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Subject: Scripts 4.0 FAQ

Posted by [archerman](#) on Mon, 15 Nov 2010 16:42:33 GMT

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i think an faq for scripts 4.0 is required to clarify some points about the project. here are my questions:

1-when is it going to be released? (dont flame pls)

2-are the system requirements going to change with scripts 4.0?

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Subject: Re: Scripts 4.0 FAQ

Posted by [StealthEye](#) on Mon, 15 Nov 2010 16:50:04 GMT

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1. As soon as possible. I can't give you any more details; I don't know about an exact release date either.

2. No. We intend not to change anything that requires significantly more computing power. For the shader functions etc. you may need better hardware, but you can always leave those disabled. The only requirement we added is that TT no longer works on Windows 2000.

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Subject: Re: Scripts 4.0 FAQ

Posted by [EvilWhiteDragon](#) on Mon, 15 Nov 2010 17:29:12 GMT

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StealthEye wrote on Mon, 15 November 2010 17:501. As soon as possible. I can't give you any more details; I don't know about an exact release date either.

2. No. We intend not to change anything that requires significantly more computing power. For the shader functions etc. you may need better hardware, but you can always leave those disabled. The only requirement we added is that TT no longer works on Windows 2000.

The requirement is basically XP or higher, but I guess everyone can run that nowadays.

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Subject: Re: Scripts 4.0 FAQ

Posted by [a000clown](#) on Mon, 15 Nov 2010 22:27:38 GMT

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2 - Also on the server side Linux support has been dropped, but most players won't care about that.

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Subject: Re: Scripts 4.0 FAQ

Posted by [Tunaman](#) on Mon, 15 Nov 2010 23:10:26 GMT

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sad day

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Subject: Re: Scripts 4.0 FAQ

Posted by [jonwil](#) on Tue, 16 Nov 2010 03:34:59 GMT

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To further clarify, scripts hasnt worked on Windows 2000 since the release of scripts 3.0 when shaders.dll was first added.

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Subject: Re: Scripts 4.0 FAQ

Posted by [jonwil](#) on Tue, 16 Nov 2010 04:01:04 GMT

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I cant give a release date but I can tell you we are working hard towards a beta. We are still working on some issues related to crashdump collection (i.e. making it easier for people to submit crashdumps to TT), some issues in the resource downloader (auto-map-downloader) and some other things.

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Subject: Re: Scripts 4.0 FAQ

Posted by [GraYaSDF](#) on Tue, 30 Nov 2010 19:21:32 GMT

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I like XP support, thanks.

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Subject: Re: Scripts 4.0 FAQ

Posted by [Gen\\_Blacky](#) on Tue, 30 Nov 2010 19:48:01 GMT

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a000clown wrote on Mon, 15 November 2010 16:272 - Also on the server side Linux support has been dropped, but most players won't care about that.

maybe with whine it will work i have lfd's working with new scripts and renegade resurrection.

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Subject: Re: Scripts 4.0 FAQ

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Posted by [EvilWhiteDragon](#) on Tue, 30 Nov 2010 19:56:30 GMT

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Gen\_Blacky wrote on Tue, 30 November 2010 20:48a000clown wrote on Mon, 15 November 2010 16:272 - Also on the server side Linux support has been dropped, but most players won't care about that.

maybe with whine it will work i have lfd's working with new scripts and renegade resurrection.

Good luck trying, we won't take any responsibility when it does not work with wine.

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Subject: Re: Scripts 4.0 FAQ

Posted by [Gen\\_Blacky](#) on Tue, 30 Nov 2010 19:57:56 GMT

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EvilWhiteDragon wrote on Tue, 30 November 2010 13:56Gen\_Blacky wrote on Tue, 30 November 2010 20:48a000clown wrote on Mon, 15 November 2010 16:272 - Also on the server side Linux support has been dropped, but most players won't care about that.

maybe with whine it will work i have lfd's working with new scripts and renegade resurrection.

Good luck trying, we won't take any responsibility when it does not work with wine.

no harm in trying lol probably very small chance it will work.

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Subject: Re: Scripts 4.0 FAQ

Posted by [StealthEye](#) on Tue, 30 Nov 2010 23:00:34 GMT

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Well, I managed to get the Renegade client working with wine once... So I guess it should be possible. The performance was horrible though, so that may be a problem. But yeah, you can always try.

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