddb file. Open this and search for SightArc which will display the value as it would be seen in LE. You can then use this to make sure the numbers are correct and fix them if needed.

List of changes since beta4

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
Code changes plus new engine calls Send_Client_Text and Send_Client_Announcement which will allow you (from a script or SSGM plugin) to do stuff involving sending text to clients (i.e. this is how the MSG and AMSG console commands do it, among other things) and sending radio commands to the client. (if you aren't a programmer, you dont need to know what this actually means Smile
Fix for issue with elevators and movement caused by float rounding
Fix issue with turret targeting not keeping up with turret rotation (lagging behind one frame)
Fix incorrect color of target box name label when looking at the friendly and then at the enemy Harvester or vice-versa
Fix failure when beacon was placed in SP
Update with new map-fix Canyon mix file from Iran
Update anticheat.ini for new map-fix Canyon mix file
Update mixcheck so it pulls the fixed map files and not the stock files
Add missing C4 and beacon log messages to SSGM
Add feature to ddbedit that will dump an objects.ddb file to a text file (so you can e.g. do file compares on 2 different ddb files and see whats different)
Expose a bunch of ArmorWarheadManager functions to scripts so scripts and SSGM plugins can use them.
Restore ALLOW console command to allow people to be unbanned from the WOL channel if they

accidentally get banned for some reason.

Fix engine flames on VTOLs.

Cheat check the engine sounds of any vehicle with IsStealthUnit set in the definition to prevent exploits where people use really loud sounds to make stealth tanks easier to spot.

Workaround for broken EVA sound in German version of Renegade.

Add "Mark As Favorite" button to the WOL game listing (instead of the old hack of using an existing button for it)

Don't read password from config if IsPassword is set to false. (fixes an issue where if you had a password set but you had IsPassword set to false, XWIS would use the password anyway)

Make Get_Weapon engine calls return "None" instead of NULL when there is no weapon.

Add HarvesterClass::Get_State

Make sure that all callers of the various Find_Building engine calls check the results of those calls before using them or passing them to some other function.

Rename Find_Building to Find_Building_By_Type (to make it easier to track down all users of it)

Rename Find_Building_By_Name to Find_Building_By_Preset (again to make it easier to track down all users of it)

Frame limiter for vsync (prevents keyboard/mouse lag when the vsync check-box is selected)

New config file acallow.ini. An example config file is shown below. Any file in the list will be excluded for hash checking by the anti-cheat system.

 [AllowList]
 stealth_effect.dds=0
 always.dat=0

Add feature to tdbedit so it can read objects.ddb file and (if loaded) works with sound preset names rather than IDs. Allows you to select sound preset by name, same as LE.

Fixes to spectate plugin (including being able to unspectate properly)

Add a bunch of doxygen documentation to scripts (more will be added as time goes on)

Remove DUMP console command (as the preset dump feature in ddbedit now does the same job and more)

Fix so Create_Vehicle works properly with a NULL owner (not all vehicles will have an owner)

Better critical.txt log output when something bad goes wrong.

Fix a typo in an engine function name

Disable some leftover unwanted WOL ban code (including the bit that handles "being kicked/banned for sitting in the WOL channel while not in the game")

Add new load level hook requested by WhiteDragon (its earlier in the level load process)

Disable beacon planting in elevators

New engine call Is_WOL_User which determines if there is a valid WWOnline::UserData matching the passed in name (i.e. if the player is on WOL or not)

Fix an issue causing corrupt single player save games

Add 2 new features to LE, "Export All Tiles" exports all the tiles in the level to a w3d file creating a bone and proxy reference for each tile. "Export Placed Tiles" does the same thing but only for tiles explicitly placed and not for tiles proxied in via another w3d file.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by liquidv2 on Sat, 09 Jun 2012 16:15:28 GMT
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Affirmative

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by YesNoMayb on Sat, 09 Jun 2012 16:39:35 GMT
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I must say, thanks for all your effort, TT team!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by iRANian on Sat, 09 Jun 2012 18:05:29 GMT
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Nice.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Sat, 09 Jun 2012 18:10:28 GMT
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Can someone recompile LuaTT so it can work with TT 5.0?

Also, do most plugins still work? (When I mean most, I mean, iRAN, do your plugins still work? lol)

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ethenal on Sat, 09 Jun 2012 18:27:48 GMT
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I love you guys. Keep up the great work!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Distrbd21 on Sat, 09 Jun 2012 18:47:45 GMT
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Why is the CTF Still broken you said it would be fixed in this release jonwil wtf?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Sat, 09 Jun 2012 18:49:22 GMT
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Animoskity wrote on Sat, 09 June 2012 14:10

Also, do most plugins still work? (When I mean most, I mean, iRAN, do your plugins still work? lol)

His 4.0 plugins are still compatible.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Jamie or NuneGa on Sat, 09 Jun 2012 19:21:41 GMT
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gj...

Quote:Fix for name display of people in vehicles

haha, no more glitching to disguise numbers...

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by EvilWhiteDragon on Sat, 09 Jun 2012 19:23:24 GMT
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Xpert wrote on Sat, 09 June 2012 20:49Animoskity wrote on Sat, 09 June 2012 14:10
Also, do most plugins still work? (When I mean most, I mean, iRAN, do your plugins still work? lol)

His 4.0 plugins are still compatible.
Quote:

 Port/recompile any modifications. Plugins are likely binary compatible with the new version, but recompilation is recommended to be sure.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Sat, 09 Jun 2012 19:34:14 GMT
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Any plugins that contain the contents Is_C4, Is_Building, Is_Vehicle, Is_Soldier, and Is_Beacon need to be changed.

Plugins like Iran's Veteran Plugin Alpha and Flaming C4 Prevention won't work unless those pieces are changed.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Sean on Sat, 09 Jun 2012 21:51:29 GMT
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The loading times for non-tt servers isn't as long now, thanks for all your hard work.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Sat, 09 Jun 2012 23:13:53 GMT
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Lua TT port in the works? Maybe? Need an update asap =D

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Sat, 09 Jun 2012 23:50:14 GMT
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Animoskity wrote on Sat, 09 June 2012 19:13Lua TT port in the works? Maybe? Need an update asap =D

Go bug the person who made the plugin. TT did not make the Lua plugin. So asking TT will get you no where.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Omar007 on Sun, 10 Jun 2012 00:31:21 GMT
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StealthEye wrote on Sat, 09 June 2012 17:51We aim for beta5 to be the last beta, as we believe it is quite stable, and hope to release RC1 in a few months!
RC milestone reached. Great job

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Gen_Blacky on Sun, 10 Jun 2012 00:39:22 GMT
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Great!

Keep up the great work and dedication.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ethenal on Sun, 10 Jun 2012 01:01:01 GMT
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I will just say that in situations where my FPS was literally under 30 at all times yesterday, I'm now at 70. Seems to have improved the lag issues tremendously.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by ExEric3 on Sun, 10 Jun 2012 06:57:51 GMT
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That acallow.ini should be in server data folder?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by sla.ro(master) on Sun, 10 Jun 2012 07:41:41 GMT
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Xpert wrote on Sun, 10 June 2012 02:50Animoskity wrote on Sat, 09 June 2012 19:13Lua TT port in the works? Maybe? Need an update asap =D

Go bug the person who made the plugin. TT did not make the Lua plugin. So asking TT will get you no where.

that person have a name.

@Animoskity, couldn't u just pm me? oh wait.. u think I'm 'nub', ok bye.

Great work TT. So after this beta, will TT be forced for all players (like a official patch), right?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by EvilWhiteDragon on Sun, 10 Jun 2012 11:36:43 GMT
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sla.ro(master) wrote on Sun, 10 June 2012 09:41Xpert wrote on Sun, 10 June 2012 02:50Animoskity wrote on Sat, 09 June 2012 19:13Lua TT port in the works? Maybe? Need an update asap =D

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@Animoskity, couldn't u just pm me? oh wait.. u think I'm 'nub', ok bye.

Great work TT. So after this beta, will TT be forced for all players (like a official patch), right?

Wrong.

After this beta RC1 will be released. After RC1 and no serious issues follows TT 4.0 Final. Once that is released, we try to get EA's support for using the patcher.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by iRANian on Sun, 10 Jun 2012 12:09:43 GMT
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Most of the Is_XXXX() functions are missing so most of my stuff doesn't work with beta 5.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Gohax on Sun, 10 Jun 2012 15:07:23 GMT
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EvilWhiteDragon wrote on Sun, 10 June 2012 04:36sla.ro(master) wrote on Sun, 10 June 2012 09:41Xpert wrote on Sun, 10 June 2012 02:50Animoskity wrote on Sat, 09 June 2012 19:13Lua TT port in the works? Maybe? Need an update asap =D

Go bug the person who made the plugin. TT did not make the Lua plugin. So asking TT will get you no where.

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Great work TT. So after this beta, will TT be forced for all players (like a official patch), right?

Wrong.

After this beta RC1 will be released. After RC1 and no serious issues follows TT 4.0 Final. Once that is released, we try to get EA's support for using the patcher.

Great news!

•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 was wondering about that. There were times where I'd see people (mostly noobs lol) running around with basic infantry with no names. Guess they were only using First person.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by danpaul88 on Sun, 10 Jun 2012 15:54:05 GMT
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iRANian wrote on Sun, 10 June 2012 13:09Most of the Is_XXXX() functions are missing so most of my stuff doesn't work with beta 5.

You have to use the AsXXXGameObject() functions instead now, apparently they are more efficient.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by iRANian on Sun, 10 Jun 2012 16:09:00 GMT
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around 5 to 10 instructions yes as they check if the GameObj* you passed in is valid and whether they're valid for the object type you're trying to check.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by NACHO-ARG on Sun, 10 Jun 2012 23:06:30 GMT
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thanks for the hard work ppl,however with beta 5 i still get that damn warpy gameplay i got with beta 4 and sbbo setings doesnt fix it a least for me

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Gohax on Mon, 11 Jun 2012 19:52:04 GMT
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I haven't noticed any lag caused by beta 5. You sure it's just not on your end?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by NACHO-ARG on Mon, 11 Jun 2012 22:22:20 GMT
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pretty sure, as i dont get this issue wile runing 3.44 + RR.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Mon, 11 Jun 2012 23:22:16 GMT
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BR is still missing [BEACON] messages..

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ethenal on Mon, 11 Jun 2012 23:51:31 GMT
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I just tested it on my own server (not with BRenBot, but with PuTTy pointed at the renlogmon port) and it definitely displayed the BEACON message when I deployed my beacon. So I presume it's on BRenBot's end.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ethenal on Tue, 12 Jun 2012 00:07:45 GMT
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Toggle Spoiler[CODE]001[19:06:19]
DESTROYED;OBJECT;1500000354;CnC_Beacon_NukeStrike;52;-89;0001[19:06:19]
CREATED;OBJECT;1500000354;CnC_Beacon_NukeStrike;52;-89;0;0;300;0;0;1500000331000
[19:06:22] _BEACONNuclear Strike Beacon has detonated000[19:06:22] _BEACONNuclear
Strike Beacon has detonated000[19:06:22] _BEACONNuclear Strike Beacon has
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I apologize for the lack of newlines, but I seem to have just discovered a bug - shooting my own nuke beacon causes that message to get sent seemingly every time I hit it.

EDIT: Repairing it does the same thing. I am not sure if it does this on enemy beacons.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Tue, 12 Jun 2012 00:42:54 GMT
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This if statement is a fail.

```
if (amount == 0 && damager == Get_Beacon_Planter(obj))
{
 StringClass str3;
 const char *str4 = Get_Translated_Preset_Name_Ini(obj);
 str3.Format("%s has detonated",str4);
 SSGMGameLog::Log_Message(str3,"_BEACON ");
}
```

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by danpaul88 on Tue, 12 Jun 2012 08:30:07 GMT
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Animoskity wrote on Tue, 12 June 2012 00:22BR is still missing [BEACON] messages..

Ethenal wrote on Tue, 12 June 2012 01:07000[19:06:22] _BEACONNuclear Strike Beacon has detonated

That would be because BRenBot expects the format to match SSGM 3.4.4 where there is a space between _BEACON and the actual message, for instance;

000[19:06:22] _BEACON Nuclear Strike Beacon has detonated

In SSGM 3.4.4 all SSGM messages had a space between the _PREFIX and the actual message and BRenBot will not be able to parse any messages which lack this space. One for the TT bug tracker I think

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Hitman on Tue, 12 Jun 2012 16:29:11 GMT
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mark fav server option sucks

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Tue, 12 Jun 2012 18:40:18 GMT
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danpaul88 wrote on Tue, 12 June 2012 01:30Animoskity wrote on Tue, 12 June 2012 00:22BR is still missing [BEACON] messages..

Ethenal wrote on Tue, 12 June 2012 01:07000[19:06:22] _BEACONNuclear Strike Beacon has detonated

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000[19:06:22] _BEACON Nuclear Strike Beacon has detonated

In SSGM 3.4.4 all SSGM messages had a space between the _PREFIX and the actual message

and BRenBot will not be able to parse any messages which lack this space. One for the TT bug tracker I think

Sorry if I come off sounding rude, but if BR is being released alongside every TT beta, and you're the main developer of BR, isn't it your problem to fix asap and release a final version standalone or something?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by danpaul88 on Tue, 12 Jun 2012 19:47:01 GMT
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Not when the bug isn't in BR, no. Ssgm 4 is supposed to have identical log output to ssgm 3.x, in this case it does not, hence it needs fixing in ssgm 4.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Tue, 12 Jun 2012 20:58:35 GMT
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What pisses me off is that, this has been discussed atleast twice which included the main heads of TT and this hasn't been fixed.. >.>

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by danpaul88 on Tue, 12 Jun 2012 21:10:24 GMT
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I believe this is the first time anyone has actually posted the ssgm output from their server, thus this is the first chance I had to see and point out the problem with the log output.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Tue, 12 Jun 2012 21:17:03 GMT
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Just edit the source code and put a space at the end of the prefix like "_BEACON " and "_BUILDING ". Hell, I can even reupload beta 5 SSGM if it's that big of a deal, with all of the prefixes spaced out.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Tue, 12 Jun 2012 22:05:42 GMT
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Xpert wrote on Tue, 12 June 2012 14:17Just edit the source code and put a space at the end of the prefix like "_BEACON " and "_BUILDING ". Hell, I can even reupload beta 5 SSGM if it's that big of a deal, with all of the prefixes spaced out.

I'd appreciate if you could

I'm beyond useless with this stuff. Besides the [BEACON] messages not working, the [GENERAL] stuff doesn't work either..

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ethenal on Tue, 12 Jun 2012 22:48:25 GMT
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Quote: Tue   17:33:59   join: Null (Null@ren-A73B9CB3.dhcp.leds.al.charter.com) clones (0) has joined #Null
 Tue   17:33:59   (Null) BRenBot 1.53 reporting for duty! Type !help for a list of commands.
 Tue   17:33:59   mode: (ChanServ) sets mode: +o Null
 Tue   17:34:16   (@Null) Host: BRenBot 1.53 starting up. Type !help for a list of commands
 Tue   17:34:20   (@Null) Host: [BR] Settings for C&C_Field.mix: Time Limit: 30, Mine Limit: 35, Vehicle Limit: 8.Donations are allowed after 10 minutes.
 Tue   17:34:54   (@Null) Player Ethenal joined the game
 Tue   17:34:59   (@Null) Host: [BR] Ethenal does not have any recommendations.
 Tue   17:35:18   (@Null) [BEACON] Ethenal deployed a Ion Cannon Beacon
 Tue   17:35:26   (@Null) Host: [BR] This server is running BRenBot 1.53
 Tue   17:36:06   (@Null) [BEACON] Ion Cannon Beacon has detonated
 Tue   17:36:06   (@Null) Ethenal killed theirself.

```
void SSGMGameLog::Log_Message(const char *message,const char *category)
{
 if (init)
 {
  char time[256];
  memset(time,0,sizeof(time));
  time[0] = 0x3F;
  GetTimeFormat(LOCALE_SYSTEM_DEFAULT,TIME_FORCE24HOURFORMAT,0,"'['HH':'mm':'ss'] '",time,0xFF);
  StringClass str = "000";
  str += time;
  str += category;
  str += " ";
  str += message;
  Send(str.Peek_Buffer());
 }
}
```

All I changed was the "str += "" to "str += ' '" (added a space). scripts.dll attached.

EDIT: I confirmed that this space also affects _C4 messages, so those should work too if BR actually supports them (it didn't do anything on mine, but they're definitely there).

File Attachments
1) scripts.zip, downloaded 230 times

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Wed, 13 Jun 2012 00:30:36 GMT
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Ethenal wrote on Tue, 12 June 2012 18:48Quote: Tue   17:33:59   join: Null (Null@ren-A73B9CB3.dhcp.leds.al.charter.com) clones (0) has joined #Null
 Tue   17:33:59   (Null) BRenBot 1.53 reporting for duty! Type !help for a list of commands.
 Tue   17:33:59   mode: (ChanServ) sets mode: +o Null
 Tue   17:34:16   (@Null) Host: BRenBot 1.53 starting up. Type !help for a list of commands
 Tue   17:34:20   (@Null) Host: [BR] Settings for C&C_Field.mix: Time Limit: 30, Mine Limit: 35, Vehicle Limit: 8.Donations are allowed after 10 minutes.
 Tue   17:34:54   (@Null) Player Ethenal joined the game
 Tue   17:34:59   (@Null) Host: [BR] Ethenal does not have any recommendations.
 Tue   17:35:18   (@Null) [BEACON] Ethenal deployed a Ion Cannon Beacon
 Tue   17:35:26   (@Null) Host: [BR] This server is running BRenBot 1.53
 Tue   17:36:06   (@Null) [BEACON] Ion Cannon Beacon has detonated
 Tue   17:36:06   (@Null) Ethenal killed theirself.

```
void SSGMGameLog::Log_Message(const char *message,const char *category)
{
 if (init)
 {
  char time[256];
  memset(time,0,sizeof(time));
  time[0] = 0x3F;
  GetTimeFormat(LOCALE_SYSTEM_DEFAULT,TIME_FORCE24HOURFORMAT,0,"'['HH':'mm':'ss'] '",time,0xFF);
  StringClass str = "000";
  str += time;
  str += category;
  str += " ";
  str += message;
  Send(str.Peek_Buffer());
 }
}
```

All I changed was the "str += "" to "str += ' '" (added a space). scripts.dll attached.

EDIT: I confirmed that this space also affects _C4 messages, so those should work too if BR actually supports them (it didn't do anything on mine, but they're definitely there).

I just facepalmed and couldn't believe I completely forgot I can edit that piece, LOL!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ani on Wed, 13 Jun 2012 02:32:06 GMT
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Thanks so much for the scripts release. I'll test it out soon. With this, C4, BEACONS, and GENERAL messages should work, correct?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Xpert on Wed, 13 Jun 2012 02:44:44 GMT
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Animoskity wrote on Tue, 12 June 2012 22:32Thanks so much for the scripts release. I'll test it out soon. With this, C4, BEACONS, and GENERAL messages should work, correct?
ja.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by halo2pac on Wed, 13 Jun 2012 04:13:05 GMT
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Quote:New engine call Is_WOL_User which determines if there is a valid WWOnline::UserData matching the passed in name (i.e. if the player is on WOL or not)

haha yes! I needed that years ago to prevent direct connecters... to late now though.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by jonwil on Sun, 01 Jul 2012 10:24:27 GMT
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Can anyone confirm if CTF is or isn't working and if its broken, what their SSGM.ini looks like?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by jonwil on Sun, 08 Jul 2012 12:17:32 GMT
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The missing space character is fixed for the next version.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by jonwil on Sun, 08 Jul 2012 12:39:06 GMT
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The spam messages when you shoot a beacon are also gone.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Helios on Mon, 20 Aug 2012 23:41:40 GMT
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Is there an ETA on RC1?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by StealthEye on Wed, 22 Aug 2012 11:56:23 GMT
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It's in private testing so it should not take too long.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Helios on Fri, 24 Aug 2012 23:38:46 GMT
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Awesome, because Beta 5 gives me this weird SBBO lag after awhile, making the game pretty much unplayable, and the changelog says that's going to be fixed.