
Subject: Scripts 4.1 final changelog

Posted by [jonwil](#) on Fri, 21 Feb 2014 01:07:13 GMT

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Here is the current list of changes made since scripts 4.1RC3:

Fix so that some fields added to (or mistakes fixed in) "Explosions" and "C&C Mode Settings" actually showed up in LE.

Add a warning to the netcode such that if 2 objects have the same network ID, it will warn you about it.

Fix a typo causing "Insufficient Funds" to play instead of the nuclear strike warning for GDI.

Fix a crash caused if an invalid URL is passed to the SSURL console command.

Anti-cheat improvements (details not included for obvious reasons)

Fix the disappearing cargo plane (and other glitches caused by the same root cause)

Fix a few memory leaks

Fix an issue with pathfinding causing the harvester to get stuck (was affecting a test map I had from Tiberian Sun Reborn and a test map from Zunnie, both are fixed now)

Fix a crash affecting any scripts that called Create_Logical_Sound (was affecting various co-op maps)

Fix SSGM weapon drop code to not drop weapons when you switch characters.

Fix a glitch that was causing bogus values in certain parts of the damage code (if you shoot a harvester with an APC on a server running SSGM, it was printing a "harvester repairing" message, it wont do that now)

Remove non-existent readme files from the scripts project (all this info should be going into the documentation going forward)

Fix some issues with image controls on dialogs (was causing a crash in the vehicle management dialog)

Fix some issues with ini load code (was causing bogus "hint:" messages to appear on the loadscreens that shouldn't have been appearing)

Fix so that per-map use of the spawn character settings via temp presets wont get overridden if GDISpawnChar and NodSpawnChar are not present in ssgm.ini (if they are set in ssgm.ini they will obviously override whatever is set in the presets)

Fix wwconfig popping up every time you start the game

Replaced dp88_veterancyPromotionHealthArmourIncrease with dp88_RegenerateHitpoints, a much more flexible generic script which includes optional support for the veterancy level logic

Replace in-game bug tracker (that never got any useful reports) with a message directing people to the forums

Move DefinitionMgrClass to shared.dll so that mods like Dragonade can use it

Fix that should solve the "my controls aren't being saved/loaded properly" issue

Fix for missing scroll bars on drop down lists
