Subject: Scripts 4.6 Update 5 is now available Posted by jonwil on Mon, 24 Dec 2018 22:15:48 GMT

View Forum Message <> Reply to Message

"I've Got a Present For Ya" - Havoc.

Tiberian Technologies is giving the community an xmas present in the form of Scripts 4.6 Update 5.

I would like to thank Jerad2142, Dghelneshi and dblaney for their contributions to 4.6 Update 5(If I missed anyone else who contributed to 4.6 Update 5, sorry)

Changes made since 4.6 Update 4:

Various improvements to Jerad's scripts.

Improve the way various log files are written to make writing faster by using Asynchronous IO. Fix an issue where muzzles could be incorrectly detected as blocked.

If you are running 4.6 Update 4 (or any earlier version) you will be automatically updated to 4.6 Update 5.

People wanting a full installer, a server download or a tools download can find them on the Tiberian Technologies website (www.tiberiantechnologies.org) in the downloads section. (note that the full installer will install 4.6 but when you run the game/updater/whatever it will update to 4.6 Update 5 automatically.

People who need DA will have to wait for a compatible version of DA to be released (which should be fairly simple for someone to do given what's changed in the new version)

Subject: Re: Scripts 4.6 Update 5 is now available Posted by Jerad2142 on Wed, 26 Dec 2018 15:32:21 GMT

View Forum Message <> Reply to Message

jonwil wrote on Mon, 24 December 2018 15:15

Improve the way various log files are written to make writing faster by using Asynchronous IO.

This is actually a massive improvement as previously the logger could cause lockups when loading lots of textures, in some instances long enough to disconnect people (especially if Antivirus was watching the log folder).

Subject: Re: Scripts 4.6 Update 5 is now available Posted by ExEric3 on Wed, 26 Dec 2018 19:45:36 GMT

View Forum Message <> Reply to Message

Jerad2142 wrote on Wed, 26 December 2018 16:32jonwil wrote on Mon, 24 December 2018 15:15

Improve the way various log files are written to make writing faster by using Asynchronous IO.

This is actually a massive improvement as previously the logger could cause lockups when loading lots of textures, in some instances long enough to disconnect people (especially if Antivirus was watching the log folder).

And what about sfps drop due console output?

Subject: Re: Scripts 4.6 Update 5 is now available Posted by ExEric3 on Sun, 30 Dec 2018 11:35:16 GMT

View Forum Message <> Reply to Message

Error - NetUpdateRate must be between 5 and 30 - aborting

Update it and allow it to 75.

Subject: Re: Scripts 4.6 Update 5 is now available Posted by dblaney1 on Wed, 02 Jan 2019 14:52:28 GMT

View Forum Message <> Reply to Message

The sfps issue on console input is drastically improved in this update.

Subject: Re: Scripts 4.6 Update 5 is now available Posted by ExEric3 on Thu, 03 Jan 2019 17:25:25 GMT

View Forum Message <> Reply to Message

dblaney1 wrote on Wed, 02 January 2019 15:52The sfps issue on console input is drastically improved in this update.

Really? BRenBot constantly scans for new player_info and here are results with more lines in console:

Tested on dedicated box with Intel Xeon E5-1245 v5.

File Attachments

1) really3.png, downloaded 732 times



Page 4 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



3) really.png, downloaded 750 times

