Subject: Re: scripts.dll 4.3 progress update
Posted by dblaney1 on Fri, 06 Jan 2017 16:41:56 GMT
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Just announcing that in the next 4.3 update there is huge improvements to the netcode and latency issues particularly involving AI soldiers. The lag issues when they change direction is completely fixed. They also no longer walk around aiming at the ground when in a non-local game. (they worked properly on the fds, the clients just didn't get the right bits) This should provide a huge benefit to the coop servers out there as well as regular servers that use AI controlled infantry.

The aiming at ground fix requires both the server and client to be updated for the fix to work.

The changing direction code however only requires the client to be updated as it actually didn't involve any netcode changes. The problem was in the clientside code.

Additionally there is some pretty substantial improvements to the sound code. No longer is there an issue with sounds playing at full volume when outside the dropoff radius. This was particularly noticeable with the obelisk chargeup sound, ion cannon beacon chargeup, and vehicle engine sounds.

I don't have an estimate on when 4.3 RC3/final will be rolling out.