
Subject: Tiberian Technologies announces scripts 4.3

Posted by [jonwil](#) on Sat, 05 Nov 2016 09:20:58 GMT

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I would like to announce that the first test build of scripts 4.3 will be release to Renegade players soon. We are just waiting on a few final bug fixes and then I will be releasing the test build.

I would like to thank Jerad Grey, Daniel Blaney and WhiteDragon for their contributions to 4.3 (If I missed anyone else who contributed to 4.3, sorry)

Changes since 4.2 update 4:

- * Fix some issues with the way position and targeting data is sent over the network for some objects.

This change fixes the issues with turrets missing shots clientside especially if they are aiming up towards the edge of the map. It also fixes vehicles that leave the map extents from rubberband glitching. They now sync properly like soldiergameobjs do. This change allows ballistic weapons to now work correctly over the network as well.

- * Add fixes so that you no longer get a bunch of messages about dead buildings/units in the chat box when you first join the game.

- * Add support for a per-map cameras.ini file. This is named e.g. C&C_City_cameras.ini or whatever for your map. It is to be a copy of the normal cameras.ini with whatever extras you want to add. Like the normal cameras.ini, it is checked by the anti-cheat.

- * Add a fix so that if you mouse over/target a stealth unit, your target box no longer disappears (people were using it as an "exploit" to find stealthed units which was unfair)

- * Add stuff to prevent people from spamming radio commands and chat messages. Unlike the way stock renegade did this, this fix is server-side and players cant use hacks to defeat it.

- * Make it so that the HUD is not affected by Set_Screen_Fade_Color/Set_Screen_Fade_Opacity

- * Changes to allow the max health and max shield strength to go as high as 10000 (previously the limit was 2000). Note that if there are players not running 4.3, things may not work properly here for objects with max health/max shield strength greater than 2000 due to netcode backwards compatibility issues.

- * If you put ResumeRotation=true in server.ini, it will store the current position in the rotation into a file called resumerotation.txt and re-load it again when the FDS starts (this is so it can resume the rotation if the FDS crashes or is shut down for some reason)

- * Improvements to the Stop_Timer and Stop_Timer2 engine calls so they wont crash if called from inside a Timer_Expired function.

- * Fix so that the killed explosion for soldiers displays properly.

- * Add new console commands called EVAP/EVAT/EVAA. These work exctly like SNTP/SNDT/SNDA except the sound is played using the "dialog" volume setting in the config rather than the "sound effects" volume.

- * Fix some issues with the output of Player_Info that were causing an issue if the player has a negative score.

- * Add some features to clean up the stored map downloads (Daniel Blaney wrote these and knows more about why they exist, how to use them etc so I will let him explain)

- * Fix so that the correct building icons will display on the purchase terminals when you access the "secret" vehicles/infantry pages.

- * The /host command in the in-game chat box will now work correctly on a dedicated server.

- * Fix it so that you cant use console commands/engine calls that change the time limit/time

remaining when the score screen is displayed (before it used to crash when doing that)

- * Change so that the chat hook, host hook, refill hook, player join hook, load level hook, pre load level hook, think hook, game over hook, radio hook, stock damage hook, TT damage hook, console output hook and player leave hook can be set multiple times and the hooks will all be called (before, if you registered any of these hooks the previously set hook would get overwritten)
- * Some fixes to make radio commands work properly in LAN again.
- * Add a field to weapon definitions that lets you override the animation set used for weapons.
- * Add a field to ammo definitions that lets you override the preset used when a C4 is thrown (the default is "Tossed C4" but you can override it on a per-ammo basis now)
- * Add a field to ammo definitions that lets you disable the "ammo definitions with a velocity greater than 400 are treated as instant-firing" thing
- * A fix to various obelisk scripts so they will use a "target" bone if it exists)
- * Add a new engine call Set_Background_Music_Player_Offset that is just like Set_Background_Music_Player except it lets you specify the starting position within the audio file to begin playing from.
- * Add a new engine call Set_Camera_Player that lets you change the camera profile a player is currently using (this should only be used when players are inside a vehicle)
- * A bunch of changes to various scripts Jerad Grey wrote.

Subject: Re: Tiberian Technologies announces scripts 4.3
Posted by [sla.ro\(master\)](#) on Sat, 05 Nov 2016 10:19:09 GMT
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awesome

Subject: Re: Tiberian Technologies announces scripts 4.3
Posted by [Goztow](#) on Sun, 06 Nov 2016 08:33:36 GMT
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Great! Thanks a lot!

Subject: Re: Tiberian Technologies announces scripts 4.3
Posted by [liquidv2](#) on Sun, 06 Nov 2016 13:01:16 GMT
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The reticle glitch is finally stopped after all these years - very cool

Subject: Re: Tiberian Technologies announces scripts 4.3
Posted by [YesNoMayb](#) on Sun, 06 Nov 2016 23:37:05 GMT
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The last time I played there was still that problem with the remotes where I would still have a remote showing in my remote counter after I threw 2. It didn't happen all the time but when it did it was annoying.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblanky1](#) on Mon, 07 Nov 2016 21:38:08 GMT

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YesNoMayb wrote on Sun, 06 November 2016 16:37 The last time I played there was still that problem with the remotes where I would still have a remote showing in my remote counter after I threw 2. It didn't happen all the time but when it did it was annoying.

Thats because c4 are handled server side. Sometimes the ammo amounts aren't the same on the client and the server.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [Starbuzz](#) on Thu, 10 Nov 2016 08:22:48 GMT

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^ yeah that's a pain.

great work TT team! Love the fixes.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [zunnie](#) on Fri, 23 Dec 2016 08:27:31 GMT

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Good news

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [Gen_Blacky](#) on Sun, 25 Dec 2016 09:08:12 GMT

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Thank you everyone for your continued dedication.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [ExEric3](#) on Thu, 29 Dec 2016 08:51:16 GMT

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Pedestal in GDI barracks on Field.mix doesnt work.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblancy1](#) on Fri, 30 Dec 2016 07:44:59 GMT

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ExEric3 wrote on Thu, 29 December 2016 01:51Pedestal in GDI barracks on Field.mix doesnt work.

Nothing change with the maps or anything to do with pedestal code. Not sure why its not working on your end.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [ExEric3](#) on Fri, 30 Dec 2016 09:36:28 GMT

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dblancy1 wrote on Fri, 30 December 2016 08:44ExEric3 wrote on Thu, 29 December 2016 01:51Pedestal in GDI barracks on Field.mix doesnt work.

Nothing change with the maps or anything to do with pedestal code. Not sure why its not working on your end.

Same in 4.2

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblancy1](#) on Fri, 30 Dec 2016 19:15:09 GMT

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ExEric3 wrote on Fri, 30 December 2016 02:36dblancy1 wrote on Fri, 30 December 2016 08:44ExEric3 wrote on Thu, 29 December 2016 01:51Pedestal in GDI barracks on Field.mix doesnt work.

Nothing change with the maps or anything to do with pedestal code. Not sure why its not working on your end.

Same in 4.2

Hmm, your right. I suspect this is actually an issue with the map itself missing the beacon zone. Was this map patched at some point in one of the TT releases? I can make you a fixed mix file real quick if you would like to put on your FDS.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblancy1](#) on Fri, 30 Dec 2016 19:40:43 GMT

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Heres a quick patched version of the mix with the LDD file fixed. The beacon zone for the

Barracks is fixed in it.

File Attachments

1) [C&C_Field.mix](#), downloaded 122 times

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [jonwil](#) on Sat, 31 Dec 2016 00:11:34 GMT

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How did you make the fix? Hex edit the .ldd file? Edit the .lvl file in LE (and if so where did you get the .lvl file from?)

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblancey1](#) on Sat, 31 Dec 2016 03:05:03 GMT

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jonwil wrote on Fri, 30 December 2016 17:11How did you make the fix? Hex edit the .ldd file? Edit the .lvl file in LE (and if so where did you get the .lvl file from?)

I used the Original singleplayer.zip Leveledit file and just copied the ldd file into the existing mix. If you have a better option for the lvl file I can apply it to that one. I will actually take a look at the original ldd file real quick and see if the zone is there at all.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [jonwil](#) on Sat, 31 Dec 2016 07:28:21 GMT

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I only ask since 4.x ships a new C&C_Field.mix file and I dont know who made the changes or what fixes that level file contains and I want to make sure we dont loose those earlier changes in the process of making this new change.

EDIT: It might have been Iran who made the fixes to Field since some Iran_XXX scripts are present on the map.

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblancey1](#) on Sat, 31 Dec 2016 07:43:14 GMT

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jonwil wrote on Sat, 31 December 2016 00:28I only ask since 4.x ships a new C&C_Field.mix file and I dont know who made the changes or what fixes that level file contains and I want to make sure we dont loose those earlier changes in the process of making this new change.

EDIT: It might have been Iran who made the fixes to Field since some Iran_XXX scripts are present on the map.

Ok, I will take a look at the iran fixed mix and see if theres anything i can do with it

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [shaitan](#) on Sat, 31 Dec 2016 15:53:51 GMT

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Why would someone modify a core map? That's one thing we do not mess with in Rencorner...so if someone's making changes it makes sense it's "broke" now. Back in November there were some complaints about Peds not working on Field/Islands(this one wasn't verified, but I'll find out for sure).

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [YesNoMayb](#) on Sat, 31 Dec 2016 18:41:16 GMT

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Yeah, I was doing my lone wolf nuke thing on Islands and I know for sure I placed the nuke on the ped and it didn't work. I was mad because at that point Nod was being destroyed. That had to've been before the version after 4.2 was released (the one that fixed the reticle glitch).

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [Gen_Blacky](#) on Sat, 21 Jan 2017 18:53:41 GMT

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If I remember correctly Iran added a bunch of death zones to all the maps so if you had like an apache on a non flying map (a map with no flying barriers) you would be killed if you went under the map. Likely he accidently deleted the Beacon zone on accident. Have you confirmed this yet dblaney? If everyone just noticed it recently it is probably code related whens the last time any changes to the maps where made?

Subject: Re: Tiberian Technologies announces scripts 4.3

Posted by [dblaney1](#) on Sat, 21 Jan 2017 22:55:51 GMT

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Why add death zones to those maps at all? I agree that we should revert the mixes on those

maps then. The only way you can get an apache on those maps anyway is through server side mods.

Its definitely not code related. Replacing the mixes with the original ones solves the issue.

Subject: Re: Tiberian Technologies announces scripts 4.3
Posted by [Gen_Blacky](#) on Sun, 22 Jan 2017 00:27:12 GMT
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I agree.

Subject: Re: Tiberian Technologies announces scripts 4.3
Posted by [iRANian](#) on Sun, 22 Jan 2017 18:59:57 GMT
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I don't think I have ever done adding a kill zone to the bottom of the maps, maybe on one of them. I do know I added a bunch of them on Glacier_Flying because of all the Apache exploits.

Should be able to LevelRedit them right?

Another issue I see and I might have fixed by then are the buggy harvester paths on maps like C&C_Under (both team's Harvesters would run into each other and keep blocking each other) and C&C_Field where the GDI Harvester runs into the right side of the dumping bay for a few seconds after dumping.

I know I fixed the Pedestal zones because either after the fixing for the WF kill zone a bunch of them were too small and obviously didn't cover the whole Pedestal (which might have been done because of the original WF kill zone might have made zones larger in multiplayer game?).
