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Subject: New scripts 4.2 test build is now available  
Posted by [jonwil](#) on Sat, 30 May 2015 05:41:04 GMT  
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I have just uploaded a new scripts 4.2 test build for people to test.  
Anyone wanting to test the client build can download  
<http://www.tiberiantechnologies.org/files/launcherqa.zip>  
Anyone wanting to test the server bits can download  
<http://www.tiberiantechnologies.org/files/ssgm-4.2rc3-test.zip>  
Anyone wanting to test the tools can download  
<http://www.tiberiantechnologies.org/files/tools-4.2rc3-test.zip>  
Anyone wanting the source code can download  
<http://www.tiberiantechnologies.org/files/source-4.2rc3-test.zip>  
The source differences between this build and the last one are here  
<http://www.tiberiantechnologies.org/files/source-4.2rc3-test.diff>

People who already have the previous 4.2 test release can just let the launcher update.

Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players. We dont know when the final 4.2 build will be released, it depends on how many bugs are found that need to be fixed.

Details of the changes in previous test builds are in these threads:  
<http://www.renegadeforums.com/index.php?t=msg&th=40952&start=0>  
<http://www.renegadeforums.com/index.php?t=msg&th=40955&start=0>  
<http://www.renegadeforums.com/index.php?t=msg&th=40939&start=0>  
<http://www.renegadeforums.com/index.php?t=msg&th=40910&start=0>  
<http://www.renegadeforums.com/index.php?t=msg&th=40973&start=0>

Changes since the last posted 4.2 test build:

Further changes to Jerad's scripts

New engine call Grant\_Weapon. (This does the same job as the weapon-related parts of Commands->Give\_Powerup only without needing a Powerup definition to make it work)

New engine call Get\_Animation\_Target\_Frame (gets the target frame of an animation which is generally the "end frame" passed to Commands->Set\_Animation)

New scripts for TSR Veterancy work JFW\_Deployable\_Vehicle, JFW\_Veteran\_Weapon, JFW\_Veteran\_Weapon\_Deploy, JFW\_Veteran\_Armor, JFW\_Veteran\_Armor\_Deploy, JFW\_Mech, JFW\_Deployable\_Mech, JFW\_Veteran\_Help\_Text, JFW\_Limited\_Jetpack\_Timer, JFW\_Veteran\_Model, JFW\_Veteran\_Custom, JFW\_Veteran\_Weapon\_NoSwitch, JFW\_Veteran\_Weapon\_Switch (unless you are working with dp88\_veterancyUnit you dont want these scripts)

New script JFW\_Ion\_Storm\_3

New script JFW\_Sabotage\_Beacon\_Layer

New script JFW\_Sabotage\_Beacon\_Zone

New script JFW\_Sabotage\_Beacon

Add a new mix file creating function BuildMixFile to MixFileFactoryClass.cpp (its loosely based on what makemix.exe does and was written as part of some "mix file patcher" code I wrote for the

new launcher the APB guys are doing)

Make Restore\_Building engine call properly revive buildings using the new building revival logic. Added a bunch of changes related to SOLDIER\_GHOST collision type, ladders etc to fix some issues. (not 100% sure what the fixes solve, Jerad and WhiteDragon wrote them and can explain what they do) There is also an engine call Lock\_Soldier\_Ghost\_Collision\_Group which is apparently intended to force SOLDIER\_GHOST collision on an object that needs that collision to stop the ladder code turning it off.

Fix missing sun dazzle

Add new SoldierFlySpeed setting under "global settings-general" in LE that will allow you to have a different speed for flying infantry than the default running speed (just as with walking speed and crouch speed)

New engine calls Set\_Object\_Visibility\_For\_Player and Set\_Object\_Visibility which allow you to have per-player visibility for objects (Set\_Object\_Visibility\_For\_Player sets the visibility for just one player, Set\_Object\_Visibility sets it for all players)

Make Isdview work again

Fix player names not being visible on first join

Things that specifically need testing:

Ladder and ghost and etc changes (if you are doing anything special with collision types this may affect you)

Set\_Object\_Visibility\_For\_Player/Set\_Object\_Visibility engine calls

The issue (fixed in the previous build) where if you have a custom per-map loadscreen, it wont properly reset to the stock loadscreen on the next map.

Unless bugs show up in this build that need fixing, this build will become 4.2 final and be released to the world.

If anyone knows of anything game-breaking or serious (and that is still present in this build) please let me know otherwise it wont get fixed.