Subject: scripts.dll 3.2.2 is out
Posted by jonwil on Sun, 29 Apr 2007 05:22:47 GMT
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Note that this version will NOT function on Windows 98/ME
Get it from http://www.sourceforge.net/projects/rentools/
Changelog:
Changes to the normal map shader to fix most of the bugs (including having
the correct set of default values)
Fixes to a few places where Get_Data_File is called but
we don't check the return value is non zero before we use it
Changed all places were we display a message box to use NULL
instead of HWND_DESKTOP for the parent (per what I saw online,
NULL is the right value to pass, not HWND_DESKTOP)
Added more code to check for the existence of the various dll files
and print an error if they aren't there
Added code to use FormatMessage to make the errors in dllload.txt
easier to follow
Added code to prevent accidentally double deleting objects if
DestroyEngine3D is somehow called twice.
Fixes to the Tangent/Binormal generation code (it still has the black
triangles on some objects but its as good as its going to get unless some
math guru can find the problem)
Added code to prevent the dll from running on Windows 98/ME (that way you
get a nice error message, not some random weird windows error when the dll
tries to use a feature thats not available on windows 9x)
Code for the Matrix2 class
Bug fix to functions in Engine_Net.cpp that obtain an IP address
Bug fix to Get_Vehicle_Mode to always return the mode of the vehicle,
even if the passed in object is the driver of the vehicle
Bug fixes to Find_Object_With_Script
Bug fixes to StringClass and WideStringClass
New code to handle saving and restoring a render state inside a shader
(i.e. to save and restore fog properly)
Bug fixes to JFW_Kill_Message_Display
Bug fixes to JFW_Sell_Zone and JFW_Repair_Zone_2
Bug fixes to the ExpVehFac logic in mdbevf.cpp
Fix to shadermgr.cpp so that per-map shaders.sdb files will work correctly
Added code to shaders.dll to detect if d3dx9_30.dll is missing and if it is,
display a usefull error
Added code to prevent accidentally deleting stuff in shaderstatemgr.cpp twice
Fixes to several crash bugs
Fixed a crash that could occur with objects with a certain texture mapper
used on them
Added fixes so that GetExplosionObj works correctly for buildings (and will
detect nuke and C4 blowing up buildings)
Fixed a crash bug that could show up with the single player encyclopedia
Cleanups in Do_Recieve_Data_Sc

A fix to the EXIT console command (hopefully it wont crash the game anymore)
Fixes to the sidebar code
Cleanups in Do_Recieve_Data_Cs
Code to correctly disable backbuffer locking (fixes a couple of ATI issues)
Some code changes to prevent crashes when running inside PIX
Code to so that scripts.dll is no longer read from a mod package

I am sure an installer will be made for this soon