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Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [jonwil](#) on Thu, 08 Dec 2011 04:45:36 GMT

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For reference, here is a list of changes in 4.0b3:

Fix various ghosting issues

Add -map <mapname> command line option to automatically load a map in LAN mode on startup (good for easy testing)

Fix various issues causing input configuration to become corrupted or stuffed up or go wrong. (e.g. "I lost all my key settings and nothing is working")

Fix issue where you can shoot through vehicle logos

Fix memory leak on gameover

Add support for per-map settings in the CTF and crates plugins

Fix DisableExtraWeapons option in SSGM

Fix for a net-code issue that could happen if you have a large number of weapons

Various updates that should help improve FPS a little bit

Add support for loading an always3.dat

Ship a TT always3.dat containing the English language versions of the Core Patch 2 sound effects (nuke/ion countdown) and a fixed w3d file for the airstrip MCT to fix issues with that object

Make points distribution plugin not give points for objects that are neutral (i.e. not GDI or Nod)

Workaround for problem someone was having with lots of rundll32 instances appearing when they used TT

Fixed bug where vehicles could get money every frame when they ran over a crate when picking up crates with vehicles was disabled

Fix driver-controlled anti-aliasing

Fix so the launcher displays better errors if it cant contact the TT update server (and also allow you to enter the game anyway even without the update check if you want)

Fix for some garbage pixels on the HUD

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