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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [jonwil](#) on Tue, 23 Dec 2014 05:58:57 GMT

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For the benefit of those testing 4.2 RC1, here is a list of known bugs:

1. There are some glitches with ai-controlled VTOLa (including the gunboat on the island mission where you escape in the sub at the end which is rigged as a VTOL for reasons only westwood would know). I don't yet know what is causing these issues (my last tests made things more confusing)
2. There are a number of memory leaks that we haven't yet found the cause of yet.
3. It's possible for repeated playing of single player/skirmish to cause a netcode crash. We have reproduction steps for it but we don't know the actual cause yet.

if anyone experiences any crashes with the 4.2 RC1 test build, i want to know.

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