Subject: New scripts 4.2 test build is now available
Posted by jonwil on Mon, 30 Mar 2015 08:31:20 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 although assuming no major bugs show up we will be releasing this build as a proper build to everyone over the main patcher along with a source release for those who need it.

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 the changes in previous test builds are in these threads:
http://www.renegadeforums.com/index.php?t=msg&th=40939&start=0&
http://www.renegadeforums.com/index.php?t=msg&th=40910&start=0&

Changes since the last posted 4.2 test build:
Add a "Lock Vehicle Camera To Turret" checkbox to wwconfig.exe
New engine call Change_String_Player which changes a specific strings.tdb entry for a specific client (the string table reloads on map change so the changed strings get reset)
New engine call Force_Position_Update (used in cases where you need to force sync the position of an object on the server and client basically, if you dont know you need it you probably dont)
Fixes to ring and sphere primitives
Add special logic so that objects of type "simple" with "projectile" physics get their position and velocity sent over the network (allows you to have scripts that "throw" something like it was a piece of C4 and have the projectile code handle flying through the air and landing)
New script JFW_EMP_Mine_Manager_2
New script JFW_Spawn_Projectile_Death
Fix a bug with Superweapon building controllers
Fix some issues with special-case code for bump-maps
New engine call Get_Random_Pathfind_Spot which is used to find a random spot via the pathfinding code
Fix a crash caused when an AI soldier enters a vehicle
Various fixes/additions to Jerads scripts
New engine call Set_HUD_Help_Text_Player_Text
Re-read the team names from strings.tdb on map load (that way maps with custom strings files that change the team name will work properly)
Fix to JFW_Per_Preset_Visible_People_In_Vechicle

Small fix to some texture mapper related code
Add a change such that putting "Prelit=false" into the user text of a mesh will cause the default "bumpmapped meshes don't get vertex solve" code to not run (i.e. you put it there if you know that you have the right settings on your bumpmapped mesh and it wont screw up when you run vertex solve on it)
Fix an issue with the text in w3dviewer.exe
New scripts JFW_Medic_Beacon and JFW_Medic_Beacon_Layer
Fix so that the per-map ini files work correctly if you are using the -map command line option to load the map
New script JFW_Ion_Storm_2
Fix some sound related issues with JFW_Ion_Lightning, JFW_Vehicle_Weapon_Switcher, Reborn_IsDeployableMech, Reborn_IsDeployableTank, Reborn_IsDeployableTank_2, Reborn_IsDeployableTank_3, Reborn_IsDeployableTank_4 and RA_Ore_Truck_2
Fix so that the "This build of Renegade is out of sync with the strings database (strings.tdb). Strings will be incorrect and may cause the game to crash." message will no longer appear (the thing that caused it is no longer relavent to us anymore)
Fix crash if the game tries to spawn a soldier and cant find a spawner for them (e.g. if you do "team 1 -3" since no team -3 spawner exists)
Fix some cases where gun turrets on certain SP maps (the big one on M03, the ones near the research center on M08 and all the turrets on M10) were starting out pointing at the 0,0,0 of the map instead of the correct direction that they should be pointing
Fix to the mutant hijacker script so you cant hijack a vehicle that is currently deploying or undeploying
Fix so that weapon reloading properly syncs to all clients over the network (including manual reloading by pressing the reload key)

Subject: Re: New scripts 4.2 test build is now available
Posted by jonwil on Mon, 30 Mar 2015 10:29:41 GMT
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I have thought about it a bit more and released the public source pieces for everyone to play with, details can be found here:
http://www.renegadeforums.com/index.php?t=msg&goto=490580&#msg_490580

Subject: Re: New scripts 4.2 test build is now available
Posted by danpaul88 on Mon, 30 Mar 2015 10:30:10 GMT
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jonwil wrote on Mon, 30 March 2015 09:31
Fix crash if the game tries to spawn a soldier and cant find a spawner for them (e.g. if you do "team 1 -3" since no team -3 spawner exists)

On a related note, do you think it would be possible to modify LE to allow you to create spawners for teams other than GDI and Nod? I know a lot of the team logic doesn't work for other teams and I'm not asking for it to, but it would be nice to specify where on the map you want neutral players to spawn for special game modes.

Subject: Re: New scripts 4.2 test build is now available
Posted by jonwil on Mon, 30 Mar 2015 11:19:42 GMT
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Not sure if that's possible or not.
There might be more to it than just expanding the items in the drop-down list.

Subject: Re: New scripts 4.2 test build is now available
Posted by dblaney1 on Mon, 20 Apr 2015 18:44:29 GMT
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It would really be helpful if the UseExtraPTPages=true could be done in the per map tt.ini. It also would be extremely useful to be able to toggle that extras flag by sending client text to clients, just like the vlimit stuff is done, etc. I would really appreciate if this could be added. The client text in particular would be extremely useful.

Subject: Re: New scripts 4.2 test build is now available
Posted by dblaney1 on Fri, 08 May 2015 21:57:45 GMT
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I have one suggestion and this should be very doable. Add in some way that we can have healthbars for the conyard, comm center, shrine, etc in the K menu. It may be too late for 4.2 but if there is a 4.3 this is something I would really like to see.