
Subject: Scripts 4.4 final is now available

Posted by [jonwil](#) on Wed, 28 Jun 2017 22:00:07 GMT

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I would like to thank Jerad Grey and Daniel Blaney for their contributions to 4.4 (If I missed anyone else who contributed to 4.4, sorry)

Full list of changes made since scripts 4.3 was released:

- * Restore stock turret behavior. Turrets no longer face the origin of the map on creation and no longer rotate when a vehicle is empty unless it is controlled by AI.
- Reworked netcode was added to make the original behavior no longer have client side lag like it did in the original game.
- * New and improved scripts from dblaney
- * Remove some code from danpaul's AI scripts that is no longer needed as a result of the turret improvements
- * Update ra_base_defense to face the location for the entire duration of the idle timer
- * New and improved scripts from Jerad
- * Reduce latency substantially on vehicles by fixing a bug in the client side latency interpolation code.
- * New engine calls Force_Orientation_Update and Force_Orientation_Update_Player to force the orientation of a vehicle to a specific direction over the network.
- * Small improvement for jumping latency.
- * Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.
- * Reduce issues with explosions not appearing on large games, and the repair guns beam from becoming straight and some other things not appearing properly.
- * Fix the ignore tracking flag for ammo definitions to work correctly.
- * Fix a few bugs in the graphics code
- * Fix some bugs related to attaching to a bone
- * New engine call Create_2D_Wave_Sound_Cinematic_Player
- * New engine calls Force_Turret_Update and Force_Turret_Update_Player call to force objects to instantly set their turret facing and tilt to the specified facing/tilt.
- * New engine calls Force_Velocity_Update and Force_Velocity_Update_Player to allow you to force objects to instantly set their velocity.
- * Add some changes to prevent the newest triggerbot from working by forcing the value it looks for to always be the one it wants to see in order to shoot (i.e. a player using the bot will constantly fire their weapon)
- * Logging for the file-hash anti-cheat

No changes have been made since 4.4 RC1 so if you are already running that, you are good to go (it may download a small update just to sync all the version numbers in the launcher but that's normal). If your server is running 4.4 RC1 (or you are using the 4.4 RC1 tools download) there is nothing for you to do.

If you are running 4.3 (or any earlier version) you will be automatically updated to 4.4.

People wanting a full installer, a server download or a tools download can find them on the Tiberian Technologies website in the downloads section.

People who need DA will have to wait for a 4.4 compatible version of DA to be released.

Subject: Re: Scripts 4.4 final is now available
Posted by [Manuel857](#) on Thu, 29 Jun 2017 06:42:13 GMT
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Awesome! Thanks for all the hard work you guys! Much appreciated!

Subject: Re: Scripts 4.4 final is now available
Posted by [jonwil](#) on Fri, 30 Jun 2017 09:05:02 GMT
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According to posts on the cheat forum, the guy who made the triggerbot for 4.3 has no plans to update it for 4.4. So that's good news at this point.

Not that anyone would be able to update the triggerbot to work for 4.4 anyway even if they tried (thanks to changes we made to the code)

Subject: Re: Scripts 4.4 final is now available
Posted by [iRANian](#) on Fri, 30 Jun 2017 15:04:14 GMT
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Thanks!

jonwil wrote on Fri, 30 June 2017 02:05 According to posts on the cheat forum, the guy who made the triggerbot for 4.3 has no plans to update it for 4.4. So that's good news at this point.

Not that anyone would be able to update the triggerbot to work for 4.4 anyway even if they tried (thanks to changes we made to the code)

Nice to hear

Subject: Re: Scripts 4.4 final is now available
Posted by [ExEric3](#) on Fri, 30 Jun 2017 16:07:38 GMT
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jonwil wrote on Thu, 29 June 2017 00:00

* Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.

Small bug:
Error - NetUpdateRate must be between 5 and 30 - aborting

So you must enter it manually to console.

Subject: Re: Scripts 4.4 final is now available
Posted by [ehhh](#) on Fri, 30 Jun 2017 16:41:52 GMT
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good shit lads

Subject: Re: Scripts 4.4 final is now available
Posted by [dblancey1](#) on Fri, 30 Jun 2017 19:02:20 GMT
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ExEric3 wrote on Fri, 30 June 2017 09:07jonwil wrote on Thu, 29 June 2017 00:00
* Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.

Small bug:
Error - NetUpdateRate must be between 5 and 30 - aborting

So you must enter it manually to console.

Yes, ssgm should have a way for it to enter this on startup.
