Subject: Scripts 4.6 Update 5 is now available
Posted by jonwil on Mon, 24 Dec 2018 22:15:48 GMT
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"I've Got a Present For Ya" - Havoc.
Tiberian Technologies is giving the community an xmas present in the form of Scripts 4.6 Update 5.

I would like to thank Jerad2142, Dghelneshi and dblaney for their contributions to 4.6 Update 5(If I missed anyone else who contributed to 4.6 Update 5, sorry)

Changes made since 4.6 Update 4:
Various improvements to Jerad's scripts.
Improve the way various log files are written to make writing faster by using Asynchronous IO.
Fix an issue where muzzles could be incorrectly detected as blocked.

If you are running 4.6 Update 4 (or any earlier version) you will be automatically updated to 4.6 Update 5.

People wanting a full installer, a server download or a tools download can find them on the Tiberian Technologies website (www.tiberiantechnologies.org) in the downloads section. (note that the full installer will install 4.6 but when you run the game/updater/whatever it will update to 4.6 Update 5 automatically.

People who need DA will have to wait for a compatible version of DA to be released (which should be fairly simple for someone to do given what's changed in the new version)

Subject: Re: Scripts 4.6 Update 5 is now available
Posted by Jerad2142 on Wed, 26 Dec 2018 15:32:21 GMT
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jonwil wrote on Mon, 24 December 2018 15:15
Improve the way various log files are written to make writing faster by using Asynchronous IO.

This is actually a massive improvement as previously the logger could cause lockups when loading lots of textures, in some instances long enough to disconnect people (especially if Antivirus was watching the log folder).

Subject: Re: Scripts 4.6 Update 5 is now available
Posted by ExEric3 on Wed, 26 Dec 2018 19:45:36 GMT
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Jerad2142 wrote on Wed, 26 December 2018 16:32jonwil wrote on Mon, 24 December 2018 15:15

Improve the way various log files are written to make writing faster by using Asynchronous IO.

This is actually a massive improvement as previously the logger could cause lockups when loading lots of textures, in some instances long enough to disconnect people (especially if Antivirus was watching the log folder).

And what about sfps drop due console output?

Subject: Re: Scripts 4.6 Update 5 is now available
Posted by ExEric3 on Sun, 30 Dec 2018 11:35:16 GMT
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Error - NetUpdateRate must be between 5 and 30 - aborting

Update it and allow it to 75.

Subject: Re: Scripts 4.6 Update 5 is now available
Posted by dblaney1 on Wed, 02 Jan 2019 14:52:28 GMT
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The sfps issue on console input is drastically improved in this update.

Subject: Re: Scripts 4.6 Update 5 is now available
Posted by ExEric3 on Thu, 03 Jan 2019 17:25:25 GMT
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dblaney1 wrote on Wed, 02 January 2019 15:52The sfps issue on console input is drastically improved in this update.

Really? BRenBot constantly scans for new player_info and here are results with more lines in console:

Tested on dedicated box with Intel Xeon E5-1245 v5.

File Attachments
1) really3.png, downloaded 854 times

[FrameTime] Worst frametime last second: 43.000ms, sfps = 63, target:
ExEric3: !fds player_info
[FrameTime] Worst frametime last second: 51.000ms, sfps = 58, target:

NE

Hyperion16

2) really2.png, downloaded 875 times

Warning - GDI Advanced Guard Tower under attack.
[FrameTime] Worst frametime last second: 17.000ms, sfps = 62, target: 16.000ms
ExEric3: lfds player_info
[FrameTime] Worst frametime last second: 45.000ms, sfps = 59, target: 17.000ms

Hyperion16

Master Control Terminal

NE

EVA

200

Credits: 27181

3) really.png, downloaded 872 times

ExEric3: !fds help
[FrameTime] Worst frametime last second: 33.000ms, sfps = 60, target: 17.000ms

Master Control Termina

Credits: 26578