
Subject: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [jonwil](#) on Sun, 11 Oct 2015 03:51:59 GMT

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Scripts 4.2 Update 1 is now available to download with a number of new features and updates. Thanks to all the developers who helped make this possible.

Relevant changes made since scripts 4.2 are:

Properly reset the UseExtraPTPages, NoPowerCostMultiplier and BuildTimeDelay settings if there is no per-map tt.ini file for a map.

Fix some issues where certain scripts didn't update the damage meshes properly

Various changes (new scripts, bug fixes, improvements) to Jerads scripts

Added Is_Unsquishable function to SoldierGameObj

new Is_Unsquishable engine call

New scripts JFW_Sabotage_Beacon_2, JFW_SoldierFactory_Disable,

JFW_Jetpack_Timer_No_Fly, JFW_Limited_Jetpack_Timer_No_Fly,

JFW_Object_Spawn_At_Bone, JFW_Per_Preset_Visible_Multiple_People_In_Vehicle_2,

JFW_Deployable_Jammer, JFW_Jammer, JFW_Jammer_Building,

JFW_Visible_Person_Settings_2, JFW_EMP_Indicator, JFW_Disable_Engine, JFW_Hide_Object,

JFW_Enable_Transitions and JFW_Send_Message_On_Key

New Stop_Timer engine call (that stops a timer on an object)

Support for a keys_map.cfg file (formatted just like keys.cfg). If one exists, the game will add any keys that are in it but aren't already in the master keys.cfg to keys.cfg. Also displays a message telling people which keys were added (they can then go into the config dialog and change what physical keys they map to). Jerad can share more details on how this works if necessary.

Fix an issue where sometimes granting a weapon to an object via code would not correctly set its ammo on the client.

Fix some issues with dp88_conquestControlZone

Various improvements to weapon reload sync so clients and servers dont get out of sync in terms of how much ammo is in a weapon

Fix an issue where surface effect emitters could cause a crash/failure

Fix an issue related to setting the max players where setting it to 127 (the highest value it can be set to) didn't work

A fix to make the reborn deployable vehicle scripts animate properly again (it was a side effect of another change that broke this)

Fix a crash related to Cinematic objects

Fixed vehicles being delivered invisible when the Airstrip is killed

Fixed harvesters not having any AI if the vehicle factory is killed when they're being produced

Disable sound render objects (the things you add to w3ds via "create sound object" in w3dview) in leveledit since they are causing crashes. All other sounds will still play just fine in leveledit and the sound render objects will play just fine in-game.

Fixes to various JFW_xxx scripts (too many fixes to mention here)

Add new collision types Player Building, Player Building Ghost, Train and Train Track (WhiteDragon knows more about these)

Increased the maximum values used for the "geometry detail" slider setting (this allows higher amounts of polygons at once and prevents issues with repair beams and other things acting weird in certain cases)

Added Can_Play_Damage_Animations and Set_Can_Play_Damage_Animations functions to SoldierGameObj that let you switch off/on damage animations for a soldier (defaults to on just like it did before)

Add a DefaultEngineEnable flag to Air Factory objects (defaults to true). Determines whether the object should enable the engine on object creation or not.

Fix to make LAN games work again (including joining a LAN game via the in-game dialog)

Added functions Set_Scale_Across_Network and Get_Scale_Across_Network functions to SoldierGameObj. These let you resize an object. Note that these should be used sparingly since each soldier you resize results in a completely new copy of the mesh to be created (so if resize a large number of objects, things will go wrong)

Added Set_Movement_Loiter_Allowed and Get_Movement_Loiter_Allowed functions to SoldierGameObj that let you disable "loiter" animations for a soldier (i.e. the animations like holding a gun close to your chest etc)

Servers will no longer exit with a "duplicate ID error" if its safe to ignore that error

Add/expose some conversation related stuff so that the ai_dialog plugin can make use of it

Make AI collision around elevators/ladders work the way it did in stock (this fixes issues with AI and elevators)

Fix an issue where if you are hosting in-game players who join wont be able to see your soldier object

Fix some issues in the resource downloader logic that were showing up if you had a lot of files in a resource package (a special thanks to StealthEye for his consulting help on this, this fix wouldn't have been possible without him)

Fix SH_UndergroundVehicle so you cant reload while underground

New Create_2D_Wave_Sound_Dialog_Player engine call which is just like

Commands->Create_2D_WAV_Sound except that it uses the "dialog" sound channel instead of the "sound effect" sound channel

Made the game_info and player_info console commands get the team name from the strings file instead of hardcoding those names

Players already running TT should automatically receive this update when launching the game. If for some reason you don't, or need to install for the first time, visit the download page. Server owners will need to update appropriately depending on what they're running. (WhiteDragon may need to update Dragonade to work with this release so I defer to him on that)

Server-side code authors who need to update their code can get the new source code from the download page. Mod authors can also get the latest tools archive (including all the latest bug fixes) from the download page.

Thanks to all the testers, coders, and players that still support us and Renegade after all this time and to all those who helped make 4.2 possible.

<http://www.tiberiantechologies.org>

<http://www.tiberiantechologies.org/wiki>

http://www.renegadeforums.com/index.php?t=thread&frm_id=52

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [sla.ro\(master\)](#) on Sun, 11 Oct 2015 09:33:35 GMT

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awesome release
finally the AI won't get stuck in elevators

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [\[-HOH-\]szymek777](#) on Sun, 11 Oct 2015 15:32:49 GMT

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Can't run brenbot

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [roszek](#) on Sun, 11 Oct 2015 20:05:35 GMT

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No more disappearing smoke and explosions. This pleases me

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [Jerad2142](#) on Sun, 11 Oct 2015 20:47:34 GMT

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roszek wrote on Sun, 11 October 2015 14:05No more disappearing smoke and explosions. This pleases me

The flashing emitters and alphas still happens when there are to many on the screen.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [roszek](#) on Sun, 11 Oct 2015 21:57:30 GMT

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Jerad Gray wrote on Sun, 11 October 2015 13:47roszek wrote on Sun, 11 October 2015 14:05No more disappearing smoke and explosions. This pleases me

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I only tested it in lan where I would have emitters disappearing on my maps, and it ran smooth.

When I first loaded the game it was the same as usual (stuff disappearing) so I went to ren config and bumped it to high and it worked, even though it doesn't stay on high.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [Jerad2142](#) on Sun, 11 Oct 2015 23:49:33 GMT

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roszek wrote on Sun, 11 October 2015 15:57Jerad Gray wrote on Sun, 11 October 2015 13:47roszek wrote on Sun, 11 October 2015 14:05No more disappearing smoke and explosions. This pleases me
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When I first loaded the game it was the same as usual (stuff disappearing) so I went to ren config and bumped it to high and it worked, even though it doesn't stay on high.

It should stay maxed after you slide it to full once, it did for me anyways and I've been running this stuff for quite some time now.

The main gain of the max geometry setting being knocked up is that LOD shouldn't kick in as soon.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [danpaul88](#) on Mon, 12 Oct 2015 08:42:24 GMT

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jonwil wrote on Sun, 11 October 2015 04:51Made the game_info and player_info console commands get the team name from the strings file instead of hardcoding those names

Hmm, this is going to need a BRenBot update to handle this, currently it only recognises GDI, NOD, Sov and All as team names in the responses to those commands. I wish you'd told me about this change before releasing this :/

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [Jerad2142](#) on Mon, 12 Oct 2015 14:30:27 GMT

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danpaul88 wrote on Mon, 12 October 2015 02:42jonwil wrote on Sun, 11 October 2015 04:51Made the game_info and player_info console commands get the team name from the strings file instead of hardcoding those names

Hmm, this is going to need a BRenBot update to handle this, currently it only recognises GDI, NOD, Sov and All as team names in the responses to those commands. I wish you'd told me about this change before releasing this :/

You don't remember us talking about it a year ago? I brought it up with you because Brenbot

wasn't displaying the players on bear island which has team names Humans and Wildlife.

BTW, you always could change the team names through strings, it just didn't reset the team names properly when the next map began.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1
Posted by [danpaul88](#) on Tue, 13 Oct 2015 13:51:24 GMT

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Hmm... can't say I recall that conversation, but that's nothing new. Memory like a sieve sometimes.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1
Posted by [Wyld1USA](#) on Fri, 23 Oct 2015 12:47:17 GMT

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Thank you for all you TT guys do for us players! Really seriously appreciate it.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1
Posted by [Jerad2142](#) on Sun, 25 Oct 2015 07:06:15 GMT

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sla.ro(master) wrote on Sun, 11 October 2015 03:33awesome release

finally the AI won't get stuck in elevators

I think its hacked up to work like stock, I wanted to make more AI use them than one at a time but I couldn't safely do it.
