Subject: Major milestone for scripts 4 and Tiberian Technologies
Posted by jonwil on Fri, 12 Jul 2013 10:16:39 GMT
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Thanks to the work of the Tiberian Technologies team we now completly OWN (as in we have full clones of and the ability to make changes to) the Renegade rendering engine and physics system. This combined with recent work to combine bandtest.dll, tt.dll and shaders.dll into a single dll has made the code better and resulted in some good benefits for scripts 4.1 (the next version of scripts).

Benefits Renegade players (or those working on maps and mods intended to go in Renegade rather than being stand-alone) will get to enjoy include:
Better security against cheats and things (mostly because thanks to the dll merger we aren't exposing a bunch of stuff where hackers can get at it).
Some performance boost (combining the dlls lets the compiler do greater levels of optimization on the code, also owning all this code means its being compiled with a better compiler than was used to compile the original code which means better optimization). Don't expect miracles in the performance stakes though.
Cleaner more maintainable code with less hacks and nasty stuff.
Greater understanding of how the engine works (collectively the TT team knows more about the Renegade engine than anyone else on the planet)
Greater ability to write stand-alone tools for various purposes (like the stand-alone w3d viewer tool we are working on)

Note that this DOES NOT mean any kind of big graphical, physics or other major improvements for Renegade players.
Those working on/playing stand-alone mods like APB and Reborn will likely get some good things in the future but we haven't finalized any information on that yet.