Subject: Tiberian Technologies Releases TT Scripts 4.2 Update 3
Posted by jonwil on Sun, 15 Nov 2015 12:50:06 GMT

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Scripts 4.2 Update 3 is now available.
Relevant changes made since scripts 4.2 Update 2 are:

Updates to Jerad's scripts
Make packageeditor download command work properly again
Fix some crashes in the resource manager download code
New engine call Force_Position_Update_Player which is exactly like Force_Position_Update but per-player
Fix an issue with aircraft not strafing properly
Add BuildingGameObj::Find_Closest_Poly to scripts

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. (Dragonade should work fine with Update 3)
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.
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