Subject: Scripts 4.3 RC2 is now available
Posted by jonwil on Sat, 17 Dec 2016 11:40:44 GMT
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10 years ago this week a major milestone was achieved in the scripts.dll project with the release of scripts.dll 3.0. This was the first version of scripts.dll that made changes to the Renegade rendering engine and since then we have made many more changes to it (and the rest of Renegade). It is in that spirit that I present to you Scripts.dll 4.3 RC2, the latest version of the scripts.dll for Renegade players.

I would like to thank Jerad Grey, 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 changes made in 4.3 RC1 can be seen here:
http://www.renegadeforums.com/index.php?t=msg&th=41078&start=0&

Full list of changes since 4.3 RC1:
Fix a memory leak.
Fixes to RA_Base_Defense_Simple and RA_Base_Defense_Powered
Fixes to RA_Infantry_Spy
New engine call Create_2D_WAV_Sound_Team_Dialog
Make the various JFW_Base_Defence scripts not get distracted by the idle spinning when attacking an enemy.
Add SoldierGameObj::Get_Contact_Surface_Type that returns the surface type that a soldier is standing on.
Make dp88 turrets face the default direction on creation.
Fixes and new scripts from dblaney1
Fixes and new scripts from Jerad Grey
Fix w3danimsound.ini to work with map specific presets correctly.
New engine call Set_Definition_TranslationID_Player that sets the TranslatedNameID for an object or the IconNameID for a weapon.
Fix IF_BACK01 not playing a looping animation
Make calls to SoldierGameObj::Set_Max_Speed work properly over the network.
Add a new TrackingIgnoreTarget flag to Ammo objects.
Fix Radar on vehicles to use camera rotation rather than targeting position.
Cleanup Cache button now displays a dialog of how much was cleaned up.
Update health bar code on stock HUD to be able to display more than 4 digits. Retain that is always uses a minimum of 3 digits at all times like stock.
Add ability for AI controlled soldiers to use the get_muzzle override that players use so they point towards the target position.
New tt.ini keyword OverrideMuzzleDirection that sets the default value for the above muzzle override.
Add parameter for weapons that allows you to fire with empty ammo if the ammo has a spraybulletcost of 0. This allows for example a helicopter with limited rockets to have unlimited

machine gun rounds etc. Also useful for weapons with a bayonet as the alternate fire.
Add a flag to weapon definitions that controls whether to tilt when reloading the gun or not (defaults to true which is the current behavior)
Jerad grey fixed things so that SkeletonHeight and SkeletonWidth work correctly for other skeletons. And created files to make females (s_b_human skeleton) and mutants (s_c_human skeleton) work correctly with this feature.
Danial Blaney created textures to allow the com centre and construction yard to appear on the "team information" dialog box and some fixes to a couple building aggregates (1 for the GDI weapons factory and 1 for the GDI advanced guard tower)

Anyone wanting a new DA will need to talk to WhiteDragon (the creator of DA) as its his job to release a new DA.
Anyone using other server side mods will need to talk to their creators about getting updates.

IMPORTANT NOTE FOR SERVER OWNERS:
If you run the file-hash anti-cheat, you will need the new anticheat.ini that contains the hashes for all the relavent changed files including the new always3.dat file. Also make sure you install the new always3.dat on your server too.

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-4.3rc2.zip
Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/tools-4.3rc2.zip
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.3rc2.zip
The source changes since 4.3 RC1 are in
http://www.tiberiantechnologies.org/files/source-diff-4.3rc2.diff

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Subject: Re: Scripts 4.3 RC2 is now available
Posted by bmruze on Mon, 19 Dec 2016 19:36:10 GMT
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jonwil wrote on Sat, 17 December 2016 04:40
The source changes since 4.3 RC1 are in
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.3rc2.zip

This link doesn't work for me

Subject: Re: Scripts 4.3 RC2 is now available
Posted by Jerad2142 on Tue, 20 Dec 2016 04:39:36 GMT

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Here is the client zip until the official server is back:

File Attachments
1) launcherqa (3).zip, downloaded 140 times

Subject: Re: Scripts 4.3 RC2 is now available
Posted by zunnie on Tue, 20 Dec 2016 08:22:26 GMT
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Great.

Subject: Re: Scripts 4.3 RC2 is now available
Posted by dblaney1 on Mon, 26 Dec 2016 19:01:26 GMT
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Heres the 4.3 rc2 scripts source code for anyone that needs it since the tiberian technologies website download is down.

File Attachments
1) source-4.3rc2.zip, downloaded 83 times

Subject: Re: Scripts 4.3 RC2 is now available
Posted by Lone0001 on Mon, 26 Dec 2016 21:45:46 GMT
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Also available here.

Subject: Re: Scripts 4.3 RC2 is now available
Posted by jonwil on Fri, 30 Dec 2016 23:58:05 GMT
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I am back from my holidays and have sent an email to Trace via the BI forums asking him to sort out the file download issues.

As for DA, once I get back into things I might take a look at updating it to 4.3.

Subject: Re: Scripts 4.3 RC2 is now available

Posted by ehhh on Sat, 31 Dec 2016 03:52:29 GMT
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does anyone have a mirror for 4.0 for the meanwhile?

trying to install ren :>

apprently found a direct link to 4.1, so nvm lol