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Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [EvilWhiteDragon](#) on Thu, 27 Oct 2011 00:00:13 GMT

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After little over 1,5 month we are very pleased to announce the release the second beta of scripts.dll 4.0! Almost all changes in this build are bugfixes or small user experience improvements. We have no complete change log, but our bug tracker includes most important changes. If you have beta 1 installed, the game will automatically install the update, but the new installer is also available if you have not yet installed scripts 4.0 or want to reinstall it.

Many thanks to everyone who helped testing beta 1 and reported bugs. Almost all changes between beta 1 and beta 2 have been made in response to one or more reports! Still, there are two serious bugs that we have not been able to fix so far (these existed in beta 1 as well):

There are more "ghost" soldiers and vehicles that appear in wrong locations and disappear when damaging them. We have likely fixed this bug already, but it still needs testing and was not fixed in time to be included in beta 2 unfortunately.

The bandwidth limit is not always set correctly. If you are having lag, you may want to try to press F8 and type "sbbo 1000000" (excluding the quotes), where you should replace 1000000 with your actual downstream bandwidth. 1000000 is a reasonable value for a 1 Mbit connection.

Thank you for understanding, and thanks again for participating in this beta and reporting any issues! And most of all, enjoy the new beta!

[b]Link to the first beta release, with additional information:

<http://www.renegadeforums.com/index.php?t=msg&th=38288&start=0&rid=2 0224>

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