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Subject: Scripts work has resumed

Posted by [jonwil](#) on Mon, 20 Nov 2017 08:11:34 GMT

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I managed to identify the correct compiler for scripts 4.x builds (turns out it was Visual C++ 2012 Update 5) and now work on 4.x can resume. No I dont know when something new will be released or what form it will take (4.5 update 1, 4.6, whatever) but at least we now are in a position that we CAN release something for 4.x players. I have been able to recompile the shipping 4.5 codebase and produce binaries that are functionally identical to the ones we shipped as 4.5 so I know the compilers are the right ones.

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Subject: Re: Scripts work has resumed

Posted by [Gen\\_Blacky](#) on Mon, 20 Nov 2017 17:17:02 GMT

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Good to hear.

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