Subject: scripts.dll 3.0 is finally out
Posted by jonwil on Thu, 14 Dec 2006 02:52:09 GMT
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After a lot of work, scripts.dll 3.0 is finally out.
Get it from http://www.sourceforge.net/projects/rentools/

Final changelog for scripts.dll 3.0
Migrated everything up to Visual C++ .NET 2005
Fixed the messagebox displayed if scripts.dll cant find a function in bhs.dll to display the correct message.
Fixed the "bhs.dll didnt load" and "scripts2.dll didnt load" messageboxs to display the correct message.
Fixed the "bhs.dll version mismatch" messagebox to display the correct message.
Increased the version to 3.0
new hook to detect players leaving the game
new engine call to display the "you dont have the required
r a global controler, one for a stealth generator building, one for a mobile stealth generator vehicle and one that goes on stuff
that should not be made stealth (such as stealth tanks)
JFW_Sidebar_Key_2 (script to display the sidebar when a key is pressed)
JFW_Sidebar_PT (triggers the sidebar when poked)
JFW_2D_Sound_Startup (script to play a 2D sound on startup)
JFW_Time_Remaining_Sounds (script to play 2D sounds to indicate time remaining in the game)
JFW_Vehicle_Lock (script to manage vehicle locking including theft by spies)
A small bug fix to JFW_Nod_Turret
A small bug fix to JFW_Nod_Obelisk
A small bug fix to JFW_Advanced_Guard_Tower_Missile
A small bug fix to JFW_Advanced_Guard_Tower_Gun
JFW_Disable_Loiter (clone of M00_Disable_Loiter_DAY)
JFW_InnateIsStationary (clone of M00_InnateIsStationary)
JFW_Generic_Conv (clone of M00_Generic_Conv_DME)
JFW_Disable_Hibernation (clone of M07_Disable_Hibernation)
JFW_Radar_Spy_Zone (script to cover putting a spy in the enemy radar dome/com center and having the radar come back on if yours is gone)
JFW_2D_Sound_Zone_Team (plays a 2D sound for a team after a timer has expired)
JFW_Repair_Zone_2 (script for a repair zone that costs money)
JFW_Infantry_Force_Composition_Zone (script to display enemy infantry composition for the spy)
JFW_Vehicle_Force_Composition_Zone (script to display enemy vehicle composition for the spy)
Kamuix_Death_Team_Win (new script by Kamuix)
Kamuix_Kill_Change (new script by Kamuix)
MDB_Set_Ammo_Granted_Weapon_On_Pickup (new script by WhiteDragon to set ammo on pickup)
MDB_Set_Ammo_Current_Weapon_On_Pickup (new script by WhiteDragon to set ammo on pickup)
MDB_Set_Ammo_On_Pickup (new script by WhiteDragon to set ammo on pickup)
RA_Vehicle_Regen (script to handle vehicle regeneration)
RA_Thief (script for a thief)

RA_Credit_Theft_Zone (script for a thief)
RA_DestroyNearest_OnDeath (script to destroy the nearest instance of a preset when the object with it attached is killed)
RA_Ore_Truck (script for a player controled ore truck)
RA_Ore_Field (script for a player controled ore truck)
RA_Ore_Delivery_Zone (script for a player controled ore truck)
RA_Vehicle_Team_Set (script to make a vehicle remain owned by the team for a little while when the driver gets out)
RA_Vehicle_Team_Timer (script to make a vehicle remain owned by the team for a little while when the driver gets out)
RA_Visible_Driver (makes a person model show up in a vehicle when someone is inside it)
RA_Vision_Control (controls vision such as Set_Screen_Fade_Opacity and
Set_Screen_Fade_Color and fog)
RA_Fog_Level_Settings (controls fog settings for the level)
SH_Spawn_Difficulty (script to spawn a different object depending on the current difficulty level)
RA_Global_Gap_Controller (scripts for a gap generator)
RA_Gap_Generator_Building (scripts for a gap generator)
RA_Gap_Generator_Vehicle (scripts for a gap generator)
RA_Gap_Generator_Ignored (scripts for a gap generator)
There is one script for a global controler, one for a gap generator building, one for a mobile gap generator vehicle and one that goes on stuff
that should not be cloaked (such as phase tanks if they get implemented)
Changes to the ExpVehFac scripts to send a custom to the vehicle letting the vehicle know who its owner is (only if its flying or naval, ground is handled elsewhere)
void Destroy_Connection(int PlayerID); //Drop a player from the game by cutting off their network link
Fixes to a few engine calls (e.g. memory leak fixes and changes to go through the new class clones)
Removal of the GetMaxPlayerID engine call (it was broken and didnt work)
Removal of the Change_String engine call (now that we have a proper implementation of StringClass, you can use StringClass::Operator= instead
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 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)
const char *Get_Powerup_Weapon_By_Obj(GameObject *Powerup); //Get the name of a powerup weapon given a PowerupGameObj
void Disable_Preset_By_Name(unsigned int Team,const char *Name); //Disable a preset by name
void Disable_Enlisted_By_Name(unsigned int Team,const char *Name); //Disable an enlisted unit by name
void Create_Effect_All_Of_Preset(const char *object,const char *preset,float ZAdjust,bool ZSet);

//Create an object above all objects of a given preset, also set the facing to match the object its being created over.
float Steal_Team_Credits(float percentage, int team); //Steal credits from a team
GameObject *Find_Nearest_Preset(Vector3 position, const char* preset); //find the nearest preset
GameObject *Find_Random_Preset(const char* preset, int min, int max); //find a random preset
void Ranged_Stealth_On_Team(Gap_ListNode* FirstNode); //Apply stealth to all units in the range of this on the relavent team
void Send_Custom_All_Players(int message,GameObject *sender,int team); //send a custom to all players
void Ranged_Gap_Effect(Gap_ListNode* FirstNode); //apply gap effect to all units of a team within a range
AmmoDefinitionClass *Get_Weapon_Ammo_Definition(const char *weapon,bool PrimaryFire); //Get the AmmoDefinitionClass of a weapon given its preset name
AmmoDefinitionClass *Get_Current_Weapon_Ammo_Definition(GameObject *obj,bool PrimaryFire); //Get the AmmoDefinitionClass of an objects current weapon
AmmoDefinitionClass *Get_Position_Weapon_Ammo_Definition(GameObject *obj,int position,bool PrimaryFire); //Get the AmmoDefinitionClass of an objects weapon at tbe specified position
WeaponDefinitionClass *Get_Weapon_Definition(const char *weapon); //Get the WeaponDefinitionClass of a weapon given its preset name
WeaponDefinitionClass *Get_Current_Weapon_Definition(GameObject *obj); //Get the WeaponDefinitionClass of an objects current weapon
WeaponDefinitionClass *Get_Position_Weapon_Definition(GameObject *obj,int position); //Get the WeaponDefinitionClass of an objects weapon at the specified position
ExplosionDefinitionClass *Get_Explosion(const char *explosion); //Get the ExplosionDefinitionClass of an explosion given its preset name
const char *Get_Translated_Definition_Name(const char *preset); //Get the translated name string for a preset name
const wchar_t *CharToWideChar(const char *str); //convert a char to a wide char
A small change to ActionParamsStruct
A fix to the definition of Get_Sync_Time
A complete clone of StringClass
A complete clone of ChunkLoadClass
A complete clone of ChunkSaveClass
Definitions of the remaining unknowns in cGameData
A complete clone of WideStringClass
A clone of FileClass
A clone of FileFactoryClass
A clone of ReferenceableClass
A clone of ReferencerClass
A clone of PlayerDataClass
Updates to the clone of NetworkObjectClass
A clone of Matrix4
A clone of ChunkHeader
A clone of MicroChunkHeader
A clone of IOVector2Struct
A clone of IOVector3Struct
A clone of IOVector4Struct

A clone of IOQuaternionStruct
A clone of RefCountClass
A clone of BaseGameObjDef
A clone of BaseGameObj
A clone of ScriptableGameObjDef
A clone of AudioCallbackClass
A clone of ScriptableGameObj
A clone of TransitionGameObjDef
A clone of TransitionGameObj
A clone of DamageZoneGameObjDef
A clone of DamageZoneGameObj
A clone of ScriptZoneGameObjDef
A clone of ScriptZoneGameObj
A clone of DefenceObjectDefClass
A clone of DamageableGameObjDef
A clone of DefenceObjectClass
A clone of DamageableGameObj
A clone of cPlayer
A clone of Vector2
A clone of RectClass
A clone of AmmoDefinitionClass
A clone of WeaponDefinitionClass
A clone of MuzzleFlashClass
A clone of WeaponClass
A clone of ExplosionDefinitionClass
A new dll, shaders.dll that provides hooks into the rendering engine to allow for custom shaders (all the stuff below applies to shaders.dll):
Definition of ProgrammableShaderClass, the base class for all custom shaders
Definition of the shader factory system used to register custom shaders
Definition of ShaderManagerClass, the class that manages all the loaded custom shaders (loads shader database files, unloads shader database files etc)
Definition of the base exported shaders.dll functions:
Release_Resources (called when the device is released or reset)
Reload_Resources (called after the device is reset)
Render (called to do actual rendering)
MapLoaded (called on map load)
MapUnloaded (called on map unload)
FrameStart (called on frame start)
FrameEnd (called on frame end before UI is drawn)
ScopeTrigger (called when scope is triggered or closed)
ScopeChange (called when scope is changed)
ShaderSet (called when set through engine call in bhs.dll, used to allow scripts to trigger specific stuff in shaders.dll)
New funcionality (in bhs.dll and shaders.dll) that overrides the drawing of most in-game meshes to add Tangent and Binormal data to them.
A series of engine calls (some copied from engine.h/engine.cpp) for shaders to use.
A clone of ShaderClass
A clone of several enums that apply to ShaderClass

A clone of the WW3DFormat enum
A clone of enums that apply to TextureClass and VertexMaterialClass
A clone of TextureMapperClass
A clone of FVFInfoClass
A clone of VertexBufferClass
A clone of IndexBufferClass
A clone of Vector4
A clone of VertexMaterialClass
A clone of TextureClass
A clone of RenderStateStruct
A clone of DX8Caps
A clone of VertexBufferLockClass
A clone of VertexBufferClass::WriteLockClass
A clone of VertexBufferClass::AppendLockClass
A clone of DX8VertexBufferClass
A clone of VertexFormatXYZNDUV2
A clone of SortingVertexBufferClass
extern unsigned int *render_state_changed; //Which render states are to be updated, uses ChangedStates enum
extern RenderStateStruct *render_state; //Current render state
extern myIDirect3DDevice8 **Direct3DDevice; //Current Direct3D8 Device
extern IDirect3DDevice9 *Direct3DDevice9; //Current Direct3D9 Device
extern myIDirect3D8 **Direct3D; //Current Direct3D Interface
unsigned long CRC_Memory(const unsigned char *data,unsigned long length,unsigned long crc); //Calculate the CRC of a block of memory
void TextureInitialize(unsigned int stage); //initialize and load a current state texture if it hasnt already been loaded
void TextureInitialize2(TextureClass *t); //initialize and load a texture if it hasnt already been loaded
void Draw(unsigned int primitive_type, unsigned short start_index, unsigned short polygon_count, unsigned short min_vertex_index, unsigned short vertex_count); //Call this to do the normal rendering pipe
void Buffers_Apply(); //Apply the vertex and index buffers
bool Texture_Exists(char *texturename); //Does a texture exist
TextureClass *_stdcall Load_Texture(const char *path,MipCountType mip,WW3DFormat format, bool IsCompressionAllowed); //Load a texture
extern myIDirect3DTexture8 **Textures; //Pointers for current IDirect3DTexture interfaces
extern unsigned int *SyncTime; //Current sync time
extern bool *TexturingEnabled; //Is texturing enabled
extern DX8Caps *CurrentCaps; //Current caps bits
extern D3DCOLOR *AmbientColor; //current ambient color
void _stdcall Free_Texture(TextureClass *texture); //Free a texture
ShaderCaps, a class to retrieve capabilities relavent to shaders.
extern unsigned int *MinTextureFilters; //texture filter values
extern unsigned int *MagTextureFilters; //texture filter values
extern unsigned int *MipMapFilters; //texture filter values
extern unsigned int *RenderStates; //Current render states
extern D3DMATERIAL9 *DefaultMaterial; //default material structure

extern bool *CurrentDX8LightEnables; //current light enables
Vector4 *GetColorVector4(D3DCOLOR *color); //Converts a D3DCOLOR into a Vector4
extern unsigned int *ActiveDialog; //If this is non zero, there is a dialog on the screen otherwise there is no dialog on the screen
Matrix4* Get_Projection_Matrix(); //Get the projection matrix
void Set_Texture_Stage_State(DWORD Stage,D3DTEXTURESTAGESTATETYPE Type,DWORD Value); //Set a Texture Stage State Type
void Set_Render_State(D3DRENDERSTATETYPE State,DWORD Value); //Set a Render State Type
void Set_Light(int pos,D3DLIGHT8 *light); //Set a Light
void Draw_Skin(char *fvfcc); //draw skin models
void Draw_Rigid(char *fvfcc,char *MeshClass); //draw rigid models
extern unsigned int *_PolygonCullMode; //current polygon culling mode
extern ShaderCaps* TheShaderCaps; //ShaderCaps pointer
extern D3DPRESENT_PARAMETERS8 *parameters; //Presentation Parameters passed to CreateDevice and Reset
Vector3 *Get_Sky_Color(); //Get the current sky color
unsigned int Get_Registry_Int(const char *entry,int defaultvalue); //Get an int value from the renegade registry key
DWORD Get_Render_State(D3DRENDERSTATETYPE State); //Get a render state
Vector3 *GetColorVector3(D3DCOLOR *color); //Converts a D3DCOLOR into a Vector3
Vector3 *GetColorVector3(D3DCOLORVALUE *color); //Converts a D3DCOLORVALUE into a Vector3
A new class RenderQuadClass for drawing textured quads on the screen
extern RenderQuadClass *RenderQuad; // Textured Quad Drawing Class;
Classes and implementation for a Glow Shader including the shader database editor implementation so you can create this shader in a shader database plus shader code for the shader
Classes and implementation for a Glass Shader including the shader database editor implementation so you can create this shader in a shader database plus shader code for the shader and some sample textures you can use
Classes and implementation for an Offset Map Shader including the shader database editor implementation so you can create this shader in a shader database plus shader code for the shader
Classes and implementation for a do nothing shader that is applied to objects that dont have any other shader applied and that passes through to the fixed function pipeline
Definition of the base, controler and rendering classes for post process shaders
Classes and implementation for a post process shader that takes no parameters
Classes and implementation for a tone map post process shader
Classes and implementation for a bloom post process shader
Classes and implementation for a bright pass post process shader
Examples (shader database and textures) for the example shaders
A new tool, the shader database editor. This edits shader databases.
Base implementation of the shader database editor, including resources
Definition of engine calls required for the shader database editor.
Definition of EditorShaderClass, the base classe for the editor components of a shader
Definition of the shader factory system used to register custom shaders in the editor
Definition of EditorShaderManagerClass which manages shaders (loads and saves databases

etc) in the editor
Definition of the base and controler classes for post process shaders in the editor
Changes to the way renegade detects video cards so that it will detect more video cards (especially newer ones that arent detected by the old code).
Also, it will correctly detect more video card driver versions. Plus, if you have a newer NVIDIA card, it will enable and use DXT1 (whereas the old renegade code would disable it).
There is a new feature, d3d9. This consists of a dll called d3d9.dll that changes renegade so it talks to Direct3D9 instead of Direct3D8.
This replaces scorpio9a's old RenD3D9 (without the fancy options rend3d9 has and without the bugs rend3d9 has). This is a required part of scripts.dll, not using d3d8.dll (or using any other d3d8.dll such as scorpio9a's dll) will probobly lead to crashes.
This includes a feature whereby the size of the shadow texture is increased which leads to shadows that look better in game.
new console command VIEW that displays a dialog box containing a w3d file with an animation (similar to what the encyclopedia displays in SP).
new console command HUD that disables or enables the HUD.
A change to the way the player list is iterated (should fix the issues with some players not being displayed by the ID and PINFO console commands)
Cleanups to the way I patch memory that make applying patches and such easier and cleaner
Cleanups to bhs.dll as a result of the new class clones
Changes to how VehicleOwnershipDisable works so that when its enabled, it sends a custom to the vehicle letting the vehicle know who its owner is
New hud.ini keywords MenuHiliteColor to change the color you see when you mouse over a menu control.
MerchandiseTextColor for the color on a purchase button
ListColumnColor for changing the color for list controls
Removal of the StealthRenderState hud.ini keywords (which were broken and are made obsolete by shaders.dll anyway)
New keywords to give the sidebar seperate purchase sounds for refill, infantry and vehicles
New hud.ini keyword to change what registry key the renegade update/patching code reads the version number from
New hud.ini keyword WeaponImageVisibleNonVehicle that disables the display of the weapon icon when you are not in a vehicle (i.e. you see the steering wheel, gun and seat icons but not the weapon icon)
New hud.ini keyword WeaponVisibleNonVehicle that disables the display of the weapon name when you are not in a vehicle (i.e. you see the vehicle name but not any weapon name)
New feature to make the radar map rotate when you have a texture as the background (i.e. an overhead view texture of the map you are on)
New feature so that the per-map settings that apply to the radar map can be specified through an ini file named <mapname.ini> (e.g. C&C_Islands.ini)
A fix from Black-Intel for the "vehicles getting stuck near ladders" problem
The Black-Intel wall lag fix
A change so that ::Created is called for C4 objects
A change so that the windows FDS doesnt try to write into the registry "RunOnce" key anymore.
A change so that the HUD is not affected by Set_Screen_Fade_Color or Set_Screen_Fade_Opacity anymore.
The black-intel turret lag fix.
A change to the edit box so that ctrl-x, ctrl-c and ctrl-v work for cut, copy and paste.

Cleanups/new info for the following classes:
DialogControlClass
Render2DClass
Render2DSentenceClass
ButtonCtrlClass
MerchandiseCtrlClass
ImageCtrlClass
ListIconMgrClas
ScrollBarCtrlClass
ListCtrlClass
DialogBaseClass
PopupDlgClass
Definitions of:
ListEntryClass
ListColumnClass
ListRowClass
AABoxClass
ViewerCtrlClass
InputCtrlClass
IMECandidateCtrlClass
EditCtrlClass
MenuEntryCtrlClass
CheckBoxCtrlClass
HealthBarCtrlClass
DropDownEntry
DropDownCtrlClass
ComboBoxCtrlClass
DialogTextClass
ChildDialogClass
A new dialog to configure bhs.dll features, it configures the following:
Client chat log enabled
Screenshot format
High quality shadows enabled
Shader rendering enabled
Also, it configures the extended keys.cfg keys in the way that keycfg.exe does.
However, you cant add keys to the list, only change the keys already in keys.cfg. If you wish to add
keys to the list, edit keys.cfg manually or use keycfg.exe
Hooks in bhs.dll to call shaders.dll
Changes to crashdump.txt to dump:
If appropriate, the current map, mod package, player count and time remaining
The CRC32 of all modules (not just a few)

With scripts.dll 3.0, you MUST put the d3d8.dll in your renegade folder along with bhs.dll, scripts.dll and shaders.dll.
Not doing so (either on the client or the FDS) WILL cause problems. Using any other d3d8.dll (such as rend3d9) other than the one in this zip file
WILL cause problems.

The reason 3.0 took a lot longer than I expected is because Saberhawk did not do what he was supposed to do fast enough. Had he not messed around so much, 3.0 could have been out by now and 3.1 could have been in mid stage development. Several deadlines for 3.0 came and went and he continued to mess about and not do what he was supposed to do.
