
Subject: New scripts 4.2 test build is now available
Posted by [jonwil](#) on Sun, 15 Feb 2015 12:26:32 GMT
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I have just uploaded a new scripts 4.2 test build for people to test.
Anyone wanting to test the client build can download
<http://www.tiberiantechnologies.org/files/launcherqa.zip>
Anyone wanting to test the server bits can download
<http://www.tiberiantechnologies.org/files/ssgm-4.2rc1-test.zip>
Anyone wanting to test the tools can download
<http://www.tiberiantechnologies.org/files/tools-4.2rc1-test.zip>

People who already have the previous 4.2 test release can just let the launcher update.

Source code isn't available yet because this is only a test build.

Please be aware this hasn't undergone a huge amount in the way of QA as of yet (that's why its being posted here). Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players.

Details of changes made between the last release of 4.1 and the previous 4.2 test build can be found here:

<http://www.renegadeforums.com/index.php?t=msg&th=40910&start=0&>

Changes made between the last 4.2 test build and this new one:

Improvements to dp88_RegenerateHitpoints

Various updates to Jerad's scripts

Fixes to dp88_AR_Deployable_Infantry

Fixes to dp88_buildingScripts_minorWeakpoint

Fixes to the obelisk scripts from dblaney1

Fixes to code for vehicle AI (this affects all ground vehicles as well as the gunboat in the third mission and anything else that doesn't have an "aircraft" vehicle type)

Un hard-code the colors used for the win text on the multiplayer win screen dialog via new hud.ini keywords

New script JFW_Spawner_Delay

Fix a bug with JFW_Per_Preset_Visible_People_In_Vehicle

New script JFW_Per_Preset_Visible_Multiple_People_In_Vehicle

Fix so that EntryHelpMessage setting on vehicles only displays for the player that entered the vehicle (a bug was causing it to display for everyone)

Fix a bug with the sound volume for movies played via the "movie options" dialog

Fixes to Reborn_IsDeployableMech

Custom per-map load-screen support (now you can have a completely different loadscreen for your map with different text placement and everything). Players with an older scripts build that doesn't have this feature will simply get the stock loadscreen.

Per-map sky color overrides (so you can have different sky color/tint on your map, say, a red tint for a Mars map or whatever). Players with an older scripts build that doesn't have this feature will simply get the stock sky colors.

New engine call Set_HUD_Help_Text_Player that displays a string as the "HUD Help Text" (the

text that appears in the middle of the screen in single player). Yes it does send over the network properly.

New script JFW_Set_HUD_Help_Text_Player that uses the new engine call

Fixes to w3dlib.dll and altmat.exe. Altmat now seems to work properly on the test case I have from dblanky1 (but obviously I cant gaurantee its 100% bug free

Fix a typo related to loading some registry settings

Subject: Re: New scripts 4.2 test build is now available

Posted by [sla.ro\(master\)](#) on Sun, 15 Feb 2015 19:21:59 GMT

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awesome, I like the custom loading and hud_help_text, can't wait to use these, I will have to wait for the source code though to use them.. I need to compile my LuaTT/bot to this new version.
