Subject: Scripts 4.8 is now available
Posted by Unstoppable on Sun, 21 Jan 2024 21:50:43 GMT
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Scripts 4.8 is now available.

I would like to thank Jerad2142 and Unstoppable for their contributions to 4.8 (If I missed anyone else who contributed to 4.8, sorry).

Changes made since 4.7 Update 4:
New scripts by Jerad2142.
Implemented a new GameSpy broadcaster which replaces the old broadcaster. Read https://tiberiantechnologies.org/Docs/?page=Guide%20for%20GameSpy%20Protocol%20and%20New%20Broadcaster for details.
It is now possible to host GameSpy games on client. (via the "Host Game" button in GameSpy listing)
Added new engine call Reload_Level to reload the level.
Added new engine call Force_Client_Reload to forcefully reload clients.
GameSpy listing is now multi-threaded.
Team information in GameSpy server dialog is shown on top of player list.
Scriptable dialogs can be initialized for clients who didn't join the game yet. (For example, during connection acceptance)
Games that do not report their "gametype" as "ccrenegade" will be filtered out in GameSpy listing.
SPAWNVEHICLE, CHANGECHAR, GRANTWEAPON, SPECTATE, FLY and SETSPEED console commands can now be used in Campaign.
300 FPS limit is applied if VSync is enabled but refresh rate of the display can't be determined.
Various fixes to the "DisableConsoleOutput" server.ini keyword so the Console_Output hook remains functional.
Various fixes to the "LoadWaitTimeout" server.ini keyword so a WOL-mode server doesn't exit if server waits more than 15 seconds.
Various fixes to the Remote FDS feature so that it functions more stable.
Various fixes to the Server Operation dialog so that it closes and updates better.
Various fixes to the Print_Client_Console and Print_Client_Console_Player engine calls.
Fixes to the Take_Screenshot engine call.
Fixed a bug that would cause AI to not use elevators if an action involving the elevator was canceled.
Fix so PLIMIT, TIME and TIMEL commands can no longer be used by clients that are not host.
Fix so rotation does not go back a few maps before it's about to end when rotation was changed.

If you are running 4.7 Update 4 (or any earlier version) you will be automatically updated to 4.8.

People wanting a full installer (to install from scratch or to do a full reinstall), a server download or a tools download can find them on the Tiberian Technologies website (https://www.tiberiantechnologies.org) in the downloads section. Appropriate source code for 4.8 as well as the source files for the map fixes in 4.7 (which are the latest fixes we have) can also be found on the site.

People who need Dragonade will have to wait for a compatible version of Dragonade to be released.

This post was created for historical/archival purposes, as the mentioned version was released on 24/02/2023.
For the latest Dragonade, check the sticky posts in Mod Release forum.
[Taken from https://w3dhub.com/forum/topic/440292-scripts-48-is-now-available/]

Subject: Re: Scripts 4.8 is now available
Posted by Gen_Blacky on Thu, 22 Feb 2024 04:11:37 GMT
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:bigups: