This is a list of all the changes we have made since scripts 4.3 was released:
* Restore stock turret behavior. Turrets no longer face the origin of the map on creation and no longer rotate when a vehicle is empty unless it is controlled by AI.
Reworked netcode was added to make the original behavior no longer have client side lag like it did in the original game.
* New and improved scripts from dblaney
* Remove some code from danpaul's AI scripts that is no longer needed as a result of the turret improvements
* Update ra_base_defense to face the location for the entire duration of the idle timer
* New and improved scripts from Jerad
* Reduce latency substantially on vehicles by fixing a bug in the client side latency interpolation code.
* New engine calls Force_Orientation_Update and Force_Orientation_Update_Player to force the orientation of a vehicle to a specific direction over the network.
* Small improvement for jumping latency.
* Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.
* Reduce issues with explosions not appearing on large games, and the repair guns beam from becoming straight and some other things not appearing properly.
* Fix the ignore tracking flag for ammo definitions to work correctly.
* Fix a few bugs in the graphics code
* Fix some bugs related to attaching to a bone
* New engine call Create_2D_Wave_Sound_Cinematic_Player
* New engine calls Force_Turret_Update and Force_Turret_Update_Player call to force objects to instantly set their turret facing and tilt to the specified facing/tilt.

The plan is to release a 4.4 RC1 release sometime in the near future although I dont know exactly when it will happen.