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Subject: Tiberian Technologies releases TT scripts 4.1RC2  
Posted by [EvilWhiteDragon](#) on Wed, 05 Feb 2014 22:28:54 GMT  
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For the past few years the Tiberian Technologies team worked their asses off to make Renegade as bugfree as possible, and today on BlackIntel's eight birthday we are happy to announce another iteration of that process. Scripts 4.1RC2 hereby goes into public testing to ensure we can release a final 4.1 shortly. Our private testing process has caught a lot of bugs and we are confident that 4.1RC2 is very stable. However, since our test team is small and has other occupations as well, we do want you, the public, to test it further before we call it a final release. The patch solves the following issues:

A large amount of bug fixes and stability improvements (including crash fixes)

Anti-cheat changes

Disable triggerbot detector since it was giving false-positives for people with touchscreens etc.

Add GBBO console command to get the current BBO value

Various rendering engine improvements (provides some FPS improvement)

Fix various memory leaks

Fix false positives in the file-hash anti-cheat (to do with files of the same name but different contents being in different maps)

Fix missing bullet hole decals on the back of certain meshes (e.g. GDI weapons factory glass)

Remove zlib1.dll (now linked directly into the code)

Remove a bunch of useless/obsolete scripts

Make alt-F4 quit the game when pressed

Make ban system ignore serials that are all 0s

Add new VehicleLockIcons keyword to ssgm.ini, when set it will disable the vehicle lock icons (but not the functionality)

Remove obsolete slave server logic (it was getting in the way of other changes we needed to make)

Move certain pieces of shared code to a new shared.dll file

Merge shaders.dll and tt.dll into bandtest.dll (this will make things slightly faster)

Fix so that lighting is properly applied to decals (no more super bright decals on certain maps)

Players that are already using a previous version of the Tiberian Technologies patch will automatically receive this fix through the update system. Others may download it from the Tiberian Technologies download page. Server owners must also visit the download page to install the new set of server files.

Coders working on SSGM and script should be aware that you will require Visual C++ 2012 in order to properly compile/work with scripts 4.1 (the Express Edition WILL work though)

Enjoy this release!

More information & websites

More information can be found at the following websites. We appreciate any questions, issues, or remarks on our official forums!

Official website: <http://www.tiberiantechologies.org>

Official wiki: <http://www.tiberiantechologies.org/wiki>

Official forums: [http://www.renegadeforums.com/index.php?t=thread&frm\\_id=52](http://www.renegadeforums.com/index.php?t=thread&frm_id=52)

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2

Posted by [Neijwiert](#) on Wed, 05 Feb 2014 22:52:22 GMT

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As always, good work TT!

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2

Posted by [StealthEye](#) on Thu, 06 Feb 2014 17:42:01 GMT

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I disabled the update on the auto-updater for now since some people are apparently having issues with the update. Still investigating what the problem is and how to resolve it.

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2

Posted by [Ethenal](#) on Thu, 06 Feb 2014 17:54:47 GMT

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I could be completely wrong, but apparently installing VS runtime + directx fixes it? Or installing from the TT installer again

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2

Posted by [StealthEye](#) on Thu, 06 Feb 2014 19:40:03 GMT

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Perhaps, but I'd rather fix that for everyone than to have everyone go to the forums to figure out how to get their game to run again.

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2  
Posted by [StealthEye](#) on Fri, 07 Feb 2014 17:09:01 GMT  
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I have identified the issue and it will be fixed as soon as possible, hopefully in a few hours. Until then, you can fix the issue by installing the following packages manually if you have not already done so:

<http://www.microsoft.com/en-gb/download/details.aspx?id=35>  
<http://www.microsoft.com/en-gb/download/details.aspx?id=30679>

The RC2 installer erroneously attempts to install both at the same time, whereas only one simultaneous installation is allowed. That causes one of both installations to fail.

Thanks to everyone who helped me debug this issue by reporting on IRC/PM. :)

(Crossposting this to all related topics.)

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2  
Posted by [Gen\\_Blacky](#) on Sat, 08 Feb 2014 02:15:41 GMT  
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I can no longer edit my temps presets in leveledit anymore unless I load the map that used the presets.

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Subject: Re: Tiberian Technologies releases TT scripts 4.1RC2  
Posted by [zunnie](#) on Sat, 08 Feb 2014 19:10:37 GMT  
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Gen\_Blacky wrote on Fri, 07 February 2014 21:15 I can no longer edit my temps presets in leveledit anymore unless I load the map that used the presets.

Yes that is very "....." :/ We should be able to edit temps20.ddb or map.ddb without loading the map that goes with it.

This is particularly useful when you want to re-use the same temps20.ddb in other new maps you're making. Then you don't have to setup all the temps again and again if you have many.

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