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Subject: Scripts 4.6 Update 6 is now available

Posted by [jonwil](#) on Fri, 15 Feb 2019 07:30:35 GMT

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Scripts 4.6 Update 6 is now available.

I would like to thank Jerad2142, Dghelneshi and dblaney for their contributions to 4.6 Update 6 (If I missed anyone else who contributed to 4.6 Update 6, sorry)

Changes made since 4.6 Update 5:

Various bug fixes.

Added network call for human anim override and locking weapon holds (not exactly sure what this does, Jerad can provide more information)

Fix an issue where the Asynchronous IO stuff would leak a small amount of memory

Fix an issue where server->client text messages greater than a certain length causes issues with the client.

Disabled logging to asseterrors.txt by default. Put DebugLogging=true in hud.ini if you want to re-enable it.

Fixes to make the "immovable" property of vehicles correctly set things in the vehicle physics.

Correctly update the turret turn/tilt when you call Set\_Model on a vehicle object.

Fixes to scripts from Jerad and dblaney.

Fix an issue with player names not printing properly in the client log files.

Fix an issue with bogus null characters being printed in the server log files.

New console command edit\_camera to allow you to manipulate the currently active camera profile for testing purposes (only works if you are in 1-player LAN mode so as to not be usable for cheating)

Small fix to reduce lag when soldiers dont have any height scaling skeletons.

Add a registry key to double the HUD resolution (useful for high-resolution screens). dblaney knows the details of how this works and how to enable it.

New tt.ini keyword AllMapsAreFlying to override the checkbox in leveledit (you shouldn't enable this unless you know you need it)

Fix an issue with script zones that caused a bit of a slowdown (should improve any situation where there are lots of objects inside scripts zones)

Improvements to make texture loading faster with less lag/stutter.

Fix an issue where certain sounds play in the wrong location for a brief moment when they are first created.

Fix an issue with vehicle exit transitions and sometimes falling through the floor (not sure exactly what it does, dblaney will know)

New hud.ini keyword MenuPushedColor to let you change the color of a pushed in menu button.

New tt.ini keyword IgnoreIDCollisions (per-map or global) that disables the netcode ID collisions stuff. I make no guarantees that you wont experience problems due to the ID collisions if you enable this feature. (i.e. if you hit a map that triggers the "id collisions found" thing and then choose to ignore it with this new keyword, I can't gaurantee you the netcode wont screw up due to the ID collisions)

Make sure that health/shield isn't greater than max health/max shield.

Small fix to dp88\_AI\_Turret script.

If you are running 4.6 Update 5 (or any earlier version) you will be automatically updated to 4.6

Update 6.

People wanting a full installer, a server download or a tools download can find them on the Tiberian Technologies website ([www.tiberiantechologies.org](http://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 6 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)

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Subject: Re: Scripts 4.6 Update 6 is now available  
Posted by [iRANian](#) on Fri, 15 Feb 2019 18:41:57 GMT  
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Did you guys investigate the frametime stutter when the FDS prints console text? I tested this with ExEric on stock/scripts 3.4.4 and TT and I can't remember if it's an issue with newer Windows or not. If you patch the FDS to not call the Windows console output functions all the frametime lag goes away except for a random one I didn't bother pinpointing.

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Subject: Re: Scripts 4.6 Update 6 is now available  
Posted by [ExEric3](#) on Sat, 16 Feb 2019 10:42:42 GMT  
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iRANian wrote on Fri, 15 February 2019 19:41 Did you guys investigate the frametime stutter when the FDS prints console text? I tested this with ExEric on stock/scripts 3.4.4 and TT and I can't remember if it's an issue with newer Windows or not. If you patch the FDS to not call the Windows console output functions all the frametime lag goes away except for a random one I didn't bother pinpointing.

Still same issues.

Set 200 sfps to see drops since that frame time checker is for DA and DA isnt ported to latest TT update.

<https://youtu.be/SQCC5fkugS0>