Subject: Scripts 4.3 RC1 is now available
Posted by jonwil on Sun, 06 Nov 2016 00:27:27 GMT
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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.

Full list of changes since 4.2 update 4: (a few changes accidentally got left out of the previous changelog, see below)
* Fix some issues with the way position and targeting data is sent over the network for some objects.
This change fixes the issues with turrets missing shots clientside especially if they are aiming up towards the edge of the map. It also fixes vehicles that leave the map extents from rubberband glitching. They now sync properly like soldiergameobjs do. This change allows ballistic weapons to now work correctly over the network as well.
* Add fixes so that you no longer get a bunch of messages about dead buildings/units in the chat box when you first join the game.
* Add support for a per-map cameras.ini file. This is named e.g. C&C_City_cameras.ini or whatever for your map. It is to be a copy of the normal cameras.ini with whatever extras you want to add. Like the normal cameras.ini, it is checked by the anti-cheat.
* Add a fix so that if you mouse over/target a stealth unit, your target box no longer disappears (people were using it as an "exploit" to find stealthed units which was unfair)
* Add stuff to prevent people from spamming radio commands and chat messages. Unlike the way stock renegade did this, this fix is server-side and players cant use hacks to defeat it.
* Make it so that the HUD is not affected by Set_Screen_Fade_Color/Set_Screen_Fade_Opacity
* Changes to allow the max health and max shield strength to go as high as 10000 (previously the limit was 2000). Note that if there are players not running 4.3, things may not work properly here for objects with max health/max shield strength greater than 2000 due to netcode backwards compatibility issues.
* If you put ResumeRotation=true in server.ini, it will store the current position in the rotation into a file called resumerotation.txt and re-load it again when the FDS starts (this is so it can resume the rotation if the FDS crashes or is shut down for some reason)
* Improvements to the Stop_Timer and Stop_Timer2 engine calls so they wont crash if called from inside a Timer_Expired function.
* Fix so that the killed explosion for soldiers displays properly.
* Add new console commands called EVAP/EVAT/EVAA. These work exctly like SNTP/SNDT/SNDA except the sound is played using the "dialog" volume setting in the config rather than the "sound effects" volume.
* Fix some issues with the output of Player_Info that were causing an issue if the player has a negative score.
* Add some features to clean up the stored map downloads (Daniel Blaney wrote these and knows more about why they exist, how to use them etc so I will let him explain)
* Fix so that the correct building icons will display on the purchase terminals when you access the "secret" vehicles/infantry pages.

* The /host command in the in-game chat box will now work correctly on a dedicated server.
* Fix it so that you cant use console commands/engine calls that change the time limit/time remaining when the score screen is displayed (before it used to crash when doing that)
* Change so that the chat hook, host hook, refill hook, player join hook, load level hook, pre load level hook, think hook, game over hook, radio hook, stock damage hook, TT damage hook, console output hook and player leave hook can be set multiple times and the hooks will all be called (before, if you registered any of these hooks the previously set hook would get overwritten)
* Some fixes to make radio commands work properly in LAN again.
* Add a field to weapon definitions that lets you override the animation set used for weapons.
* Add a field to ammo definitions that lets you override the preset used when a C4 is thrown (the default is "Tossed C4" but you can override it on a per-ammo basis now)
* Add a field to ammo definitions that lets you disable the "ammo definitions with a velocity greater than 400 are treated as instant-firing" thing
* A fix to various obelisk scripts so they will use a "target" bone if it exists)
* Add a new engine call Set_Background_Music_Player_Offset that is just like Set_Background_Music_Player except it lets you specify the starting position within the audio file to begin playing from.
* Add a new engine call Set_Camera_Player that lets you change the camera profile a player is currently using (this should only be used when players are inside a vehicle)
* A bunch of changes to various scripts Jerad Grey wrote.

Changes I missed in the previous changelog:
* Some fixes to allow the SkeletonWidth and SkeletonHeight settings for soldiers in LE to work for all skeletons.
* Support for adding additional buildings to the "battle info" dialog box. Use the textures HUD_C&C_G_COMM.TGA, HUD_C&C_G_CONYARD.TGA, HUD_C&C_G_SHRINE.TGA, HUD_C&C_N_COMM.TGA, HUD_C&C_N_CONYARD.TGA and HUD_C&C_N_SHRINE.TGA for the new buildings.
* Add a bunch of scripts written by Danial Blaney
* New engine calls Stop_Timer2 and Has_Timer
* Fix a glitch with dp88_AI_Turret
* New engine call ChangeTeamDeaths
* Some fixes to JFW_Change_Spawn_Character and JFW_Custom_Create_Object_At_Bone

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-4.3rc1.zip
Anyone wanting to test the tools can download
http://www.tiberiantechnologies.org/files/tools-4.3rc1.zip
Anyone wanting the source code can download
http://www.tiberiantechnologies.org/files/source-4.3rc1.zip

Subject: Re: Scripts 4.3 RC1 is now available
Posted by [-HOH-]szymek777 on Mon, 07 Nov 2016 11:31:01 GMT

When i updated my DA is gone

Subject: Re: Scripts 4.3 RC1 is now available
Posted by dblaney1 on Mon, 07 Nov 2016 21:39:33 GMT

[-HOH-szymek777 wrote on Mon, 07 November 2016 04:31]When i updated my DA is gone

Thats because you need to put the da scripts.dll back after updating. You may need to update your source code a bit or wait for whitedragon to release an update.

Subject: Re: Scripts 4.3 RC1 is now available
Posted by jonwil on Tue, 08 Nov 2016 11:47:43 GMT

Yes you need to wait for a new version of DA built against 4.3 RC1.

Subject: Re: Scripts 4.3 RC1 is now available
Posted by roszek on Sun, 25 Dec 2016 19:29:38 GMT

The requested URL /files/source-4.3rc1.zip was not found on this server.

Subject: Re: Scripts 4.3 RC1 is now available
Posted by dblaney1 on Mon, 26 Dec 2016 18:46:18 GMT

The download stuff is down. Jonwil is on vacation at the moment. I will try to see if I can get you the download you are looking for. BTW RC2 is out now.

Subject: Re: Scripts 4.3 RC1 is now available
Posted by dblaney1 on Mon, 26 Dec 2016 19:00:16 GMT

Here you go, the scripts 4.3 rc2 source code. I will post it in the rc2 topic as well.

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File Attachments
1) source-4.3rc2.zip, downloaded 185 times
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