Subject: Scripts 4.3 RC5 is now available
Posted by jonwil on Thu, 16 Feb 2017 00:41:10 GMT

I would like to thank Jerad2142, Daniel Blaney and WhiteDragon for their contributions to 4.3 (If I missed anyone else who contributed to 4.3, sorry)

Please be aware that this hasn't undergone widespread testing yet and may contain bugs (that's why its posted here). Please do report any bugs you may find so they can be fixed before we launch this to all scripts 4.x players.

The plan is to fix any critical bugs that remain and then release 4.3 final in a few weeks (no fixed date has been set yet) so please give this lots of testing.

A new version of Dragonade that works with 4.3 is being worked on by WhiteDragon (or at least he said he was working on it)

The changes made in 4.3 RC4 can be seen here:
http://www.renegadeforums.com/index.php?t=msg&th=41101&start=0&

The changes made in 4.3 RC3 can be seen here:
http://www.renegadeforums.com/index.php?t=msg&th=41098&start=0&

The changes made in 4.3 RC2 can be seen here:
http://www.renegadeforums.com/index.php?t=msg&th=41087&start=0&

The changes made in 4.3 RC1 can be seen here:
http://www.renegadeforums.com/index.php?t=msg&th=41078&start=0&

Changes made since 4.3 RC4:
Fix to reset all sniper related things in the camera when the map starts. (to prevent some glitches related to being in scope mode when the game ends)
Some fixes to scripts by Jerad Grey.
Some fixes to scripts by dblaney1.
New tt.ini keyword ScriptZoneDebug that will make script zones visible in-game (useful for debugging purposes)
Fix an issue with certain global building announcement sounds not playing correctly.
Fix an issue where certain features are passing a 3D sound to one of the 2D sound commands and its not playing properly.
Re-use the existing engine sound when Set_Model is called on a vehicle.
Run the volume calculation when a sound first plays to fix popping and clicking that can sometimes occur (most notably with weapon sounds)

Make sure if you update your server you have the latest always3.dat, C&C_Field.mix, C&C_Complex.mix and anticheat.ini (they haven't changed since 4.3 RC4 though)

Anyone wanting to test the client build can download
http://www.tiberiantechnologies.org/files/launcherqa.zip and run that launcher to get the update

Anyone wanting to test the server bits can download
http://www.tiberiantechnologies.org/files/server-4.3rc5.zip
Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/tools-4.3rc5.zip
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.3rc5.zip
The source changes since 4.3 RC4 are in
http://www.tiberiantechnologies.org/files/source-diff-4.3rc5.diff

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Subject: Re: Scripts 4.3 RC5 is now available
Posted by iRANian on Thu, 16 Feb 2017 16:06:27 GMT
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Nice update.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by dblaney1 on Thu, 16 Feb 2017 18:33:13 GMT
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Yeah the sound stuff is really nice. Spent a lot of time (too much probably but its worth it) going through all the code of the audio stuff and figuring out why the volume level stuff was so messed up. I think I got almost everything perfect on it given the limitations of the audio engine. It was really messed up before I started working on it starting a few updates back. Same for the huge soldiergameobj improvements that were part of rc3/rc4.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by XD_ERROR_XD on Fri, 17 Feb 2017 12:16:15 GMT
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dblaney1 wrote on Thu, 16 February 2017 11:33Yeah the sound stuff is really nice. Spent a lot of time (too much probably but its worth it) going through all the code of the audio stuff and figuring out why the volume level stuff was so messed up. I think I got almost everything perfect on it given the limitations of the audio engine. It was really messed up before I started working on it starting a few updates back. Same for the huge soldiergameobj improvements that were part of rc3/rc4.

Could you tell me what was wrong with the weapon sounds and others? I don't recall such an issue currently, or i'm misreading the "popping and clicking" aprt.

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iuno if its related or being fixed before, but sound sometimes got messed up after playing 2 hours+

Subject: Re: Scripts 4.3 RC5 is now available
Posted by Jerad2142 on Fri, 17 Feb 2017 16:52:22 GMT
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XD_ERROR_XD wrote on Fri, 17 February 2017 05:16dblaney1 wrote on Thu, 16 February 2017 11:33Yeah the sound stuff is really nice. Spent a lot of time (too much probably but its worth it) going through all the code of the audio stuff and figuring out why the volume level stuff was so messed up. I think I got almost everything perfect on it given the limitations of the audio engine. It was really messed up before I started working on it starting a few updates back. Same for the huge soldiergameobj improvements that were part of rc3/rc4.

Could you tell me what was wrong with the weapon sounds and others? I don't recall such an issue currently, or i'm misreading the "popping and clicking" aprt.
I actually can't say I've ever noticed it either, I suspect it happens if you have windows sound setting up past 50 or maybe the game sound up high. Something along those lines I assume.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by dblaney1 on Fri, 17 Feb 2017 18:08:20 GMT
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No, it had to do with 3d sounds. If you were near the dropoff range of the weapon you could hear the sound play full volume for a split second everytime the weapons fired. (less noticeable if you have a really high framerate) The last update fixed a lot of other stuff regarding the sounds so this was just one last minor fix. Compare it to 4.2 and you'll notice a much larger difference. I'll try to make a comparison video at some point. It was really noticeable with sounds like the harvester engine sound when it would drive towards you, you would hear it at max volume until it hit the dropoff range.This was because it was only running the volume calculations inside the dropoff range but the culling system for sounds was using boxes. Keep in mind that this issue was fixed in 4.3 rc3 so you would have to test a version older than that or use 4.2 to see the glitch I am talking about. Its really noticeable on the obelisk charge sound as well. You would hear it full volume from real far away and then when you got closer it would suddenly get really quite which is when you entered the dropoff range. The red spot is where the full volume glitch would occur.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by Gen_Blacky on Fri, 17 Feb 2017 22:45:09 GMT
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Nice Updates.

dblaney1 wrote on Fri, 17 February 2017 11:08No, it had to do with 3d sounds. If you were near the dropoff range of the weapon you could hear the sound play full volume for a split second everytime the weapons fired. (less noticeable if you have a really high framerate) The last update fixed a lot of other stuff regarding the sounds so this was just one last minor fix. Compare it to 4.2 and you'll notice a much larger difference. I'll try to make a comparison video at some point. It was really noticeable with sounds like the harvester engine sound when it would drive towards you, you would hear it at max volume until it hit the dropoff range.This was because it was only running the volume calculations inside the dropoff range but the culling system for sounds was using boxes. Keep in mind that this issue was fixed in 4.3 rc3 so you would have to test a version older than that or use 4.2 to see the glitch I am talking about. Its really noticeable on the obelisk charge sound as well. You would hear it full volume from real far away and then when you got closer it would suddenly get really quite which is when you entered the dropoff range. The red spot is where the full volume glitch would occur.

I have noticed this a lot. I really noticed it when adding like the PT terminal bing sound for every PT. I spent a lot of time trying to manipulate the dropoff range.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by iRANian on Sat, 18 Feb 2017 08:31:40 GMT
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Image doesn't load, dblaney

Subject: Re: Scripts 4.3 RC5 is now available
Posted by dblaney1 on Sun, 19 Feb 2017 06:16:13 GMT
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iRANian wrote on Sat, 18 February 2017 01:31Image doesn't load, dblaney

How about now.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by iRANian on Sun, 19 Feb 2017 09:04:48 GMT
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Nope, still doesn't work

Subject: Re: Scripts 4.3 RC5 is now available
Posted by dblaney1 on Sun, 19 Feb 2017 17:25:54 GMT
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One last time.

Subject: Re: Scripts 4.3 RC5 is now available
Posted by ehhh on Sun, 19 Feb 2017 20:19:11 GMT
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got there in the end god bless

Subject: Re: Scripts 4.3 RC5 is now available
Posted by XD_ERROR_XD on Mon, 20 Feb 2017 09:07:09 GMT
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Hmm, I might actually remember this. But it's been too long to confirm. Either way, great job on the fix!

Subject: Re: Scripts 4.3 RC5 is now available
Posted by iRANian on Mon, 20 Feb 2017 21:19:45 GMT
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Works now