
Subject: scripts.dll 3.1 is in progress (some nice bug fixes)

Posted by [jonwil](#) on Tue, 19 Dec 2006 12:33:58 GMT

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I intend to have it out before I go away for xmas on friday.

Changes so far:

Changed spelling of proccess to process everywhere.

Documented the members of OBBoxClass

Added scripts to send shader customs to shaders.dll triggering on:

Zone entry and exit (send to the player who entered/exited the zone)

Vehicle entry and exit (send to the player who entered/edited the vehicle)

Player creation/spawn/character purchase (send to the player who just bought the character/spawned/whatever)

Poke (send to the player who poked the object)

A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.

A script JFW_Resize_Zone which takes an x,y,z size and a z rotation angle and when its created, resizes the script zone its attached to. The size specifies how far on each side of the centerpoint the zone should go and the angle specifies the rotation about the z axis for the object.

A major bug fix to the ExpVehFac scripts that could cause the server to crash.

Improvements to the post process shaders (should hopefully make things faster as well as fix bugs like the "square sun lens flare/halo" bug)

Fixed the RenAlert repair script so that it can repair the mobile gap generator.

Fixed a bug with the Display_Security_Dialog engine call that could cause the client to crash.

Fixed a bug with the nickname exploit fixes that could cause a crash and another bug with the fixes that could cause players who join a server, leave the server and rejoin with the same nickname to be kicked out by mistake.

Also fixed bugs where the pininfo and id console commands would display player data for a player who isnt in the server (the same one causing the accidental kickouts mentioned above)

Fixed a big bug to do with the new shaders that can cause graphical glitching (such as disappearing or glitching bullet holes) for people with ATI graphics cards.

Added vsync support. This defaults to on but can be turned off via the bhs.dll config dialog.

Added code to the sidebar so that if the power plant is down and DisableCostMultiplier=yes has not been added to hud.ini, the costs displayed on the sidebar will correctly reflect the 2x cost multiplier.

Added code to disable the display of "The Version of player 1 is 3.0" dispays for the client, they now only happen on the FDS.

Added some code to prevent crashes in d3d9 if something is accidently Release()ed too many times.

Still currently planned for 3.0:

Improvements to the turret lag fix (someone posted a picture of the obelisk with its aim way off, this fix will correct that problem)

Fixing any bugs to do with shaders being loaded on cards that they shouldnt be being loaded on Anti Aliasing (settable via the bhs.dll config dialog)

Code in shaders.dll to do stuff when the scope is activated, deactivated or changed.
Better version checking for post process fragments (to make sure that your video card can actually handle the fragment)
Updates to the post process fragments and example as required to support the other changes
A few new post process fragments.
Plus possibly a fix for issues with the Normal Map and Glass shaders (if they can be done in time for 3.1)

Thanks to SaberHawk for doing most of the shaders and a large part of the d3d9 work (both for 3.0 and 3.1)
