Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Wed, 07 Mar 2012 16:02:08 GMT
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We are very pleased to release the fourth beta of scripts.dll 4.0! Almost all changes in this build are bugfixes or small user experience improvements. Below are the most important changes in this version. The game will update automatically if you have a prior beta installed, but the new installer is also available if you have not yet installed scripts 4.0 or want to reinstall it.

Many thanks to everyone who helped testing the previous beta versions and contributed by reporting bugs or suggesting improvements. Almost all changes between beta 3 and 4 have been made in response to one or more reports! Also, a special thanks to iRANian for contributing the map fixes!

The list of changes for scripts.dll 4.0 beta 4 (see also the bug tracker):

Fix some message strings in the swap plugin.
Fixed application data folder location for external tools.
Fixed bug where the FDS file path in paths.ini was not used.
Fixed some issues with particles.
Fixed visible "Post Processing Detail" label.
Added SeperateRemoteC4Limit and RemoteC4Limit options in svrcfg_cnc.ini (defaults are 0 and 30 respectively) to allow for a separate remote C4 limit. Added a console command to set the limit.
Slightly improved level load times.
Added support for FXAA.
Added support for changing texture filter ingame.
Fixed messages in crate plugin.
Fixed C4 output in messages to display the type of C4.
Fixed crash in spectate plugin.
Fixed issue causing some weapons to be set to "unlimited ammo" on 4.0 clients when they should not be.
Added tt.cfg option for setting the server objects.ddb filename globally.
Remove broken ObjectsFilename keyword from ssgm.ini (it was replaced by the tt.cfg option).
Fixed vehicle wheels rotating too fast.
Fixed an issue where pre-4.0 clients on a 4.0 server would not have to reload in vehicles.
Fixed bug where the chat dialog autocompletion could cause a crash.
Fixed bug where the packageeditor convert command would not read the .mix file if a relative path was given.
Added message when packageeditor successfully converted a package.
Added debug info to audio code to help debug rare audio related crashes.
Fixed SSGM wreckages to spawn with no armor.
Added serverside option to disable camera shakes on the client. (Default is DisableCameraShake=0)
Added serverside option to disable sending of cPlayerKill events to the client. (Default is SendPlayerKillsToNewClients=1)
Fixed issue where the infinite ammo mod did not work for pre-4.0 clients. (As a consequence,

pistols of pre-4.0 clients will no longer start loaded; pistols will start loaded only for 4.0 clients and infinite ammo works for both.)
Add damage hooks SSGM (and plugins) can use.
Fixed bug where the harvester unload animation would not work if there were silos on the map.
Added a command to change the latency interpretation values to find values that make the game feel less laggy. Intended for the private test team, do not mess with this console command unless you know what you are doing.
Included map fixes by iRANian (see spoiler below).
Worked around an issue from stock Renegade where soldiers could get stuck inside certain dynamic physics objects (e.g. vehicles) in rare cases.
Avoid netcode latency logic from teleporting if the teleport would result in the player being stuck or when the intended teleport distance is too small to make a difference.
Fix an issue that was causing certain sounds to loop in situations of low FPS.
Fix an issue causing certain sounds not to play.
Changed TEAM and TEAM2 console commands to work more like the "change team" button. (Fixes bogus deaths.)
Fix an issue where a warning about incompatible scripts builds was not properly sent.
Fix an issue with the anti-cheat and the "shader detail" slider.

iRANian's map fixes

All maps:
-Added kill zones before doors in buildings to prevent getting vehicles inside them on all ground maps.
-Added beaconing prevention zone on the Refineries on flying maps, there are exploit areas only accessible with aircrafts and wall hopping, these are now fixed.
-Added kill zones to prevent Refinery, Barracks and Power Plant hops on all ground maps.
-Fixed missing Nod Refinery MCT model.
-Adjusted pedestal zones to better cover the inner middle part of the pedestal. (Glacier_Flying especially needed this)

Walls_Flying
Fixes:
-Added kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa

----
Walls
Fixes:
-Fixed being able to get on the wall (from CP2/by reborn)

City/City_Flying
Fixes:
-Added spawn points to the Barracks (by Zunnie)
-Fixed a misplaced PT inside the AGT

Field
Fixes:
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
-Prevented a B2B spot with MRLS (from CP2/by reborn)

Canyon
Fixes:
-Blocked ability for players to get on top of the Weapons Factory (from CP2/by reborn)
-Added kill zone to prevent 2-man wall hop from the balcony into Refinery for both teams
-Added kill zones to two places that could be reached with Humvee and Buggy
-Added kill zone to a place at the Nod Refinery tunnel that can be 2-man hopped off the wall
-Added a beaconing prevention zone to tunnel under the Nod Airstrip
-Added kill zone to an area in the field that could be used to get off map
-Added kill zones on top of the crates/containers inside of both bases to prevent players from getting on top of them
----
Volcano
Fixes:
-Nothing new

Hourglass
Fixes:
-Nothing new

Complex
Fixes:
-Added laser fences to the top of the Nod Refinery to prevent B2B (from CP2/by Reborn)

Glacier_Flying
Fixes:
-Prevented beaconing in an exploit spot in the middle of the field to damage the Barracks.
-Fixed a spot where you could get off the map.
-Added spawn points to the Barracks.

Islands
Fixes:
-Nothing special

Mesa
Fixes:
-Prevented people from hopping over a wall into an infantry only area. (From CP2/by reborn)

Thanks again for participating in this beta and reporting any issues! And most of all, enjoy the new beta!

Links to the previous beta releases, with additional information:
Beta 1
Beta 2
Beta 3

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by havoc9826 on Wed, 07 Mar 2012 16:32:55 GMT
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Does this mean we can't hop onto the barracks on Canyon   anymore?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by zunnie on Wed, 07 Mar 2012 16:44:24 GMT
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Excellent stuff

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by iRANian on Wed, 07 Mar 2012 16:50:20 GMT
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havoc9826 wrote on Wed, 07 March 2012 09:32Does this mean we can't hop onto the barracks on Canyon   anymore?
You still can do that.

Great release btw.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by NACHO-ARG on Wed, 07 Mar 2012 17:47:12 GMT
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nice job ppl

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Wed, 07 Mar 2012 23:29:29 GMT
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Couple of things -

1) I run in Windowed mode (haven't tried fullscreen yet) but it seems the text boxes during loading screens are totally off now..

2) Did the game change graphically? I swear the details of the game seem to "transition" more smoothly as you move around yet the game generally seems darker and more grainy...

3) Significantly more lag then beta3, and bugs yet to be reported on this?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Thu, 08 Mar 2012 12:30:51 GMT
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1) I don't think we changed anything to that. Can you make a screenshot? Can you also make a screenshot with beta3? (Copy your Renegade dir, download beta 3, install it in your copied Renegade dir, and run game2.exe (not game.exe or else it will update!).

2) The FXAA support should make edges smoother. Other than that, I don't think things like darkness should have been changed. Maybe you can make screenshots as in 1)?

3) FPS lag or latency (warping, etc)? If the latter, can you try setting your sbbo higher, like F8 -> "sbbo 2000000" for a 2 Mbps connection?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Thu, 08 Mar 2012 21:00:23 GMT
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Uploaded a .zip file of what i'm talking about loading screen wise...

```
File Attachments
1) Beta4 Bugs.zip, downloaded 458 times
```

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by jonwil on Thu, 08 Mar 2012 23:31:19 GMT
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To the people experiencing FPS drops, try going to "options" then "configuration" then "expert mode" then set anti-aliasing mode to "none" and see if that does anything to your FPS issues.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!

Posted by StealthEye on Thu, 08 Mar 2012 23:34:01 GMT
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I added the menu screen thing to the list. Was this introduced in beta 4 or did it also happen in beta 3?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Thu, 08 Mar 2012 23:58:18 GMT
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Was introduced in beta 4. Truthfully I would recommend you guys going back to beta 3 and starting over what you guy's did from there, cause there are more issues now then ever before.

- Xpert and myself have been experiencing random crashes/freezes
- Sounds weird but for the first 30min or so of playing Renegade - I get a minifreeze for a split second out of no where - while achieving 200fps+. Running Fraps seems to alleviate the problem completely....
- Lag seems to be a lot more prevalent. Not FPS lag, not "jumping" pings - just ice skating/warping a lot more often since beta 3. This includes vehicles and infantry.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by jonwil on Fri, 09 Mar 2012 00:04:23 GMT
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Going back to Beta 3 is out of the question.
What we will have to do is to sit down with one or more people who are experiencing the crashes and FPS drops and stuff in a way that is easy for them to reproduce and then do some regression testing (that is, give them different sets of dlls built from various versions of the code between Beta 3 and Beta 4) so we can narrow down which code change(s) introduced these issues.
When that will happen I dont know as I myself dont have the time to do such regression testing right now.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Fri, 09 Mar 2012 00:14:54 GMT
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I can deal with the FPS issues, having everything completely maxed out and running fraps gets rid of any issues regarding FPS drops and mini-freezes. So, that's not so much of an issue with me atleast.

My only concern is: why do the menu's and loading screens seem to be completely off? When I start up Renegade, the first thing I see is the "e" in "Multiplayer Practice" (the end of it) cutting off the the yellow bar and extending into the rotating background symbol. Hell, everything you do

before actually getting into the game seems like it has changed visually - and it's for the worse. Even though i'm nitpicking, whatever changes were made seem incredibly useless in that sense.

Truthfully, the only "crash" i've gotten was hitting ~ and putting in E to exit the game, and then the game crashed and it froze on the desktop, having to close it down using Task Manager. This has only happened once so far, and i've been trying to reproduce it, could be isolated.

I know whatever you guy's did to the netcode was probably "for the better" but I shouldn't be warping/ice skating literally 50x more then I did in beta 3...

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by EvilWhiteDragon on Fri, 09 Mar 2012 09:48:05 GMT
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Have you tried switching Vsync on? As high FPS isn't always better and I guess that's pretty much what fraps does as well. That would "solve" one issue.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Fri, 09 Mar 2012 13:35:58 GMT
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I normally play with vsync on (i'm a console gamer, so yeah, lol..) and I have the same issue regardless. I switched to vsync off just for a game or so to see what my FPS is like on this laptop.

Either way, I just can't contemplate why in the world you guys would even touch the menu's and stuff? Don't see what needed to be fixed >.> - But if that is getting sloppy that's probably how we can explain people crashing for no reason now and the extreme jump in lag

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Peshmerga*n1* on Mon, 12 Mar 2012 01:37:51 GMT
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after updating,I got the problem, the game is not in wide screen anymore

is there a way to get in wide screen like before updating?

and like Animoskity said, the game is much more smoother than before, thats cool!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by saberhawk on Mon, 12 Mar 2012 02:19:45 GMT
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Animoskity wrote on Fri, 09 March 2012 05:35I normally play with vsync on (i'm a console gamer, so yeah, lol..) and I have the same issue regardless. I switched to vsync off just for a game or so to see what my FPS is like on this laptop.

Either way, I just can't contemplate why in the world you guys would even touch the menu's and stuff? Don't see what needed to be fixed >.> - But if that is getting sloppy that's probably how we can explain people crashing for no reason now and the extreme jump in lag

The menu wasn't modified. Things looking wrong with FXAA enabled in the menu is a small bug with the post-processing pipeline that interacted in a strange way with the previous menu fixes. Normally, the post-processing pipeline is fed the entire back-buffer and expected to render something that covers the entire screen. The menu fixes that have been in place (for quite some time now) break that assumption by changing the "viewport" to render in 4:3 for the menu. The post-processing pipeline then takes the entire screen and then outputs to that 4:3 area, effectively squishing it. What's frustrating is that nobody reported this issue in private testing...

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Mon, 12 Mar 2012 02:24:08 GMT
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saberhawk wrote on Sun, 11 March 2012 19:19Animoskity wrote on Fri, 09 March 2012 05:35I normally play with vsync on (i'm a console gamer, so yeah, lol..) and I have the same issue regardless. I switched to vsync off just for a game or so to see what my FPS is like on this laptop.

Either way, I just can't contemplate why in the world you guys would even touch the menu's and stuff? Don't see what needed to be fixed >.> - But if that is getting sloppy that's probably how we can explain people crashing for no reason now and the extreme jump in lag

'twas just a small bug with the FXAA post-processing that interacted in a strange way with the previous menu fixes. Normally, the post process pipeline is fed the entire back-buffer and expected to render something that covers the entire screen. The menu fixes that have been in place (for quite some time now) break that assumption by changing the "viewport" to render in 4:3 for the menu. The post-processing pipeline then takes the entire screen and then outputs to that 4:3 area, effectively squishing it. What's frustrating is that nobody reported this issue in private testing...

Yeah, at first glace it's unnoticeable but literally after like 5 seconds i'm like wtf? The entire frigging game just changed on me, lol. It's worrying essentially since this is the biggest easily visible issue one can notice and if no one reported it in private testing, it seems like no one tested it out at all.. Which is sad because beta3 was the best thing that happened to this game since it has come out, and now with beta4 people are complaining of crashes and FPS drops (someone with beta3 I know had a steady 200FPS and now has 5FPS with beta4) and a huge noticeable jump in lag.

I noticed that the newest unofficial version has fixed the menu's which is nice, but what about the rest?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Peshmerga*n1* on Mon, 12 Mar 2012 14:41:41 GMT

I hope this will explain it better:

TT 4.0 ingame :

Resurrection ingame :

now the good thing in the menu:

TT 4.0 menu:

Resurrection Menu:

File Attachments
1) game2 2012-03-12 15-31-09-45.jpg, downloaded 1031 times

demastick: nk
Host: [Area54] Rank: #184 - Player: demastick

NE

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by cmatt42 on Mon, 12 Mar 2012 20:31:51 GMT
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Oh, they added support for widescreens. This is a feature.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by TankClash on Mon, 12 Mar 2012 22:27:58 GMT
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I'm not getting much in the way of FPS drops I can maintain around 60 fps in a full server, drops to about 45 when it gets intense.
My resolutions seems fine, I'm at 1680 1050
http://www.n00bstories.com/image.fetch.php?id=1291553471

Crashed today, first time with this update.

```
File Attachments
1) crashdump.20120312-085930-r4650-n1.rar, downloaded 519
times
```

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Peshmerga*n1* on Mon, 12 Mar 2012 22:39:06 GMT
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cmatt42 wrote on Mon, 12 March 2012 13:31Oh, they added support for widescreens. This is a feature.

so this feature needs to be activated somewhere or ?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by TankClash on Mon, 12 Mar 2012 22:39:58 GMT
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Check your settings under wwconfig.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Peshmerga*n1* on Mon, 12 Mar 2012 22:52:29 GMT
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TankClash wrote on Mon, 12 March 2012 15:39Check your settings under wwconfig.

its not caused by the resolution, its 1680x1050 in both wwconfig, but ressurection is starting game in wide-screen and tt doesnt.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by TankClash on Mon, 12 Mar 2012 22:55:04 GMT
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Ah, I see what you mean, I don't know, I can live with it.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Tue, 13 Mar 2012 00:35:53 GMT
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If I understand you correctly, TT is correct and RR is wrong. Both use the same resolution, but TT displays black bars on the sides in the menu because otherwise the menus would be stretched. Seeing from the screenshots, RR stretches both the menus and the actual game just like stock (without RR) does. TT fixes the stretching, so what you are describing is intentional.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Peshmerga*n1* on Tue, 13 Mar 2012 18:00:32 GMT
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StealthEye wrote on Mon, 12 March 2012 17:35If I understand you correctly, TT is correct and RR is wrong. Both use the same resolution, but TT displays black bars on the sides in the menu because otherwise the menus would be stretched. Seeing from the screenshots, RR stretches both the menus and the actual game just like stock (without RR) does. TT fixes the stretching, so what you are describing is intentional.

Yes, TT did good work in the menu, but the problem is TT also unscretched the view ingame, so its not in wide-screen anymore. Watch Screenshots ingame, you will see the difference.
I hope you understand what I mean.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Tue, 13 Mar 2012 18:04:57 GMT
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It is wide screen, it's just not stretched. Things don't look too wide any more. Circles will actually show up as circles instead of ovals now, etc. I see the difference in the screenshots, and the way TT does it seems to be correct and stock is wrong.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Peshmerga*n1* on Tue, 13 Mar 2012 18:10:46 GMT
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StealthEye wrote on Tue, 13 March 2012 11:04It is wide screen, it's just not stretched. Things don't look too wide any more. Circles will actually show up as circles instead of ovals now, etc. I see the difference in the screenshots, and the way TT does it seems to be correct and stock is wrong.

ok, so it just has been corrected.
Anyway, thanks for helping.

best regards!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Tue, 13 Mar 2012 22:15:16 GMT
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Call me crazy but I kind of like the way Renegade looks with how stock (or RR?) looks in widescreen. I also could've sworn that one used to be able to see his own feet while running out in infantry or the back of the tank... Maybe i'm just nostalgic lol.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by bigjimer34 on Sun, 18 Mar 2012 02:41:22 GMT
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i've tried this, and it does not work. does anybody know how long it will be until this will be fixed? it is making for some really bad gameplay. i think i've tried everything and still no improvements. i've crashed 2 times now, and fps drops all the time after about the first 30 sec into the game.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by bigjimer34 on Sun, 18 Mar 2012 02:42:49 GMT
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bigjimer34 wrote on Sat, 17 March 2012 21:41i've tried this, and it does not work. does anybody know how long it will be until this will be fixed? it is making for some really bad gameplay. i think i've tried everything and still no improvements. i've crashed 2 times now, and fps drops all the time

---

after about the first 30 sec into the game. To the people experiencing FPS drops, try going to "options" then "configuration" then "expert mode" then set anti-aliasing mode to "none" and see if that does anything to your FPS issues.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Ani on Sun, 18 Mar 2012 04:45:34 GMT
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bigjimer34 wrote on Sat, 17 March 2012 19:42bigjimer34 wrote on Sat, 17 March 2012 21:41i've tried this, and it does not work. does anybody know how long it will be until this will be fixed? it is making for some really bad gameplay. i think i've tried everything and still no improvements. i've crashed 2 times now, and fps drops all the time after about the first 30 sec into the game. To the people experiencing FPS drops, try going to "options" then "configuration" then "expert mode" then set anti-aliasing mode to "none" and see if that does anything to your FPS issues.

If your computer is even somewhat modern (i'm talking about 512MB VRAM GPU's) it should handle maximum FXAA... It could be more driver related then hardware related..

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by EvilWhiteDragon on Sun, 18 Mar 2012 13:21:49 GMT
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bigjimer34 wrote on Sun, 18 March 2012 03:41i've tried this, and it does not work. does anybody know how long it will be until this will be fixed? it is making for some really bad gameplay. i think i've tried everything and still no improvements. i've crashed 2 times now, and fps drops all the time after about the first 30 sec into the game.
Well, if you would contact StealthEye so you can help him test stuff it'll probably go faster.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by TankClash on Thu, 22 Mar 2012 20:20:16 GMT
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This one was today, crashed happened with what look like some kind of runtime error right after an ION cannon took out the refinery on Canyon.

File Attachments
1) crashdump.20120322-201619-r4679-n1.rar, downloaded 294 times

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by jonwil on Fri, 30 Mar 2012 08:54:31 GMT
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Added the crashdump posted by TankClash to the bug tracker/todo list.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Wed, 04 Apr 2012 15:08:31 GMT
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That's a weird crash. It seems that somehow a (harveseter?) spawner was corrupted so that the Refinery code crashed when disabling the spawner. I am marking it CANTIDENTIFY until we get a similar crashdump again.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by IronWarrior on Sat, 28 Apr 2012 20:50:53 GMT
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Just wanted to say, a lot of these "map fixes" suck.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by T0RN on Sat, 28 Apr 2012 20:56:48 GMT
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IronWarrior wrote on Sat, 28 April 2012 16:50Just wanted to say, a lot of these "map fixes" suck.

Can you be a little specific? lol

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Xpert on Sat, 28 Apr 2012 20:57:13 GMT
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IronWarrior wrote on Sat, 28 April 2012 16:50Just wanted to say, a lot of these "map fixes" suck.

You realize you don't have to use them right?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Sat, 28 Apr 2012 21:52:30 GMT
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Please tell exactly what sucks, so that it can be improved.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by der Papst on Sun, 13 May 2012 12:27:29 GMT
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I can't install this update because the "next"-button in the installer is grayed out?
(I run it as admin...)

Edit: Problem solved, the preset path was wrong

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Hutchinman on Mon, 28 May 2012 01:23:01 GMT
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I have a crash on mission 2 on the campaign. After I blow the PP and leave it, I am about to
re-enter the elevator to go down and continue the mission, but then it crashes. The first time it
happened, it told me that a couple of files were missing. The three crashes since have not told me
the same. I don't know what is going on.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Hutchinman on Mon, 28 May 2012 16:19:14 GMT
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I tried restarting the mission and skipping the PP by bumrushing the OB with my med and got to
the end of the mission and as I got on the plane the game crashed. "Renegade has encountered
an internal error and could not continue."

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by jonwil on Tue, 29 May 2012 01:14:55 GMT
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I have fixed a bug (as of yesterday) related to the creation of single player save game files.
Any save game file created with a version of 4.0 prior to whatever the next build released is is
highly likely to cause a crash at some point.

The issue was that information about which object a script was attached to was not being saved
correctly so when the script was destroyed, it was not removed from the object. This meant that

later, the code would try to do stuff to all scripts on an object, read the no-longer-existing script and crash.

No there is no way to repair the save games (its impossible to know which object each script was meant to be attached to) the only way is to use pre-4.0 save games or to start the game from the beginning. Note that the save games that appear on the list and correspond to specific levels (and start you off at the beginning of that level), those aren't affected as they are not really save games, just special flags in the settings somewhere to tell the game which levels you have completed.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Hutchinman on Tue, 29 May 2012 19:00:35 GMT
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The save files aren't the problem. I can load and play any save file just fine. These crashes come out of the blue. Finishing of the PP in mission 2 seems to be a trigger for these. Also the end of that mission as I am loading the results and stats of that completion, it crashes. It doesn't have anything, for me, to do with the saves. Something else is going on.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by jonwil on Wed, 30 May 2012 00:01:10 GMT
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The crash doesn't happen when you load the save file, it happens later on when something specific in-game happens (in this case the destruction of that power plant)

More specifically what happens is that if you have loaded a save file created with 4.0, then when you destroy the power plant, it destroys some scripts (because of the way those scripts are written). Destroying those scripts causes the game to crash. Same thing happens when you complete the level without destroying the power plant (the scripts get destroyed which = crash.

I can confirm from my testing that if I load a save game made with 4.0 then blow up the power plant, it crashes. If I load a save game made after the fix I put into 4.0 and blow up the power plant, it does not crash in the same place anymore.

Once 4.0 beta 5 is out, if people are still having crashes and they are NOT using a save game made with 4.0 earlier than beta 5, I will investigate further.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by Hutchinman on Wed, 30 May 2012 14:57:58 GMT
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That makes sense. I am new to these forums and you may have mentioned this elsewhere, but

what is the ETA to TT4 beta 5? Or does it not have a date? How about a general timeline?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by ballstein on Sat, 23 Jun 2012 04:07:53 GMT
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So, I had an installation fail trying to install 4.0 Beta 5(? this is topic for 4 but when I went to new installer page it said 5).

To give you a little info first off....I'm running a pre-ren made computer (my laptop died a few weeks ago and haven't gotten a new one yet) running a version of Windows ME skinned to look like XP and not updated since early 2002. I'm pretty sure my issue is due to my computer being old and a POS.

That being said, after it failed this is the only msg I got.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Sat, 23 Jun 2012 13:52:41 GMT
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Please create a new topic for any issues next time.

Can you check if you have a mixcheck.exe in your Renegade folder? If so, run it. If not, try reinstalling TT and make sure you have administrator permissions when installing. If mixcheck completes successfully everything should be alright.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by EvilWhiteDragon on Sun, 24 Jun 2012 22:42:56 GMT
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ballstein wrote on Sat, 23 June 2012 06:07So, I had an installation fail trying to install 4.0 Beta 5(? this is topic for 4 but when I went to new installer page it said 5).

To give you a little info first off....I'm running a pre-ren made computer (my laptop died a few weeks ago and haven't gotten a new one yet) running a version of Windows ME skinned to look like XP and not updated since early 2002. I'm pretty sure my issue is due to my computer being old and a POS.

That being said, after it failed this is the only msg I got.

You're running windows ME? Seriously? I'm pretty sure the TT-patch requires win XP at least.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by ballstein on Mon, 25 Jun 2012 17:22:31 GMT
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EvilWhiteDragon wrote on Sun, 24 June 2012 15:42
You're running windows ME? Seriously? I'm pretty sure the TT-patch requires win XP at least.

Yeah, I loved Windows ME so much I never wanted to part ways with it.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by StealthEye on Mon, 25 Jun 2012 19:58:03 GMT
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I actually don't think we intended to drop support for versions of windows <2000 in the API calls we use. But it seems Microsoft decided for us with VS2010. Fair enough, because I doubt there is someone other than ballstein who uses <XP for Renegade.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by ballstein on Mon, 25 Jun 2012 20:34:19 GMT
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I'm probably the only one that uses it anywhere, not just for ren (I had Windows 7 on my laptop that recently died). It'll all change once my new computer arrives mid July.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by iRANian on Mon, 25 Jun 2012 20:55:15 GMT
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Yeah Microsoft doesn't support Windows ME anymore.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 4!
Posted by saberhawk on Wed, 27 Jun 2012 05:42:17 GMT
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StealthEye wrote on Mon, 25 June 2012 12:58I actually don't think we intended to drop support for versions of windows <2000 in the API calls we use. But it seems Microsoft decided for us with VS2010. Fair enough, because I doubt there is someone other than ballstein who uses <XP for Renegade.

We didn't drop 2000 support by using VS2010; we dropped it back in scripts 3.0 by using the November 2007 DirectX SDK.