
Subject: Scripts 4.0 progress update

Posted by [jonwil](#) on Fri, 10 Feb 2012 01:27:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is a list of the things we have done since the release of Scripts 4.0 Beta 3:

Fix some message strings in the Swap plugin

Fixed application data folder location for external tools.

Fixed bug where the FDS file path in paths.ini was not used.

Fix some issues with particles

Fix visible "Post Processing Detail" label

SeperateRemoteC4Limit flag in svrcfg_cnc.ini to allow for optional separate remote C4 limit. Add console command to set the limit.

Slightly improve level load times.

Support for FXAA.

Add support for changing texture filter ingame.

Fix messages in crate plugin.

Fix C4 output in messages to display the type of C4.

Fix crash in spectate plugin.

Fix one issue causing some weapons to be set to "unlimited ammo" on 4.0 clients when they should not be (there are still other ammo issues on our todo list)

Remove broken ObjectsFilename keyword from ssgm.ini (it will be replaced with a keyword in tt.cfg that does the same thing, i.e. overrides the objects.ddb filename used on the server for maps that don't have per-map objects filenames set)

Fix that should stop wheels spinning too fast.
