Subject: scripts.dll 4.3 progress update
Posted by jonwil on Fri, 09 Dec 2016 10:23:20 GMT
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Here is a list of changes made to the 4.3 branch since the release of 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.

I am planning to have a 4.3 RC2 release out sometime in the next few days or so as a nice xmas present to the community (since I am going away for xmas I want to get it out before I go