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Subject: The future of scripts post-4.1

Posted by [jonwil](#) on Wed, 26 Feb 2014 22:28:10 GMT

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Scripts 4.1 is the last release of scripts for Renegade and will receive game-breaking/critical bug fixes and anti-cheat work but will not get any further development beyond that.

Going forward, work is continuing on 2 versions of scripts for use by stand-alone mods (including Red Alert: A Path Beyond, Tiberian Sun Reborn, Red Alert 2: Apocalypse Rising and others). These will be available to any mod that is going standalone and not just APB/AR/TSR.

The first is scripts 4.2 and is based on 4.1 and is intended to be a more stable release, for those mods that need to make releases and cant ship the less-stable 5.0 build. 4.2 will only get lower-risk changes and will not get the big engine changes appearing in 5.0.

The second is scripts 5.0 and contains a number of big changes including new settings on a number of objects (written by Chronojam of Bluehell Productions) as well as a pile of graphical improvements written by Saberhawk. It has also had code relating to WOL removed and disabled as WOL isn't usable/wanted by mods. 5.0 will also remove a lot of unused features and backwards compatibility code that had to remain in 4.1 for renegade compatibility.

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