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Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [EvilWhiteDragon](#) on Thu, 08 Dec 2011 14:07:15 GMT

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After three months since the first release of TT, we are very pleased to announce the release the third beta of scripts.dll 4.0! Almost all changes in this build are bugfixes or small user experience improvements. We have no complete change log, but our bug tracker includes most important changes. If you have beta 2 installed, the game will automatically install the update, but the new installer is also available if you have not yet installed scripts 4.0 or want to reinstall it.

Many thanks to everyone who helped testing beta 2 and reported bugs. Almost all changes between beta 2 and beta 3 have been made in response to one or more reports!

The list of changes for Beta 3:

Fix various ghosting issues

Add -map <mapname> command line option to automatically load a map in LAN mode on startup (good for easy testing)

Fix various issues causing input configuration to become corrupted or stuffed up or go wrong. (e.g. "I lost all my key settings and nothing is working")

Fix issue where you can shoot through vehicle logos

Fix memory leak on gameover

Add support for per-map settings in the CTF and crates plugins

Fix DisableExtraWeapons option in SSGM

Fix for a net-code issue that could happen if you have a large number of weapons

Various updates that should help improve FPS a little bit

Add support for loading an always3.dat

Ship a TT always3.dat containing the English language versions of the Core Patch 2 sound effects (nuke/ion countdown) and a fixed w3d file for the airstrip MCT to fix issues with that object

Make points distribution plugin not give points for objects that are neutral (i.e. not GDI or Nod)

Workaround for problem someone was having with lots of rundll32 instances appearing when they used TT

Fixed bug where vehicles could get money every frame when they ran over a crate when picking up crates with vehicles was disabled

Fix so the launcher displays better errors if it cant contact the TT update server (and also allow you to enter the game anyway even without the update check if you want)

Fix for some garbage pixels on the HUD

Thank you for understanding, and thanks again for participating in this beta and reporting any issues! And most of all, enjoy the new beta!

Links to the previous beta releases, with additional information:

[Beta 1](#)

[Beta 2](#)

Note to server owners: beta3 has changed slightly since the pre-release yesterday. You will have to update your files since that release. Please see the beta3 pre-release topic for details. We're

sorry for any inconvenience caused by this.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [StealthEye](#) on Mon, 12 Dec 2011 23:45:00 GMT

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We just put a hotpatch on the update system to fix the following issues:

- Game hangs when saving input configuration.
- Input configuration names get corrupted.
- A crash that occurred on some maps.

For server owners: there were no changes to the FDS, so there is no need to update your server.

Enjoy!

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [NACHO-ARG](#) on Tue, 13 Dec 2011 16:22:01 GMT

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thanks a lot man

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [iRANian](#) on Tue, 13 Dec 2011 18:07:51 GMT

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The hot patch system is awesome.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [Sean](#) on Sat, 24 Dec 2011 01:10:40 GMT

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I'm definitely seeing alot less ghosts since the latest patch. Seems like it's back to normal (stock rene).

Nice work.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [Renardin6](#) on Wed, 04 Jan 2012 15:15:08 GMT

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any chance to get reflecting water on a next patch?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [Generalcamo](#) on Wed, 04 Jan 2012 22:48:52 GMT

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With the aforementioned bugs with it, I don't think so. We might be surprised though.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [Ani](#) on Wed, 29 Feb 2012 00:19:09 GMT

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I might sound like a complete n00b, but I want to run a new server with 4.0 and SSGM, how do I go about installing the new scripts with SSGM? There doesn't seem to be a clear tutorial on how to do this now..

Thanks

P.S. Should I install CP2 before I do anything else on a fresh FDS install?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [EvilWhiteDragon](#) on Wed, 29 Feb 2012 08:06:36 GMT

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You could just download the TT server patch and optionally fixed maps and you should be all set.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 3!

Posted by [StealthEye](#) on Thu, 01 Mar 2012 18:42:44 GMT

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Also see the wiki: <http://www.tiberiantechologies.org/wiki/> There is some information on (new) configuration options there.

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