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Subject: Scripts progress update

Posted by [jonwil](#) on Tue, 28 Nov 2017 00:33:01 GMT

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Here are the changes since Scripts 4.5 Update 1 was released:

Make the DrawDistance keyword work per-map

Fix an exploitable bug in the anti-cheat (details not disclosed for obvious reasons)

Fix some issues where alt-tabbing causes things to not work properly (e.g. weapon switch keys)

Add new engine calls `Get_Pathfind_Distance` and `Get_Pathfind_Distance`.

Improvements to the display selection stuff in `wwconfig`

No I dont know when the new build will be out but in light of the hole in the anti-cheat (that I wont be disclosing any more details about for obvious reasons) my plan is to have something out sooner rather than later.

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