
Subject: Scripts 4.3 RC5 is now available

Posted by [jonwil](#) on Thu, 16 Feb 2017 00:41:10 GMT

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I would like to thank Jerad2142, Daniel Blaney and WhiteDragon for their contributions to 4.3 (If I missed anyone else who contributed to 4.3, sorry)

Please be aware that this hasn't undergone widespread testing yet and may contain bugs (that's why its posted here). Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players.

The plan is to fix any critical bugs that remain and then release 4.3 final in a few weeks (no fixed date has been set yet) so please give this lots of testing.

A new version of Dragonade that works with 4.3 is being worked on by WhiteDragon (or at least he said he was working on it)

The changes made in 4.3 RC4 can be seen here:

<http://www.renegadeforums.com/index.php?t=msg&th=41101&start=0&>

The changes made in 4.3 RC3 can be seen here:

<http://www.renegadeforums.com/index.php?t=msg&th=41098&start=0&>

The changes made in 4.3 RC2 can be seen here:

<http://www.renegadeforums.com/index.php?t=msg&th=41087&start=0&>

The changes made in 4.3 RC1 can be seen here:

<http://www.renegadeforums.com/index.php?t=msg&th=41078&start=0&>

Changes made since 4.3 RC4:

Fix to reset all sniper related things in the camera when the map starts. (to prevent some glitches related to being in scope mode when the game ends)

Some fixes to scripts by Jerad Grey.

Some fixes to scripts by dblaney1.

New tt.ini keyword ScriptZoneDebug that will make script zones visible in-game (useful for debugging purposes)

Fix an issue with certain global building announcement sounds not playing correctly.

Fix an issue where certain features are passing a 3D sound to one of the 2D sound commands and its not playing properly.

Re-use the existing engine sound when Set_Model is called on a vehicle.

Run the volume calculation when a sound first plays to fix popping and clicking that can sometimes occur (most notably with weapon sounds)

Make sure if you update your server you have the latest always3.dat, C&C_Field.mix, C&C_Complex.mix and anticheat.ini (they haven't changed since 4.3 RC4 though)

Anyone wanting to test the client build can download

<http://www.tiberiantechologies.org/files/launcherqa.zip> and run that launcher to get the update

Anyone wanting to test the server bits can download

<http://www.tiberiantechnologies.org/files/server-4.3rc5.zip>

Anyone wanting to test the tools can download

<http://www.tiberiantechnologies.org/files/tools-4.3rc5.zip>

Anyone wanting the source code can download

<http://www.tiberiantechnologies.org/files/source-4.3rc5.zip>

The source changes since 4.3 RC4 are in

<http://www.tiberiantechnologies.org/files/source-diff-4.3rc5.diff>
