Subject: Scripts 4.4 RC1 is now available
Posted by jonwil on Mon, 19 Jun 2017 02:58:12 GMT
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I would like to thank Jerad Grey and Daniel Blaney for their contributions to 4.4 (If I missed anyone else who contributed to 4.4, 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.

Full list of changes made since scripts 4.3 was released:
* Restore stock turret behavior. Turrets no longer face the origin of the map on creation and no longer rotate when a vehicle is empty unless it is controlled by AI.
Reworked netcode was added to make the original behavior no longer have client side lag like it did in the original game.
* New and improved scripts from dblaney
* Remove some code from danpaul's AI scripts that is no longer needed as a result of the turret improvements
* Update ra_base_defense to face the location for the entire duration of the idle timer
* New and improved scripts from Jerad
* Reduce latency substantially on vehicles by fixing a bug in the client side latency interpolation code.
* New engine calls Force_Orientation_Update and Force_Orientation_Update_Player to force the orientation of a vehicle to a specific direction over the network.
* Small improvement for jumping latency.
* Increase the max client side command rate and the max serverside net_update_rate to 75 from 30.
* Reduce issues with explosions not appearing on large games, and the repair guns beam from becoming straight and some other things not appearing properly.
* Fix the ignore tracking flag for ammo definitions to work correctly.
* Fix a few bugs in the graphics code
* Fix some bugs related to attaching to a bone
* New engine call Create_2D_Wave_Sound_Cinematic_Player
* New engine calls Force_Turret_Update and Force_Turret_Update_Player call to force objects to instantly set their turret facing and tilt to the specified facing/tilt.
* New engine calls Force_Velocity_Update and Force_Velocity_Update_Player to allow you to force objects to instantly set their velocity.
* Add some changes to prevent the newest triggerbot from working by forcing the value it looks for to always be the one it wants to see in order to shoot (i.e. a player using the bot will constantly fire their weapon)
* Logging for the file-hash anti-cheat

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-4.4rc1.zip

Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/tools-4.4rc1.zip
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.4rc1.zip

Any custom SSGM plugins may need recompiling for 4.4. DA will certainly need to be rebuilt for 4.4.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Tue, 20 Jun 2017 09:23:04 GMT
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Has anyone installed this yet?
Does it work correctly?

Subject: Re: Scripts 4.4 RC1 is now available
Posted by Kholdstare on Tue, 20 Jun 2017 11:57:43 GMT
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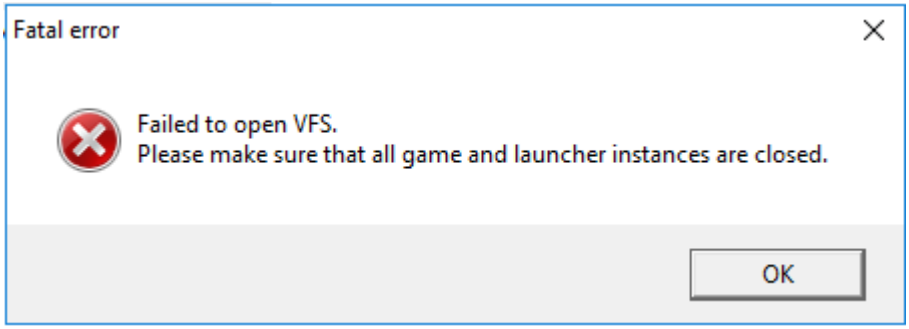
jonwil wrote on Tue, 20 June 2017 02:23Has anyone installed this yet?
Does it work correctly?

No issues I've noticed so far.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by YesNoMayb on Tue, 20 Jun 2017 16:26:06 GMT
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I got this installation error

File Attachments
1) tt4.4 error.PNG, downloaded 434 times



Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Tue, 20 Jun 2017 16:51:33 GMT
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You need to run the 4.3 scripts installer first yesnomaybe. You are missing visual c++. Running the full 4.3 scripts installer will install the proper files you are missing.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by YesNoMayb on Tue, 20 Jun 2017 17:06:20 GMT
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I ran the 4.3 client installer and the issue persists. I can try a direct download to visual c++ and see if that works.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Tue, 20 Jun 2017 17:40:34 GMT
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I uploaded the exact installer you need to run for visual c++.

File Attachments
1) vcredist_x86.zip, downloaded 49 times

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Tue, 20 Jun 2017 17:48:48 GMT
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Updated last post with the installer you need.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Tue, 20 Jun 2017 18:06:22 GMT
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Try right clicking game.exe and running as Administrator.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by YesNoMayb on Wed, 21 Jun 2017 03:18:45 GMT
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I ran the vcredist installer and still no luck. Running game.exe as admin also had no effect.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Wed, 21 Jun 2017 03:27:37 GMT
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Try sticking this in your Renegade folder and see if it works.

File Attachments
1) vfs.zip, downloaded 47 times

Subject: Re: Scripts 4.4 RC1 is now available
Posted by ehhh on Wed, 21 Jun 2017 15:39:59 GMT
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same issue lol

Subject: Re: Scripts 4.4 RC1 is now available
Posted by YesNoMayb on Wed, 21 Jun 2017 15:40:23 GMT
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No luck

Subject: Re: Scripts 4.4 RC1 is now available
Posted by iRANian on Wed, 21 Jun 2017 22:30:53 GMT
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Seems to run fine here!

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Thu, 22 Jun 2017 16:53:16 GMT
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Out of curiosity, where did you guys that are having issues put the files inside the zip. They need to go in your main game directory where game.exe and game2.exe are located.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by ehhh on Thu, 22 Jun 2017 18:44:26 GMT
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yeah thats what it was, i expect better from yesnomaybe though

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dubstar on Thu, 22 Jun 2017 19:58:32 GMT
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had it installed past few days, played exodus coop and rencorner with no noticeable problems.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by YesNoMayb on Fri, 23 Jun 2017 05:16:34 GMT
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It's working. Had to extract all of the files from the launcher zip into my renegade folder. I should've known to do that from the start.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Sat, 24 Jun 2017 08:55:02 GMT
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Unless some bugs show up in this new build, I plan to move straight to "4.4 final" without any further RC builds and to do it sooner rather than later.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by roszek on Sat, 24 Jun 2017 13:46:08 GMT
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Some scripts no longer work in lan like MOO_GrantPowerup_Created, base defense ones, and also custom scripts ...makes it hard to do a quick test of things.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Sat, 24 Jun 2017 22:02:50 GMT
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Get me a test case of whats broken and I will look into it.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by roszek on Sat, 24 Jun 2017 22:35:32 GMT
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Nevermind it was just me (all fixed now).

Subject: Re: Scripts 4.4 RC1 is now available
Posted by Goztow on Mon, 26 Jun 2017 18:49:59 GMT
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Works fine for me!

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Tue, 27 Jun 2017 23:50:18 GMT
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Unless anyone knows of a reason why I shouldn't, I will be releasing 4.4 final in the next couple of days.
So speak up now if you are having any problems with 4.4.

Needless to say, wait for WD to produce an updated DA for 4.4 if you need DA. (i.e. do NOT mix 4.4RC1 or 4.4 final with any version of DA that currently exists, wait for a new version of DA that matches 4.4)

Subject: Re: Scripts 4.4 RC1 is now available
Posted by PGS-PC on Wed, 28 Jun 2017 06:04:40 GMT
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Holding Ctrl/alt to see available radio commands no longer work.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Wed, 28 Jun 2017 06:34:59 GMT

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Confirmed on my end. Bug report filed on our internal bug tracker and I will take a look at it later

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Wed, 28 Jun 2017 17:05:41 GMT
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Wow, I wonder how long that has been broken. I don't think anything in 4.4 would have broke that. Do you mind checking if 4.3 has the issue. I am at work right now so I can't check.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Wed, 28 Jun 2017 18:32:54 GMT
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I just tested it on 4.4 rc1 and its working for me. Are keyboards different in Australia. I wonder if its something with Australian keyboard layouts since both of you are in Australia.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by PGS-PC on Wed, 28 Jun 2017 19:36:14 GMT
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https://upload.wikimedia.org/wikipedia/commons/thumb/5/51/KB_United_States-NoAltGr.svg/2560px-KB_United_States-NoAltGr.svg.png
US layout.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by dblaney1 on Wed, 28 Jun 2017 20:16:13 GMT
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I actually remember that certain other programs can take over those keys and make it no possible to use them. If i recall correctly certain versions of Photoshop can cause it. Try doing a full reboot and then opening the game again. This happened to me in the past and closing that program or rebooting would fix it. This was going back to the 4.0/4.1 days/. Might even be in stock, can't remember.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by jonwil on Wed, 28 Jun 2017 21:35:12 GMT
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I was able to get it to work just now. I dont know why it sometimes doesn't work and sometimes does nor do I have an easy way to fix it.
Going to mark the bug "wont fix" and move on with the release of 4.4 final.

Subject: Re: Scripts 4.4 RC1 is now available
Posted by iRANian on Thu, 29 Jun 2017 12:54:00 GMT
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I've had that issue before with much older builds. A few months back I reported an issue where if you, in-game, change hotkeys the hotkeys configuration gets corrupted and some radio commands stopped working. I was rebinding Laser weapons to 4 (instead of default 7 key) and some other things like moving the team info key to 'Q'. After doing that some radio commands stopped working until I modified the config file in a text editor and fixed it up.

I think the ctrl+alt thing issue comes from that.
