Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Blazer on Tue, 08 Feb 2005 18:53:34 GMT
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vloktbokyIt's nice that you are at least making these features for everyone, but are they really needed? Wouldn't it make more sense to actually produce something that is at least practical? From where I stand, it looks like you are either running low on ideas or you are simply trying to make as many small things as possible to gain a bigger title.
Most if not all of the extra commands are by request of the server owners, which is who we are coding for.

vloktbokyIf you are going to use your time to produce this stuff for this game, use it wisely. Make a GUI application to manage all of these instead of throwing them in as a command-line argument.
Ummm, the FDS is a server. It would be dumb to make it a neat cool GUI, not to mention that the same thing wouldn't work on linux. The reason they are command line arguments are so that other peoples (and ours as well) bots/code/whatever can interact with the FDS.

vloktbokyOr better yet, figure out a way to do all of this stuff you are doing without having to rely on the end user to download more software.
 Yeah well, what about in the cases where the "more software" is software that THEY are writing? We are making it easier for other people to interact with the FDS. If we had the source code to it, yeah there are much more elegant solutions, but as it is, we are doing what we can to make it more permeable.

vloktboky If you've managed to get this far, as you have claimed, then what is stopping you from passing this one simple hurdle that has plagued this game since its initial release?
I would say the biggest hurdle is not having the source code. I don't see where we have "claimed" to have "gotten far"? We do what we can to overlay functionality via the scripts.dll backdoor. If not for that and the debug symbols that WestWood accidentally left in the redhat8 FDS code, we would be hard pressed to add any new features at all.

vloktbokyAutodownload of maps from the server?
Punkbuster? (RenGuard without a client-side application being ran)

Autodownload is planned...there are several gotchas of course though. One being that renegade servers already use gobs of bandwidth, and 10 people downloading a map from the server at the same time would make it lag. Options to fix that would be a trickle download, which is slow, or server owner can set downloads to be from another location, then you have to deal with things like how Renegade wont accept new maps if you just drop them in, you have to restart the game...theres that "if we just had the source code" popping up again   The final solution will probably be totally replacing the server browser with our own app, so that downloads etc can be done before actually launching the game.

vloktbokyThese two ideas are not only practical, but plausible with your "new resources." Hmm I searched this entire section and didn't find the words "new resources", or even "resources", so I don't know what you are quoting there.

vloktboky Do them instead of making a shortcut to show what the current map is.

As I said, the reason for the "shortcuts" is so that other people can easily write their own code to interface with the FDS. I'm talking about scripting languages, not "real code". It's a lot easier for server owners to write a mirc script, or VB, etc to populate some variables by sending a command(s) to the FDS, rather than writing their own scripts.dll hooks.

vloktboky I'm not trying to sound like a dick here,
LOL...sure you are. Ever notice that when somebody says something lke that, that is exactly what they are doing? You know, like when someone says "no offense but..." and it always follows with something offensive   I have no problems with you asking questions, but your post is dripping with sarcasm. There are lots of other ways to make a point you know.

vloktboky but in all do honesty, what are you doing exactly? If I had spent my time making small expansions and command-line arguments at this time last year, a lot of this stuff probably wouldn't even be dreamed up as being possible.
As I said, we are adding commands at the direct request of mod groups and script writers. Most people cannot write their own custom scripts.dll to do stuff like get the current number of deployed mines, change the mine limit, or a special script/action that is required for their mod to be realistic, so we give them simple commands to query the info, and now instead of having to be a wiz at C++ they just have to know how to parse some text or attach a script jonwil has written to an object. I don't see why this is so hard for you to understand.

Yes, there was a time when we all thought the things being done with Renegade today was impossible. But dedication and ingenuiity (yes I am speaking of your accomplishments as well), have allowed us to do more than we ever thought we could without having the source code.

BHS is here to support Renegade. Our goal is to fix as many bugs as we can, stop cheating, and add enhancements that the renegade server owners and players ask for. That is "what we are doing".