Subject: New scripts 4.2 test build is now available
Posted by jonwil on Sat, 30 May 2015 05:41:04 GMT

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-4.2rc3-test.zip
Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/tools-4.2rc3-test.zip
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.2rc3-test.zip
The source differences between this build and the last one are here
http://www.tiberiantechnologies.org/files/source-4.2rc3-test.diff

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

Please do report any bugs you may find so they can be fixed before we launch this to all scripts
4.x players. We dont know when the final 4.2 build will be released, it depends on how many bugs
are found that need to be fixed.

Details of the changes in previous test builds are in these threads:
http://www.renegadeforums.com/index.php?t=msg&th=40952&start=0&
http://www.renegadeforums.com/index.php?t=msg&th=40955&start=0&
http://www.renegadeforums.com/index.php?t=msg&th=40939&start=0&
http://www.renegadeforums.com/index.php?t=msg&th=40910&start=0&
http://www.renegadeforums.com/index.php?t=msg&th=40973&start=0&

Changes since the last posted 4.2 test build:
Further changes to Jerad's scripts
New engine call Grant_Weapon. (This does the same job as the weapon-related parts of
Commands->Give_Powerup only without needing a Powerup definition to make it work)
New engine call Get_Animation_Target_Frame (gets the target frame of an animation which is
generally the "end frame" passed to Commands->Set_Animation)
New scripts for TSR Veterancy work JFW_Deployable_Vehicle, JFW_Veteran_Weapon,
JFW_Veteran_Weapon_Deploy, JFW_Veteran_Armor, JFW_Veteran_Armor_Deploy,
JFW_Mech, JFW_Deployable_Mech, JFW_Veteran_Help_Text, JFW_Limited_Jetpack_Timer,
JFW_Veteran_Model, JFW_Veteran_Custom, JFW_Veteran_Weapon_NoSwitch,
JFW_Veteran_Weapon_Switch (unless you are working with dp88_veterancyUnit you dont want
these scripts)
New script JFW_Ion_Storm_3
New script JFW_Sabotage_Beacon_Layer
New script JFW_Sabotage_Beacon_Zone
New script JFW_Sabotage_Beacon
Add a new mix file creating function BuildMixFile to MixFileFactoryClass.cpp (its loosely based on
what makemix.exe does and was written as part of some "mix file patcher" code I wrote for the

new launcher the APB guys are doing)
Make Restore_Building engine call properly revive buildings using the new building revival logic.
Added a bunch of changes related to SOLDIER_GHOST collision type, ladders etc to fix some issues. (not 100% sure what the fixes solve, Jerad and WhiteDragon wrote them and can explain what they do) There is also an engine call Lock_Soldier_Ghost_Collision_Group which is aparently intended to force SOLDIER_GHOST collision on an object that needs that collision to stop the ladder code turning it off.
Fix missing sun dazzle
Add new SoldierFlySpeed setting under "global settings-general" in LE that will allow you to have a different speed for flying infantry than the default running speed (just as with walking speed and crouch speed)
New engine calls Set_Object_Visibility_For_Player and Set_Object_Visibility which allow you to have per-player visibility for objects (Set_Object_Visibility_For_Player sets the visibility for just one player, Set_Object_Visibility sets it for all players)
Make lsdview work again
Fix player names not being visible on first join

Things that specifically need testing:
Ladder and ghost and etc changes (if you are doing anything special with collision types this may affect you)
Set_Object_Visibility_For_Player/Set_Object_Visibility engine calls
The issue (fixed in the previous build) where if you have a custom per-map loadscreen, it wont properly reset to the stock loadscreen on the next map.

Unless bugs show up in this build that need fixing, this build will become 4.2 final and be released to the world.
If anyone knows of anything game-breaking or serious (and that is still present in this build) please let me know otherwise it wont get fixed.

Subject: Re: New scripts 4.2 test build is now available
Posted by Jerad2142 on Sun, 31 May 2015 19:18:26 GMT
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jonwil wrote on Fri, 29 May 2015 23:41
Added a bunch of changes related to SOLDIER_GHOST collision type, ladders etc to fix some issues. (not 100% sure what the fixes solve, Jerad and WhiteDragon wrote them and can explain what they do) There is also an engine call Lock_Soldier_Ghost_Collision_Group which is aparently intended to force SOLDIER_GHOST collision on an object that needs that collision to stop the ladder code turning it off.
Lock_Soldier_Ghst_Collision_Group was a call to specifically make it so the soldier could never leave the ghost soldier group (except for while in a vehicle). However, the next release will replace this call with Lock_Soldier_Collision_Group which allows you to lock soldiers into the specified collision group (except when on ladders and in vehicles). Unlok_Soldier_Collision_Group is called to restore default functionality. (These will be specifically useful for making spectator modes that don't get caught on terrain when they pass through walls.