Subject: Scripts 4.0 progress update
Posted by jonwil on Fri, 10 Feb 2012 01:27:24 GMT
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This is a list of the things we have done since the release of Scripts 4.0 Beta 3:
Fix some message strings in the Swap plugin
Fixed application data folder location for external tools.
Fixed bug where the FDS file path in paths.ini was not used.
Fix some issues with particles
Fix visible "Post Processing Detail" label
SeperateRemoteC4Limit flag in svrcfg_cnc.ini to allow for optional separate remote C4 limit. Add console command to set the limit.
Slightly improve level load times.
Support for FXAA.
Add support for changing texture filter ingame.
Fix messages in crate plugin.
Fix C4 output in messages to display the type of C4.
Fix crash in spectate plugin.
Fix one issue causing some weapons to be set to "unlimited ammo" on 4.0 clients when they should not be (there are still other ammo issues on our todo list)
Remove broken ObjectsFilename keyword from ssgm.ini (it will be replaced with a keyword in tt.cfg that does the same thing, i.e. overrides the objects.ddb filename used on the server for maps that don't have per-map objects filenames set)
Fix that should stop wheels spinning too fast.

Subject: Re: Scripts 4.0 progress update
Posted by Omar007 on Fri, 10 Feb 2012 18:15:19 GMT
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Thanks for the update

Subject: Re: Scripts 4.0 progress update
Posted by liquidv2 on Fri, 10 Feb 2012 19:33:04 GMT
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those are all very good things
the one that makes me happiest is the c4 limit being fixed

any news on the serverside screenshake removal / reduction option? you would make countless players oh so happy

Subject: Re: Scripts 4.0 progress update

Posted by jonwil on Thu, 16 Feb 2012 01:43:14 GMT

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More changes
New keyword in tt.cfg for setting the server objects.ddb filename globally
Fix an issue where 3.4.4 client on 4.0 server results in vehicles getting infinite ammo
Fixed bug where the chat dialog autocompletion could cause a crash