
Subject: Scripts 4.6 Update 3 is now available

Posted by [jonwil](#) on Sun, 11 Nov 2018 07:13:58 GMT

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I would like to thank Jerad2142, Eggman891, dblaney, cfhunter and dghelneshi for their contributions to 4.6 Update 3 (If I missed anyone else who contributed to 4.6 Update 3, sorry)

Changes made since 4.6 Update 2:

Add a fix to make the sun dazzle work better if you have a really long draw distance.

Improvements to the edit_vehicle console command so it can edit VTOLs and also edit missing parameters for wheeled vehicles.

Fix a bug with OBBox and AABOX render objects.

Fix an issue with fake wheels and going in reverse.

Fix a slowdown/memory leak caused by trying to apply projectors to objects that aren't rendered.

Fixes to Jerads scripts

New scripts by Jerad

Add console command to disable VIS (useful for debugging maps to find vis glitches by turning off vis and seeing if missing things appear)

Fix an issue where purchasing a soldier could cause certain scripts to run twice.

Fixes to dblaneys scripts

New scripts by dblaney

Fix some issues with turret aiming.

New tt.ini keyword MergedDefsOnly that will only use definitions from tt.cfg and not automatically generated definitions.

Fix an issue where maps downloaded by the resource downloader wont load their dependencies correctly (leading to increased stuttering/lag when loading)

Some improvements to Danpaul's AI scripts

New engine call Is_Splash_Possible to check if you hit the ground under the object

Fixes to improve tracking weapons.

Add new settings to weapons to allow ignoring certain types of objects for tracking. (Soldiers, Vehicles, VTOL etc.)

Add support for MSA

Make spies show up the same color/team as whichever team the player looking at the spy actually is.

Allow overriding the max polygon budgets in a per-map tt.ini file

Improvements to the netcode so it works better on unstable connections and is less likely to disconnect you in such cases.

No longer deselect the current target in the hud when aiming at a nontargetable object

Fix loading screen for single player

Fix so it wont crash when the game or round ends and certain dialogs are visible (chat history specifically).

Increase the default values used for the polygon lod budget slider.

Disable AI for human-controlled soldiers to ensure they dont accidentally run the AI code.

Run script zone code only on the server instead of on the clients.

Fix the problem causing build numbers to be wrong.

If you are running 4.6 Update 1 (or any earlier version) you will be automatically updated to 4.6 Update 2.

People wanting a full installer, a server download or a tools download can find them on the Tiberian Technologies website (www.tiberiantechologies.org) in the downloads section. (note that the full installer will install 4.6 but when you run the game/updater/whatever it will update to 4.6 Update 3 automatically.

People who need DA will have to wait for a compatible version of DA to be released (which should be fairly simple for someone to do given what's changed in the new version)

Subject: Re: Scripts 4.6 Update 3 is now available
Posted by [iRANian](#) on Sun, 11 Nov 2018 16:25:43 GMT
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Thanks for the release!

MSAA isn't available as anti-aliasing method in the ingame options menu

Subject: Re: Scripts 4.6 Update 3 is now available
Posted by [dblaney1](#) on Mon, 12 Nov 2018 18:04:04 GMT
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Right now its a hidden feature at the moment. You can turn it on by setting the DWORD RenderDeviceMSAAMode in Computer\HKEY_CURRENT_USER\Software\Westwood\Renegade\Render in the registry. I recommend either 4 or 8 depending on the spec of your computer. We will try to add it to wwconfig in a future update.