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Subject: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Thu, 28 Sep 2006 10:19:14 GMT

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I have decided not to release a "2.10" and to go straight to 3.0

Here is a list of what is currently in 3.0:

Improvements to the definition of StringClass (it is now a 100% clone of the class or so)

Clones of ChunkLoadClass and ChunkSaveClass which are used to read and write the chunked data format used for w3d files, objects.ddb, map files, strings.tdb etc.

A clone of RawFileClass (only for win32 though) to enable use of ChunkLoadClass and ChunkSaveClass outside of renegade. (inside renegade you use the Get\_Data\_File and Close\_Data\_File engine calls to read and write files).

Bug fixes (including memory leak fixes) to various things.

Removal of the broken GetMaxPlayerID engine call with a new method being used for the ID and PINFO console commands.

A fix to the Change\_String engine call to do things using the new StringClass stuff.

Definitions of various miscellaneous classes

Various improvements to existing definitions

Definitions of BaseGameObj, BaseGameObjDef and ScriptableGameObjDef

FileClass \*Get\_Data\_File(const char \*file); //Open a file using the mix file opening logic

void Close\_Data\_File(FileClass \*file); //Close a file that was opened with Get\_Data\_File

bool Is\_Unit\_In\_Range(const char \*preset,float range,Vector3 location,int team); //Is the given unit type in range of a location

void Destroy\_Connection(int PlayerID); //Drop a player from the game by cutting off their network link

void Set\_Ladder\_Points(int PlayerID,int amount); //Set the ladder points of a player

void Set\_Rung(int PlayerID,int amount); //Set the rung of a player

int Get\_Current\_Weapon\_Style(GameObject \*obj); //Get weapon style for an objects current gun

int Get\_Position\_Weapon\_Style(GameObject \*obj,int position); //Get weapon style for an objects gun at a specific position

int Get\_Weapon\_Style(GameObject \*obj,const char \*weapon); //Get weapon style for a specific gun (if the object doesnt have the gun, return is zero)

void Disable\_Enlisted\_By\_Name(unsigned int Team,const char \*Name); //Disable an enlisted unit by name

void Disable\_Preset\_By\_Name(unsigned int Team,const char \*Name); //Disable a preset by name

const char \*Get\_Powerup\_Weapon\_By\_Obj(GameObject \*Powerup); //Get the name of a powerup weapon given a PowerupGameObj

JFW\_Cinematic\_Attack\_Command, a clone of M00\_Cinematic\_Attack\_Command\_DLS

JFW\_Cinematic, a clone of Test\_Cinematic

JFW\_Cinematic\_Kill\_Object, a clone of M00\_Cinematic\_Kill\_Object\_DAY

JFW\_Reflect\_Custom\_Delay, a clone of JFW\_Reflect\_Custom but with a delay

Small fixes/improvements/bug fixes to existing scripts (e.g. fixes to my clones of the AGT and Obelisk scripts)

JFW\_Radar\_Jammer, a script for a radar jammer vehicle

JFW\_Sidebar\_Key\_2, a clone of MDB\_Sidebar\_Key but plays a sound anytime the sidebar key is enabled (i.e. anytime the key becomes active)

JFW\_Sidebar\_PT, a script to make a PT that shows the sidebar

JFW\_2D\_Sound\_Startup, a script to play a 2D sound on startup (usefull to put on an object to

announce to the world that a C4 object has just been placed or that a certain unit has been bought or something)

JFW\_Disable\_Loiter, a clone of M00\_Disable\_Loiter\_DAY

JFW\_InnatelsStationary, a clone of M00\_InnatelsStationary

JFW\_Generic\_Conv, a clone of M00\_Generic\_Conv\_DME

JFW\_Disable\_Hibernation, a clone of M07\_Disable\_Hibernation

JFW\_Radar\_Spy\_Zone, when the zone is entered by the spy, if your radar dome is dead and the enemy has radar working (i.e. dome not dead and radar not being jammed), your team gets free unjammable radar for the rest of the game.

JFW\_2D\_Sound\_Zone\_Team plays a 2D sound on zone entry for a given team but with a delay before the sound is played.

Kamuix\_Death\_Team\_Win and Kamuix\_Kill\_Change, new scripts done by Kamuix

MDB\_Set\_Ammo\_Granted\_Weapon\_On\_Pickup,  
MDB\_Set\_Ammo\_Current\_Weapon\_On\_Pickup and MDB\_Set\_Ammo\_On\_Pickup, new scripts done by WhiteDragon

Improvements to the definition of ActionParamsStruct

Improvements to the definition of Get\_Sync\_Time and Attach\_To\_Object\_Bone

SH\_Spawn\_Difficulty, new script that spawns an object on startup with a different object for each difficulty level.

Small changes to bhs.dll stuff

New hud.ini keywords to let you change the color used for the text in list boxes and list controls.

New hud.ini keywords to let you change the color used for the text in the PT/sidebar purchase buttons.

New hud.ini keywords to let you change the black color you see when you mouse over a meny entry on the main menu.

New hud.ini keywords and new feature that have new purchase sounds for the sidebar, one for refills, one for infantry and one for vehicles.

Improvements to the way I read values from the registry (such as the screenshot format and client chat log settings)

The black-intel turret lag fix

A clone of the DX8Caps class used to identify your graphics card and its capabilities.

The high quality shadows shown off by the RA:APB team before

A change to make ::Created be called properly for C4GameObjs

Printing of the current map, current mod package, current player count and time remaining in the crashdump.txt (if applicable)

Printing of details of your video card (the stuff detected by DX8Caps) in crashdump.txt (client only)

Printing of the CRC32 of all loaded modules, not just scripts.dll/bhs.dll

A change so that Set\_Screen\_Fade\_Color and Set\_Screen\_Fade\_Opacity (e.g. underwater effects in RA:APB) dont affect the HUD

Changes to the edit control (including the edit portion of editable combo box controls) to allow the use of ctrl-x to cut, ctrl-c to copy and ctrl-v to paste. Interacts with the normal windows clipboard.

A change so that the windows FDS wont try to write to the startup stuff in the registry anymore.

Fixes to the ID and PINFO console commands, the issues people were having before with not all players being output should be gone.

A new console command that displays a w3d file (with an optional animation) in the same widget the single player nod encyclopedias thing uses. Its host only and is intended for testing stuff.

Big improvements to a number of dialog box classes and controls (including defintions of a number of new controls and classes)

A new "BHS.DLL Options" button in the configuration options.

A new configuration dialog to configure bhs.dll stuff, so far it has an option to select the screenshot format, one to select whether client chat logs are enabled and one to enable/disable the high quality shadows feature (on really old systems with crappy RenderTarget performance, they will slow things down). "Enabled" is the default for the feature though.

A new engine call to display the "you dont have the required security to access this terminal" dialog for a given player.

There is also a new feature that I call d3d9. Basicly, it does the same thing as scorpio's RenD3D9 (makes renegade use d3d9 instead of d3d8) but with less bugs. (several people who were unable to use RenD3D9 are able to use this new one without problems) In addition it does not yet have the FSAA and filtering options that RenD3D9 has (although they will probably be added at a later date). Note that this new D3D9 is a required component of scripts.dll 3.0 (because of the enhanced shadows for one) and that you must use it. (if you dont, bhs.dll will crash) Also, you can not use RenD3D9 anymore, this replaces it.

The following features are currently slated to be in 3.0:

Further scripts and engine calls from WhiteDragon

Scripts from NeoSaber for RA:APB (I know he has some stuff that is WIP like the gap generator stuff)

Changes to the ExpVehFac scripts to send a custom to newly purchased vehicles to tell them who bought them.

Improvements to the DX8Caps class clone to detect more video cards (including all the cards released since renegade was released) and more driver versions as well as to do more "vendor specific hacks" applicable to these newer cards.

Hooks to detect C4 and Beacon detonation

A "player has left the game" hook

The wall lag fix from Black-Intel

A "ladders in multiplayer" fix figured out by the Black-Intel guys.

New scripting for a naval transport that can cary vehicles

New scripts to display enemy army information when the spy enters the barracks or weapons factory

Possible new scripting for a working Sonar Pulse

A script that will lock a vehicle either to the current driver (used with the naval transport so that only the person who was driving it when it went into the transport can claim it when it comes back out) or to the purchaser (used so that only the purchaser can get into it for a limited time after its bought)

In both cases, enemy spies can steal the vehicle.

A new console command to en/disable the HUD (usefull for screenshots/movies)

A new script to play sounds like "30 minutes remaining", "20 minutes remaining" etc at the right time.

A new repair bay script so that vehicle repairing costs money (and so that you press a key in order to trigger the start of repairing)

Additional options on the bhs.dll configuration dialog to configure the keys.cfg extended bhs.dll keys (will do the same job as keycfg.exe does now)

Possibly documentation in bhs.txt of which dialog box controls use which hud.ini keywords, which textures and which w3d files. Intended to make it easier to know what you need to change.

A bug fix to the StealthRenderStateChangeEnabled hud.ini keyword (exactly whats broken I dont yet know)

A bug fix to the win console command on linux (exactly whats broken I dont yet know)

Also, the really big and really cool feature that I still cant reveal yet is still being worked on and WILL be in scripts.dll 3.0. (those of you who already know what it is, please do not spill the beans on it

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