Posted by jonwil on Sat, 05 Jul 2014 01:51:11 GMT
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After lots of discussion internally (and some offers of help from the community) we at Tiberian Technologies have decided to resume work on scripts development for Renegade. Both Jerad2142 and WhiteDragon are going to be doing development on what will be known as "Scripts 4.2". This is also the scripts build that Tiberian Sun: Reborn is currently shipping.

The following changes have been made to scripts 4.2 so far:
Fix an issue where VehicleGameObj::Get_Vehicle_Name was not working properly
Various fixes to Danpaul's dp88_* scripts
Changes so that bandtest.dll no longer links to vfs.dll. (It was linking to it but not actually using it)
The launcher still needs vfs.dll however.
Improvements to the scripts documentation.
Fixes to SH_UndergroundVehicle
Fixes to JFW_Turret_Spawn_3
Fixes to JFW_Attack_Object/JFW_Attack_Location
Fixes to MDB_Unit_Limit

The following changes are being in the process of being back-ported from Scripts 5.0 to Scripts 4.2:
Various small bug fixes and cleanups and improvements (that aren't really user visible)
Fix an issue with JFW_Hijacker_Vehicle_2
Changes to be able to display text in lsdview/w3dviewer
FPS display for lsdview and w3dviewer
Improvements to Script Zones
Fixes to how AI soldiers handle doors, elevators and ladders.
Make lsdview restore last-used camera/window position on start
Various small optimizations/changes that should provide small performance gains.
Improve the way we enumate graphics devices
Fix a crash that could occur with dazzles on shutdown
Fix an issue with some text rendering code
Fix window size for w3dviewer
Enable dynamic shadows affecting dynamic objects
Fix some issues with the settings under "Global Settings - General" in leveledit
Change it so that the engine start sound for vehicles will override the engine off sound.
Add "Default and Soldier only" collision group
A fix for the delay that occurs when you exit the menu in skirmish mode (and a few other similar delays)
Make the movie clips (startup video and mission videos) respect the value of the "cinematic" volume slider/checkbox.
Fix various memory leaks
Fix it so that Commands->Set_Radar_Blip_Color actually works across the network
(Commands->Set_Radar_Blip_Shape already worked fine in 4.1,
Commands->Set_Radar_Blip_Color would have worked except for a bug)
Add a flag to soldiers so that you can stop a given infantry unit from being able to use the "refill" button on the sidebar (has no effect on the refill button on the PTs)

Make Commands->Set_Is_Rendered work for all objects
Further documentation changes
An improvement to the dialog that reports d3dx9_blah.dll is missing
A fix for JFW_Message_Send_Zone_Player
Fixes to various scripts that had issues due to code that needed to convert between degrees and radians but was not doing that.
Fix an issue with AI air units not properly straifing
Restore brake lights to stock renegade behaviour
Fix Ring and Sphere primitive code (this fixes the rings for the Ion Canon)

Now is the time to report any bugs or make any feature requests for Scripts 4.2 to maximize the chance they will get fixed or implemented (we are NOT promising that anything you report will get fixed, just that we will consider it)

At this time we do not require any more developers so do not ask if you can help with development as the answer is NO.