
Subject: Tiberian Technologies Releases TT Scripts 4.2

Posted by [jonwil](#) on Thu, 18 Jun 2015 12:47:09 GMT

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Tiberian Technologies is proud to announce the release of TT Scripts 4.2. With StealthEye and the other BlackIntel guys no longer working on this project, Jerad2142 and Whitedragon stepped up along with myself, Danpaul88 and Saberhawk to create the best scripts version to date. It includes many bug fixes and desirable features. Here is a condensed list of changes in this release (from 4.1):

Client side support for reviving dead buildings.

New console commands `revivebuildingbytype`, `revivebuildingbypreset`, `revivebuildingbyname`, and `revivebuildingbyid`, and new engine function `BuildingGameObj::On_Revived` that support building revival.

New engine call `Grant_Weapon` which grants an object a weapon without needing a powerup.

New engine call `Get_Animation_Target_Frame` that gets the target frame of an animation which is generally the "end frame" passed to `Commands->Set_Animation`.

New scripts for TSR Veterancy work `JFW_Deployable_Vehicle`, `JFW_Veteran_Weapon`, `JFW_Veteran_Weapon_Deploy`, `JFW_Veteran_Armor`, `JFW_Veteran_Armor_Deploy`, `JFW_Mech`, `JFW_Deployable_Mech`, `JFW_Veteran_Help_Text`, `JFW_Limited_Jetpack_Timer`, `JFW_Veteran_Model`, `JFW_Veteran_Custom`, `JFW_Veteran_Weapon_NoSwitch`, `JFW_Veteran_Weapon_Switch` (unless you are working with `dp88_veterancyUnit` you dont want these scripts)

New scripts `JFW_Ion_Storm_3`, `JFW_Sabotage_Beacon_Layer`, `JFW_Sabotage_Beacon_Zone`, `JFW_Sabotage_Beacon`.

Various changes (new scripts, bug fixes, improvements) to Jerads scripts

Add a new mix file creating function `BuildMixFile` to `MixFileFactoryClass.cpp` (its loosely based on what `makemix.exe` does and was written as part of some "mix file patcher" code I wrote for the new launcher the APB guys are doing)

Players will no longer get stuck in ghost collision after exiting a ladder.

Players will now detonate proximity C4 while on ladders.

New engine calls `Lock_Soldier_Collision_Group` and `Unlock_Soldier_Collision_Group` which locks which collision group a solder will use or clears the lock.

Add new `SoldierFlySpeed` setting under "global settings-general" in LE that will allow you to have

a different speed for flying infantry than the default running speed (just as with walking speed and crouch speed)

New engine calls `Set_Object_Visibility_For_Player` and `Set_Object_Visibility` which allow you to have per-player visibility for objects (`Set_Object_Visibility_For_Player` sets the visibility for just one player, `Set_Object_Visibility` sets it for all players)

Make `Isdview` work again

Fix player names sometimes not being visible when a player first joins a game.

Fix a crash caused when a refinery building controller class is deleted but the harvester still exists (this only happens on map shutdown/game exit, not when the refinery building itself is destroyed)

Fix some issues related to the downward tilt that happens when you reload (including an issue where you could shoot the ground if you are holding down the fire button when your reload completes)

Add a fix to vehicles so that vehicles set up with projectile physics (used for certain special things in Tiberian Sun Reborn) will correctly stop moving when they are thrown to the ground

Make the `UseExtraPTPages` `tt.ini` setting usable in the per-map `tt.ini` files.

Add a new engine call `Get_Damage_Is_Explosion` that will return true if the damage is coming from an explosion, false otherwise.

A bunch of fixes to bugs and issues in various `dp88_xxx` scripts

New script `dp88_CreateAttachedObject`

New script `JFW_Vehicle_Crate`

Fixes to `JFW_Medic_Beacon`

Fixes to `JFW_Per_Preset_Visible_Person_In_Vehicle`, `JFW_Per_Preset_Visible_People_In_Vehicle` and `JFW_Per_Preset_Visible_Multiple_People_In_Vehicle` so that the visible person objects will be properly made invisible if the vehicle is stealthed.

Fix to `Reborn_IsMech` so that when certain units are being delivered, the legs don't animate

Remove some obsolete scripts created by Saberhawk.

New script `SH_ResetDoorKeysOnCreated` which will let you clear out the door keys held by a soldier when they re-spawn and issue them with specific keys.

Add a "Lock Vehicle Camera To Turret" checkbox to `wwconfig.exe`

New engine call `Change_String_Player` which changes a specific strings.tdb entry for a specific client (the string table reloads on map change so the changed strings get reset)

New engine call `Force_Position_Update` which forcibly updates the position of an object for all clients.

Fixes to ring and sphere primitives (this fixes glitches with the ion cannon animation for example)

Add special logic so that objects of type "simple" with "projectile" physics get their position and velocity sent over the network (allows you to have scripts that "throw" something like it was a piece of C4 and have the projectile code handle flying through the air and landing)

New scripts `JFW_EMP_Mine_Manager_2` and `JFW_Spawn_Projectile_Death`.

Fix a bug with Superweapon building controllers

Fix some issues with special-case code for bump-maps so that they get loaded identically to stock again.

New engine call `Get_Random_Pathfind_Spot` which is used to find a random spot via the pathfinding code

Fix a crash caused when an AI soldier enters a vehicle

New engine call `Set_HUD_Help_Text_Player_Text`

Re-read the team names from strings.tdb on map load (that way maps with custom strings files that change the team name will work properly)

Small fix to some texture mapper related code

Add a change such that putting "Prelit=false" into the user text of a mesh will cause the default "bumpmapped meshes don't get vertex solve" code to not run (i.e. you put it there if you know that you have the right settings on your bumpmapped mesh and it wont screw up when you run vertex solve on it)

Fix an issue with the text in w3dviewer.exe

New scripts `JFW_Medic_Beacon` and `JFW_Medic_Beacon_Layer`

Fix so that the per-map ini files work correctly if you are using the -map command line option to load the map

New script `JFW_Ion_Storm_2`

Fix some sound related issues with `JFW_Ion_Lightning`, `JFW_Vehicle_Weapon_Switcher`, `Reborn_IsDeployableMech`, `Reborn_IsDeployableTank`, `Reborn_IsDeployableTank_2`, `Reborn_IsDeployableTank_3`, `Reborn_IsDeployableTank_4` and `RA_Ore_Truck_2`

Removed "This build of Renegade is out of sync with the strings database (strings.tdb). Strings will be incorrect and may cause the game to crash." warning message as the reason the warning existed no longer matters.

Fix crash if the game tries to spawn a soldier and cant find a spawner for them (e.g. if you do "team 1 -3" since no team -3 spawner exists)

Fix some cases where gun turrets on certain SP maps (the big one on M03, the ones near the research center on M08 and all the turrets on M10) were starting out pointing at the 0,0,0 of the map instead of the correct direction that they should be pointing

Fix to the mutant hijacker script so you cant hijack a vehicle that is currently deploying or undeploying

Fix so that weapon reloading properly syncs to all clients over the network (including manual reloading by pressing the reload key)

Fixes to code for vehicle AI (this affects all ground vehicles as well as the gunboat in the third mission and anything else that doesn't have an "aircraft" vehicle type)

Un hard-code the colors used for the win text on the multiplayer win screen dialog via new hud.ini keywords WinScreenGDIColor and WinScreenNodColor

New scripts JFW_Spawner_Delay and JFW_Per_Preset_Visible_Multiple_People_In_Vehicle.

Fix so that EntryHelpMessage setting on vehicles only displays for the player that entered the vehicle (a bug was causing it to display for everyone)

Fix a bug with the sound volume for movies played via the "movie options" dialog

Fixes to Reborn_IsDeployableMech

Custom per-map load-screen support (now you can have a completely different loadscreen for your map with different text placement and everything). Players with an older scripts build that doesn't have this feature will simply get the stock loadscreen.

Per-map sky color overrides (so you can have different sky color/tint on your map, say, a red tint for a Mars map or whatever). Players with an older scripts build that doesn't have this feature will simply get the stock sky colors.

New engine call Set_HUD_Help_Text_Player that displays a string as the "HUD Help Text" (the text that appears in the middle of the screen in single player). Yes it does send over the network properly.

New script JFW_Set_HUD_Help_Text_Player that uses the new engine call

Fixes to w3dlib.dll and altmat.exe.

Fix a typo related to loading some registry settings

Changes so that stuff flying in when purchased via AirFactory objects cant be shot whilst its flying in.

Fix so that objects with their collision mode in LE set to "KILL" work correctly.

Extra debugs for detecting certain kinds of network issues including packets that are too large.

New settings under "Global Settings - C&C Mode Settings" that let you have different EVA sounds for power offline (you can now have one that plays for Nod when Nod power goes offline, GDI when Nod power goes offline, Nod when GDI power goes offline and GDI when GDI power goes offline)

New collision group DEFAULT_AND_SOLDIER_ONLY_COLLISION_GROUP which collides only with DEFAULT, SOLDIER and SOLDIER_GHOST.

Fix to some issues with certain kinds of texture mappers not rendering properly.

Fix some glitches with damageablestatic physics objects

Fix an issue that can be caused if you have a TT package containing a dazzle.ini file.

Fix some issues with fog.

Improve the way NavalFactoryGameObj detects objects blocking the spawn point (it now does it more like VehicleFactoryGameObj)

Fix some issues with pathfinding where it wasn't correctly loading certain pieces of pathfinding data.

Changes to make Commands->Set_Is_Rendered work over the network for things other than vehicles (it always worked for vehicles). Naturally both client and server need 4.2 for this to work.

Fix an issue where the muzzle flash on a vehicle can screw up if its model or weapon is changed.

Fix an issue with Commands->Set_Obj_Radar_Blip_Color so it works properly

Changes so that spies will always appear on radar with the color of the player object regardless of which team the player is on.

Fix so that the "battle info" dialog box displays the correct harvester health on the client. Also fixes the vehicle limit to correctly account for the harvester.

Fix an issue where Commands->Create_2D_Sound and Commands->Create_2D_WAV_Sound can cause a crash in certain circumstances.

Add a new keyword to server.ini, DisableLogs which disables writing to the normal server log file (useful if you are using SSGM or something and handle the log info some other way)

Fix an issue where if a soldier is destroyed (e.g. via suicide, team change or leaving the server) and the soldier was in a vehicle, certain objects weren't being properly destroyed.

Fix an issue with certain dialogue that soldiers say (it was mixing up the sounds for "I got shot by friendly"/"I got shot by enemy" and "I got killed by friendly"/"I got killed by enemy")

Improve the randomness of spawn point selection.

Improve certain math functions to use SSE (makes it slightly faster)

Remove code that generates sysinfo.txt (it couldn't detect modern hardware)

Some fixes to the special Mendoza and Raveshaw boss objects.

Fix an issue with movies in single player causing a crash

Fix an issue with the single player EVA map dialog causing a crash

Added a change so that homing weapons won't target objects that are immovable (that is, anything whose physics type isn't MoveablePhys and that isn't stuck to another object via Attach_To_Object_Bone)

Fix an issue with radar in single player

Fixes to vehicle dazzles to make them work like stock

Code to make the volume of movies (startup movie and mission movies) reflect the setting of the "cinematic" slider in the config options.

Improve the randomness of the team remix code

New TargetingRange field on Ammo definitions that defines the targeting range (independently of the weapon range). If its set to the default (or not set at all) it will use the normal weapon range.

Add a cooldown timer to SH_UndergroundVehicle.

Add new custom CUSTOM_EVENT_BUILDING_REVIVED which is sent when a building is revived (to allow any scripts to do things they need to)

Fix RA_MAD_Tank_Devolved so it properly destroys the tank when its set off.

New script Reborn_IsDeployableTank_4

Various fixes to deployable vehicle scripts

Various fixes to the obelisk and AGT scripts including fixes so they wont target AI harvesters.

Fix an issue with JFW_Spawn_Zone_Created, JFW_Custom_Spawn_Zone, dp88_Ore_Field, dp88_buildingScripts_functionSpawnTeamZone, dp88_buildingScripts_functionSpawnZone, dp88_conquestControlZone, JFW_Vehicle_Zone and JFW_Building_Zone_Controller where the zone rotation value was being interpreted as radians instead of degrees.

Restore M00_BuildingStateSoundSpeaker and M00_BuildingStateSoundController so they work like stock.

Add an error message to JFW_Turret_Spawn_3 for if the turret object cant be spawned.

New script JFW_Time_Remaining_Sounds_2 which is just like JFW_Time_Remaining_Sounds except per-team

New script JFW_Repair_Complete_Sound which will play any time the health or shield strength of the object goes below 100% then comes back to 100%.

Fixes to JFW_Time_Remaining_Sounds/JFW_Time_Remaining_Sounds_2 so that they play the sounds properly if the time remaining is changed. Note that each sound will play only once even if the time remaining is increased to the point where the sound would have played again.

Change JFW_Attack_Location/JFW_Attack_Object so that they will only immobilize the vehicle if the speed parameter is zero.

New script JFW_Airstrike_Cinematic which basically spawns a cinematic at the location of the object JFW_Airstrike_Cinematic is attached to on receiving a specific custom.

New script JFW_Ion_Storm_Weather_2 which is able to store the old weather settings before the ion storm starts and restore them after its finished.

New script JFW_Spy_Disguise_Target which, when shot with a specific warhead, changes the model of the thing that did the shooting to the model of the object with JFW_Spy_Disguise_Target on it. Its intended so that spies can "target" specific infantry units to disguise themselves as that unit.

New script JFW_Warhead_Custom which sends a custom when hit with a specific warhead.

Fix an issue with RA_Gap_Generator_Vehicle not correctly displaying the shroud when you first enter the vehicle.

Fix a bug with vehicle name display

New engine call Seconds_To_Hms which converts a value in seconds to hours/minutes/seconds.

Constructions yards and various scripts will now treat simple objects with the encyclopedia type "Building" as buildings.

Changed default private message color to light blue.

Change the mlist console command so it displays all the maps if you don't pass any parameter.

Hide dazzles on stealthed vehicles.

Make the NoPowerCostMultiplier and BuildTimeDelay tt.ini keywords usable in the per-map tt.ini files.

Add tt.ini keywords (usable in the per-map tt.ini files like the rest of the sidebar stuff) for per-team sidebar sounds.

Fixes to how the time limit/time remaining changes get sent over the network so they work better.

Add a GetTTRevision engine call to get the current build number (the one displayed on the main menu or by the sversion console command) from scripts.

Add engine calls Get_Clouds, Get_Lightning, Get_Wind, Get_Rain, Get_Snow, Get_Ash that do exactly what they say.

Add an Update_Game_Options engine call to force sending new game options if they have been changed.

Add a new engine call Update_Network_Object_Player which is just like Update_Network_Object but per-player.

Improvements to the way we detect a missing d3dx dll

Some fixes to AI code used for VTOLs.

Fix some issues in various pieces of saveload code.

New script JFW_Per_Preset_Visible_People_In_Vehicle.

New Find_Observer function on ScriptableGameObj.

Fix so that dead soldiers wont collect powerups

New CanRefill flag on soldiers that determines if a soldier can use refills or not. This only works for the sidebar and should not be turned off if your mod/map/etc uses the normal PT dialogs.

Fix gamespy master server addresses to point to the new community-run GSA clone now that the official ones are gone.

New GDIPurchaseReportID and NodPurchaseReportID on vehicles, these strings (and associated sounds) will be played on vehicle purchase.

New CanRepair flag on vehicles, determines if Repair Bay objects (and various repairing scripts)

can repair the vehicle or not.

New EntryHelpMessage and EntryHelpMessageColor values on vehicles, if this is set then the message will be displayed in the center of the screen when the vehicle is entered. Intended for help messages like "press Q to deploy this vehicle".

New flag ApplySurfaceEffectDamage on vehicles which makes vehicles take surface effect damage.

New flag DisableSurfaceSounds on vehicles which turns off track/wheel sounds for the vehicle.

New Check_If_On_Surface function on vehicles to let you check if a vehicle is touching a given surface type.

New flag on Physical objects in LE, IgnoreForTracking. Turn this on and the object will be ignored for tracking purposes even if it would otherwise not be.

Clear out the texture set by the Set_Info_Texture engine call on map load.

Fix an issue where AI units being told to move to the same point they are already at could act weirdly (this was noticeable with the helicopter in the tiberium meteorite room on the dam mission)

Fix a case where an object being resized by the engine could result in the game entering an infinite loop

Change infantry head turn logic so that it now stores the bones per-infantry instead of globally (fixes the case of objects with custom skeletons)

Add support for a "C HEADT" bone that the engine will treat like the "C HEAD" bone but which is also a valid target bone.

New script dp88_customPointsPercentage

New script JFW_Object_Spawn

Fix a crash in Create_Effect_All_Stealthed_Objects_Area

Fix missing sun dazzle

Some improvements to the in-game chat logic

Fixes for a number of netcode issues

There are also a whole bunch of other bug fixes, far too many to list here.

Players already running TT should automatically receive this update when launching the game. If for some reason you don't, or need to install for the first time, visit the download page. Server owners will need to update appropriately depending on what they're running. Per what

WhiteDragon has said, Dragonade 1.8 will fully work with this release. Server-side code authors who need to update their code can get the new source code from the download page. Mod authors can also get the latest tools archive (including all the latest bug fixes) from the download page.

Where will we go from here as far as Renegade is concerned? It's hard to guarantee anything at this point, but improving the keyhook system is one thing on our radar. And of course fixes for any bugs that pop up (or any new cheats that may appear)

Thanks to all the testers, coders, and players that still support us and Renegade after all this time and to all those who helped make 4.2 possible.

<http://www.tiberiantechologies.org>

<http://www.tiberiantechologies.org/wiki>

http://www.renegadeforums.com/index.php?t=thread&frm_id=52

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2

Posted by [Jerad2142](#) on Sun, 28 Jun 2015 20:32:28 GMT

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The news topic on the tt page should be updated to talk about the 4.2 release I think.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2

Posted by [YesNoMayb](#) on Sat, 15 Oct 2016 15:35:21 GMT

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Out of curiosity, what did you do to the Raveshaw and Mendoza fights? I finally beat the game last summer after you released 4.2 and I want to know what was different before this patch.

Subject: Re: Tiberian Technologies Releases TT Scripts 4.2

Posted by [Jerad2142](#) on Mon, 17 Oct 2016 01:22:35 GMT

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YesNoMayb wrote on Sat, 15 October 2016 09:35 Out of curiosity, what did you do to the Raveshaw and Mendoza fights? I finally beat the game last summer after you released 4.2 and I want to know what was different before this patch.

After 4.0 released they were crashing, we fixed what had been broke (Single player had tons of issues after the first 4.0 release).
