Four and a half months have passed since the 4.0 release. During that time, a small number of bugs were discovered. Today we release a patch to solve the most pressing ones. The patch solves the following issues:
 Fix client crash when a !setnextmap or similar command was executed.
 Fix another client crash.
 Fix memory leak that could make the server run out of memory and crash after running for a few days.
 Fix server crashes when an attacker sends invalid packets.
 Fix to ensure that edit_vehicle only works in multiplayer games when the game's player limit is 1.
 Fix installer (and mixcheck) so that it downloads the required files correctly again.

Players that are already using a previous version of the Tiberian Technologies patch will automatically receive this fix through the update system. Others may download it from the Tiberian Technologies download page. Server owners must also visit the download page to install the new set of server files. The public part of the source code has not changed, so patching and recompilation of plugins and custom versions of scripts.dll is not necessary.

Enjoy this release!

More information & websites
More information can be found at the following websites. We appreciate any questions, issues, or remarks on our official forums!
Official website: http://www.tiberiantechnologies.org
Official wiki: http://www.tiberiantechnologies.org/wiki
Official forums: http://www.renegadeforums.com/index.php?t=thread&frm_id=52