Subject: Tiberian Technologies Releases TT Scripts 4.2 Update 2
Posted by jonwil on Mon, 12 Oct 2015 01:08:13 GMT

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Scripts 4.2 Update 2 is now available with a few small bug fixes.
Relevant changes made since scripts 4.2 Update 1 are:

Fixed an issue preventing recoil impulse from working correctly
Fixed some bugs in Jerad's scripts

Players already running TT should automatically receive this update when launching the game. If for some reason you don't, or need to install for the first time, visit the download page. Server owners will need to update appropriately depending on what they're running. (WhiteDragon will need to provide a Dragonade release that works with 4.2 Update 1/4.2 Update 2 so I defer to him on that)
Server-side code authors who need to update their code can get the new source code from the download page. Mod authors can also get the latest tools archive (including all the latest bug fixes) from the download page.

Thanks to all the testers, coders, and players that still support us and Renegade after all this time and to all those who helped make 4.2 possible.
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