Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by StealthEye on Sat, 09 Jun 2012 15:51:50 GMT

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We are exited to present to you beta5 of Tiberian Technologies' scripts.dll 4.0. We aim for beta5 to be the last beta, as we believe it is quite stable, and hope to release RC1 in a few months! If you are aware of any bugs that are not on our bug tracker, please report them or bump the corresponding topics if you already reported them previously and we somehow lost track of it. Your Renegade client should update to beta5 automatically. Server owners and modders, please read the release notes below.

As usual, the TT client installer, server files, modding tools, and source code are available from the Tiberian Technologies downloads page.

Note to all players of single player, if you have created any single player save games with scripts 4.0 prior to beta 5, those save games will fail to work at some point, possibly the end of the level, possibly earlier. Save games created prior to 4.0 will work just fine and can be loaded and played without problems.

Release notes for server owners

Servers running 4.0 beta4 are required to update to beta5, since beta4 and beta5 are incompatible and clients will automatically update to beta5.

The changes that will have to be made are:

 Install the new version.
 Make sure to use the new map files or else 4.0 clients will be unable to join. If you want to revert to pre-4.0 maps, use the resource downloader just like for any custom map. Since beta4, modifications to C&C_Canyon.mix were made.
 Update anticheat.ini to include the new map hashes (or use the provided anticheat.ini if you did not add custom hashes).
 Port/recompile any modifications. Plugins are likely binary compatible with the new version, but recompilation is recommended to be sure.

Release notes for modders

Due to a bug in the code, if you have edited presets (objects.ddb or temp presets) using a scripts build posted since the 13th of January 2012, the Sight Arc field is possibly incorrectly set on any Soldier, Vehicle or Sam Site presets in that presets file. To fix this, you will need to go through every vehicle, soldier or Sam Site preset in the preset file(s) you have edited (this affects all presets in those files, not just the ones you edited) and check that the SightArc (which is in degrees) is a whole number, is >= 0 and is <= 360. Most of the time the number will be something like 359.xxx instead of 360 so determining what to set it to should be easy. The best way to

identify anything with a bogus SightArc is to copy the .ddb file into the same folder as ddbedit (the new version from 4.0 beta 5) then drag it over ddbedit.exe. Then press the "dump" button which will create a text dump of the ddb file. Open this and search for SightArc which will display the value as it would be seen in LE. You can then use this to make sure the numbers are correct and fix them if needed.

List of changes since beta4

Fixes that should hopefully solve all the FPS drops/freezes/lock ups/memory leaks/etc
Fix typo in crate plugin
Fixes to the crate plugin reading of the crate positions
Fixes to the crate plugin vehicle delivery
Prefix BIATCH anticheat messages with [BIATCH]
Fix for missing "Unit Ready" sound
Fix Set_Map engine call
Fixes so the code wont crash if you specify a custom server-side objects.ddb in tt.cfg and that file does not exist (it will instead load the default file)
Fix a crash that occurs on maps with a building controller with a building type of "refinery" but which isn't actually a refinery building controller (this mostly affects various Renegade single player mission maps being used for multiplayer purposes)
Fix the overhead map view for Renegade single player missions
Fix issue when using Set_Map or mlistc and there is a global server-side objects.ddb file set in tt.cfg
Make it so that the nickname is displayed for the player if they are inside a vehicle and in first person mode (it would previously have been displayed if they were in third person mode but not first person mode)
Various audio changes related to detecting the audio crashes we have been trying to track down.
Fix Delete_Console_Function engine call
Code changes plus new engine calls Send_Client_Text and Send_Client_Announcement which will allow you (from a script or SSGM plugin) to do stuff involving sending text to clients (i.e. this is how the MSG and AMSG console commands do it, among other things) and sending radio commands to the client. (if you aren't a programmer, you dont need to know what this actually means Smile
Fix for issue with elevators and movement caused by float rounding
Fix issue with turret targeting not keeping up with turret rotation (lagging behind one frame)
Fix incorrect color of target box name label when looking at the friendly and then at the enemy Harvester or vice-versa
Fix failure when beacon was placed in SP
Update with new map-fix Canyon mix file from Iran
Update anticheat.ini for new map-fix Canyon mix file
Update mixcheck so it pulls the fixed map files and not the stock files
Add missing C4 and beacon log messages to SSGM
Add feature to ddbedit that will dump an objects.ddb file to a text file (so you can e.g. do file compares on 2 different ddb files and see whats different)
Expose a bunch of ArmorWarheadManager functions to scripts so scripts and SSGM plugins can use them.
Restore ALLOW console command to allow people to be unbanned from the WOL channel if they

accidentally get banned for some reason.

Fix engine flames on VTOLs.

Cheat check the engine sounds of any vehicle with IsStealthUnit set in the definition to prevent exploits where people use really loud sounds to make stealth tanks easier to spot.

Workaround for broken EVA sound in German version of Renegade.

Add "Mark As Favorite" button to the WOL game listing (instead of the old hack of using an existing button for it)

Don't read password from config if IsPassword is set to false. (fixes an issue where if you had a password set but you had IsPassword set to false, XWIS would use the password anyway)

Make Get_Weapon engine calls return "None" instead of NULL when there is no weapon.

Add HarvesterClass::Get_State

Make sure that all callers of the various Find_Building engine calls check the results of those calls before using them or passing them to some other function.

Rename Find_Building to Find_Building_By_Type (to make it easier to track down all users of it)

Rename Find_Building_By_Name to Find_Building_By_Preset (again to make it easier to track down all users of it)

Frame limiter for vsync (prevents keyboard/mouse lag when the vsync check-box is selected)

New config file acallow.ini. An example config file is shown below. Any file in the list will be excluded for hash checking by the anti-cheat system.

 [AllowList]
 stealth_effect.dds=0
 always.dat=0

Add feature to tdbedit so it can read objects.ddb file and (if loaded) works with sound preset names rather than IDs. Allows you to select sound preset by name, same as LE.

Fixes to spectate plugin (including being able to unspectate properly)

Add a bunch of doxygen documentation to scripts (more will be added as time goes on)

Remove DUMP console command (as the preset dump feature in ddbedit now does the same job and more)

Fix so Create_Vehicle works properly with a NULL owner (not all vehicles will have an owner)

Better critical.txt log output when something bad goes wrong.

Fix a typo in an engine function name

Disable some leftover unwanted WOL ban code (including the bit that handles "being kicked/banned for sitting in the WOL channel while not in the game")

Add new load level hook requested by WhiteDragon (its earlier in the level load process)

Disable beacon planting in elevators

New engine call Is_WOL_User which determines if there is a valid WWOnline::UserData matching the passed in name (i.e. if the player is on WOL or not)

Fix an issue causing corrupt single player save games

Add 2 new features to LE, "Export All Tiles" exports all the tiles in the level to a w3d file creating a bone and proxy reference for each tile. "Export Placed Tiles" does the same thing but only for tiles explicitly placed and not for tiles proxied in via another w3d file.