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Subject: final changelog for scripts.dll 3.2

Posted by [jonwil](#) on Mon, 19 Mar 2007 12:05:59 GMT

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Changelog for scripts.dll 3.2:

Improvements to the glass shader and normal map shader (the normal map shader now actually WORKS)

Major improvements and cleanups to shaders.dll including better performance across the board. Anything you have heard about scripts.dll 3.2 being slower is a lie. Scripts.dll 3.2 may actually (on some graphics cards) be FASTER than stock renegade.

Complete rewrite of post process shader code (they are now called scene shaders)

Big changes to d3d8.dll and bhs.dll to go with the shaders.dll changes

Engine.cpp and shadereng.cpp are now split up into multiple files which means less code duplication and

easier to manage code.

Cleaned up the way initialization of engine stuff and detection of if we are FDS or client is handled

Fixed a bug in the code for calculating CRC32

Numerous bug fixes to the shader code

Numerous bug fixes to the shader related rendering code (which, for example, calculates Tangent and Binormal numbers)

Proper fix for all the zbuffer issues (esp on ATI cards)

Numerous bug fixes to engine calls (formerly in engine.cpp)

Numerous bug fixes to various scripts

Numerous other bug fixes

Cleanups to the definition of TextureMapperClass

Cleanups to the definition of the classes that handle vertex and index buffers

New class for cubemap textures

Several functions for shaders.dll to use including ways to get the current projection matrix and light vector

Definition of TextMessageEnum which will make it easier to see (when inside hooks like the chat hook) what sort of message it is

Code in shaders.dll to spit out appropriate D3DPERF calls for PIX to pick up

Code to spit out various debugging messages at various times

```
int Get_Harvester_Preset_ID(int Team); //Get the harvester preset ID for this team
```

```
bool Is_Harvester_Preset(GameObject *obj); //Checks if the object has the same preset used for the harvesters
```

Improvements to a whole bunch of math code (mainly used by shaders.dll) so that if your CPU has SSE, it will use

SSE instructions. This will make it faster.

Class definition for GameObjObserverTimerClass

Class definition for GameObjCustomTimerClass

Class definition for TransitionDataClass

Class definition for OffenseObjectClass

Class definition for PhysicalGameObjDef

Class definition for PhysObserverClass

Class definition for CombatPhysObserverClass

Class definition for PhysicalGameObj

Class definition for SpecialEffectsGameObjDef

Class definition for SpecialEffectsGameObj  
 Class definition for SimpleGameObjDef  
 Class definition for SimpleGameObj  
 Class definition for PowerupGameObjDef  
 Class definition for PowerupGameObj  
 Class definition for MuzzleRecoilClass  
 Class definition for ArmedGameObjDef  
 Class definition for ArmedGameObj  
 Class definition for CinematicGameObjDef  
 Class definition for CinematicGameObj  
 Class definition for BeaconGameObjDef  
 Class definition for BeaconGameObj  
 Class definition for C4GameObjDef  
 Class definition for C4GameObj  
 bool Get\_Is\_Powerup\_Persistent(GameObject \*obj); //Returns if this powerup is persistent  
 void Set\_Is\_Powerup\_Persistent(GameObject \*obj,bool Persist); //Sets if this powerup is persistent  
 bool Get\_Powerup\_Always\_Allow\_Grant(GameObject \*obj); //Returns if this powerup is set to always allows grant  
 void Set\_Powerup\_Always\_Allow\_Grant(GameObject \*obj,bool Grant); //Change if this powerup is set to always allows grant  
 int Get\_Powerup\_Grant\_Sound(GameObject \*obj); //Returns the sound that is played when this powerup is picked up  
 void Set\_Powerup\_Grant\_Sound(GameObject \*obj,int SoundID); //Set the sound that is played when this powerup is picked up  
 void Set\_Vehicle\_Is\_Visible(GameObject \*obj,bool visible); //works like Set\_Is\_Visible but for vehicles, makes them be ignored by Enemy\_Seen  
 float Get\_Team\_Credits(int team); //Count the total credits for a team  
 extern SList<cPlayer \*> \*PlayerList; //Current player list  
 void Change\_Team\_2(GameObject \*obj,int Team); //changes the team of a player given their GameObject without killing the player,passing anything other than 0 = Nod,1 = GDI will crash  
 int Get\_Player\_Type(GameObject \*obj); //Get the player type of a player from the cPlayer  
 Bug fixes to JFW\_Cinematic  
 New script JFW\_Kill\_Message\_Display  
 New script JFW\_Kill\_Message  
 Bug fixes to JFW\_Radar\_Spy\_Zone  
 Bug fixes to JFW\_Radar\_Jammer  
 Bug fixes to JFW\_Sonar\_Pulse  
 New script JFW\_Resource\_Collector\_2  
 New script JFW\_Low\_Power\_Message  
 New script JFW\_Message\_Send\_Zone  
 New script JFW\_Message\_Send\_Zone\_Team  
 New script JFW\_Message\_Send\_Zone\_Player  
 New script JFW\_Message\_Send\_Death  
 New script JFW\_Message\_Send\_Death\_Team  
 New script JFW\_Message\_Send\_Custom  
 New script JFW\_Message\_Send\_Custom\_Team  
 New script JFW\_Spy\_Switch\_Team

New script JFW\_Spy\_Vehicle\_Ignore  
New script JFW\_2D\_Sound\_Death\_Team  
New script JFW\_Vehicle\_Full\_Sound  
New script JFW\_C4\_Sound  
Fixed a bug with Get\_Armour\_Name  
Fixed 2 bugs with the definition of ScriptableGameObj which caused a crash on the RH8 LFDS  
Improved the math classes  
Corrected the definition of Get\_Vehicle\_Seat\_Count  
Changed Get\_GameObj\_By\_Player\_Name, Send\_Custom\_All\_Players, Steal\_Team\_Credits and the new Get\_Team\_Credits engine call to read the player list  
fixed a bug with Get\_GameObj  
fixed a bug with the definition of PlayerDataClass that broke stuff on the LFDS  
Improvements to scripts by Kamuix  
New scripts by Kamuix  
New scripts by zunnie  
bumped version number to 3.2 and copyright year to 2007  
slight improvements to the win32 build process and compiler options for all projects in the scripts.dll and bhs.dll  
Changed the ExpVehFac scripts to call Enable\_Engine on flying units that are flying in (makes the rotor blades spin)  
small typo fix to Reborn\_IsDeployableMech  
Fixed a bug to do with the nickname exploit fixes that caused the LFDS to crash when people joined  
Working multi-sample anti-alias  
Changes so that certain non-shaders code in shaders.dll gets run even with "shaders off" ("shaders off" basically means no loading databases and no creating shader objects)  
Moved large parts of the custom hud code to shaders.dll  
Added a hud.ini keyword to disable kill messages  
added new engine call to send a particular integer to the custom HUD code of a given player from a script  
Crashdumps are now output with sequential filenames much like screenshots  
Changed the bhs.dll configuration dialog to be more consistent with the other configuration dialogs  
Added new console command to check if a given client has a given file in their data folder (e.g. a map)  
Fixed bugs with Npatches to make them work again  
Big improvements to the turret lag fix  
fixed a bug with the cmsgp and cmsgt console commands  
Added hud.ini keywords so you can have more armor types that are unqiushable  
fixed a typo with Set\_Obj\_Radar\_Blip\_Shape\_Player and Set\_Obj\_Radar\_Blip\_Color\_Player  
fixed a bug causing the LFDS to crash anytime a player disconnected without properly leaving the server  
Added debug output to d3d8.dll to print if any functions are being called that don't have implementations  
(which either indicates a bug or some weird case that is only ever used once in a blue moon or on specific weird hardware)  
Bug fixes to JFW\_Vehicle\_Lock  
New script JFW\_Vehicle\_Effect\_Animation  
Bug fixes to JFW\_Repair\_Zone\_2

Bug fixes to JFW\_Sell\_Zone  
Bug fixes to JFW\_Infantry\_Force\_Composition\_Zone  
Bug fixes to JFW\_Vehicle\_Force\_Composition\_Zone  
New script JFW\_Cash\_Spy\_Zone  
New script JFW\_Power\_Spy\_Zone  
New script JFW\_Blow\_Up\_On\_Enter\_Delay  
New script JFW\_Conyard\_Spy\_Zone  
Bug fixes to RA\_Mine  
Bug fixes to RA\_Demolition\_Truck\_Improved  
Bug fixes to RA\_MAD\_Tank\_Improved  
Bug fixes to RA\_Conyard\_Controller\_Improved  
Bug fixes to RA\_Visible\_Driver  
New script RA\_Thief\_Improved  
New script RA\_Base\_Defense\_Powered  
New scripts for Roleplay 2 written by Jerad2142  
New shaders.dll hook called when a shutdown is happening (as opposed to a device reset)  
New shaders.dll hooks for the HUD code  
New shaders.dll hooks for direct3d related stuff  
New shaders.dll hook to pass the screen fade manager rendering through shaders.dll  
Improvements to the way network stuff is sent by bhs.dll  
Fixed a bug in the cut/copy/paste code for edit controls  
Added a new engine call so that if you are inside the ::Killed event and were killed by C4 or beacon, you can get the C4GameObj or BeaconGameObj that did the killing and find out stuff about it.  
Added a hud.ini keyword to change the registry key that the WOL URLs (network status, news etc) are read from  
Made 16 bit graphics mode work again  
Fixed problems preventing single player from going past the first mission  
Fixed it so that it wont crash when you alt-tab anymore

Also, we are looking into a fix to make Reborn\_IsDeployableMech work that may get in for 3.2  
And, NeoSaber is working on a new set of scripts for the RA:APB Nuke Silo that may get in for 3.2

Other than that, its mainly the final pieces of work on sdbedit.exe for the scene shaders plus a new example shaders.sdb file that need to be done before we release 3.2

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