Subject: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by jonwil on Wed, 26 Mar 2014 10:34:01 GMT
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Tiberian Technologies is now releasing Scripts 4.1 patch 2. This is a small bug fix patch designed to correct an issue whereby certain people have issues with timeouts on the loading screen on certain larger maps. It also fixes an issue related to slower loading when reading files from the TTFS. (not 100% sure on what it fixes since I didn't write it)

Clients (including new clients who install scripts from the TT installer after this release) will get the update automatically through the TT updater.

The TT download page has been updated with the new server dll.

Those shipping 4.1 as part of a mod can simply replace the 4.1 final bandtest.dll with the one in the new server zip (its the same dll for clients and servers)

bandtest.dll is the only file that was changed. No changes to mod tools are required, nor has there been any changes to the source code (so no you dont need to recompile any plugins for "patch 2")

Big thank you to Saberhawk for the fix and to Zunnie (and his friends) for testing it and making sure it worked.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by zunnie on Wed, 26 Mar 2014 10:56:01 GMT
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Very nice, thanks

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by reborn on Wed, 26 Mar 2014 13:44:37 GMT
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I'm not sure if it is the map I was playing, the latest TT patch or something else.

However, I was unable to earn credits during a map. I am not sure when my credits were reset to

This is the lowest a signed integer can be.

Here are some screenshots showing that my credits wouldn't budge, despite pwning. It also shows a few for the next map, where the issue didn't appear.

http://www.sendspace.com/file/tlvpfr

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by **danpaul88** on Wed, 26 Mar 2014 15:20:07 GMT
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Can't download that file here at work, but was your score also 0 by any chance? Could be the old NaN bug back at work...

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by **Jerad2142** on Wed, 26 Mar 2014 16:45:30 GMT
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reborn wrote on Wed, 26 March 2014 07:44I'm not sure if it is the map I was playing, the latest TT patch or something else.

However, I was unable to earn credits during a map. I am not sure when my credits were reset to

This is the lowest a signed integer can be.

Here are some screenshots showing that my credits wouldn't budge, despite pwning. It also shows a few for the next map, where the issue didn't appear.

http://www.sendspace.com/file/tlvpfr
Credits are actually stored as floating point so it seems odd that it'd have anything to do with a signed integer (they can also go negative, it just resets to 0 if you suicide).

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by **danpaul88** on Wed, 26 Mar 2014 16:56:43 GMT
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Hence why it's more likely to be the NaN bug and the max unsigned is a side effect of an unsafe cast to int on NaN float.

I looked in the repository history and there hasn't been anything relevant to credits, scores or even game logic since patch 1 so I suspect it was just coincidental timing that it happened after patch 2.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by **reborn** on Wed, 26 Mar 2014 19:04:45 GMT
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I thought it was the zero bug too at first. But my score kept incrementing despite the credits remaining at zero on screen (but -2^31 at the PT).

It happened pretty much the second map after I updated. Could be a coincidence though. It's a custom map too with weird weapons, so could be that (although not happened before and I played that map lots of times)...

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by reborn on Wed, 26 Mar 2014 22:02:41 GMT
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Just happened to someone else in the same server (different map).
I team donated to him and it happened after that. The server runs Dragonade.

When it happened to me, no one donated to me.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by danpaul88 on Thu, 27 Mar 2014 00:14:22 GMT
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Unless you can repro it on a non dragonade server I'm inclined to suggest it is a dragonade bug

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Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by reborn on Thu, 27 Mar 2014 06:46:46 GMT
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Tagging in @Whitedragon.

I know tags don't actually work like that on this forum. I sent him a PM with a link.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by iRANian on Thu, 27 Mar 2014 07:50:28 GMT
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Does this fix the lag in-game when you have a certain amount of files in the TTFS?

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by saberhawk on Thu, 27 Mar 2014 16:09:23 GMT
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iRANian wrote on Thu, 27 March 2014 00:50Does this fix the lag in-game when you have a certain amount of files in the TTFS?

Once packages.dat is upgraded to the new format, it's mostly gone.

Subject: Re: Tiberian Technologies releases TT scripts 4.1 patch 2
Posted by iRANian on Sun, 06 Apr 2014 09:07:59 GMT
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Thanks guys.