
Subject: scripts.dll 3.3 is out

Posted by [jonwil](#) on Tue, 05 Jun 2007 15:00:56 GMT

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scripts.dll 3.3 is out.

Get it from <http://www.sourceforge.net/projects/rentools/>

changelog for scripts.dll 3.3:

Updated normal map shader so that fog now affects normal mapped objects

Updated display for various error message boxes so that they always display on top of the game no matter what

Fixed an issue in GetColorVector4

Rewrote a part of the code that handles texture based fonts (i.e. font6x8.tga etc) so that it no longer uses the slow crappy CopyRects Direct3D call

Partially cloned some of FontCharsClass to learn more about how the TTF file based font code actually works. This code is never actually called and is incomplete and untested. But it is there as an example of how the TTF based code does what it does.

Changed the other places that called CopyRects so that they no longer call CopyRects.

Added definitions of FontCharsClass, Font3DDataClass and Font3DInstanceClass to engine_3d.h

Added clones of Render2DClass::Update_Bias, Render2DClass::Reset,

Render2DClass::Set_Coordinate_Range

and Render2DTextClass::Reset to engine_3dre.cpp

Cloned SurfaceClass and several SurfaceClass functions.

A few small cleanups to Render2DTextClass and Render2DSentenceClass

Added a new function Set_Shader_Number_Vector that is similar to Set_Shader_Number except that it sends a Vector4 instead of an Int

Fixed an issue with INIClass::Get_Float.

Fixed an issue where the return value of various calls to RegQueryValueEx was not being correctly checked for "registry key not found", this caused the wrong default value to be used in various cases.

Fixed a major bug in the Vector3 add, multiply, subtract and divide functions that was causing various graphical glitching with the normal map shader

New engine call void Set_Vehicle_Gunner(GameObject *obj,int seat); //set gunner for this vehicle

Fixed issues where the return value of Get_Phys_Definition was not being checked to see that it was not NULL.

New engine call const wchar_t *Get_Wide_Player_Name(GameObject *obj); //Converts a GameObject into a player name

Fixed an issue in Get_Cost in engine_pt.cpp where it didnt work for alternates (i.e. with the little yellow selection arrow)

New engine call char *Get_Team_Icon(const char *preset,unsigned int team); //Get the icon texture name for a given preset of a given team. Returns NULL if it cant find that preset in the PT data.

New engine call char *Get_Icon(const char *preset); //Get the icon texture name for a given preset. Returns NULL if it cant find that preset in the PT data.

Added Reset_Active to DynamicVectorClass

Fixed a bug in ShareBufferClass

Fixed a bug in Get_C4_Planter

New script JFW_Kill_All_Buildings_Customs which will kill all buildings for a given team after it

receives a certain custom a certain number of times
New script JFW_Message_Send_Zone_Player_Vehicle which is like
JFW_Message_Send_Zone_Player except it only displays the message if the player is inside a
vehicle
New script JFW_Credit_Grant which grants a certain number of credits to both teams every n time
amount
New script JFW_Vehicle_Regen_2 which lets you set how much health to regen and how often to
regen it. Other than that it works exactly like M00_Vehicle_Regen_DAK
New script JFW_Aircraft_Refill which, anytime an aircraft of a given team enters the zone with the
script on it gives it a powerup
Fixed a typo in jmgrp2.cpp
Fixed some missing entries in the linux makefile
Updated the ExpVehFac scripts so that they handle vehicle alternates correctly
Updated the memory manager code to make it threadsafe
Updated the memory manager code to display the current thread ID in log files
New scripts for the RA:APB Missile Silo
New script for the Demo Truck to implement Friendly Fire
Updated the resource loading for shaders.dll to account for the fact that PIX is not threadsafe.
(and to provide a source option to disable the threaded loading if you need to)
Fixed a bug in ScriptFactory::SetNext
Fixed a typo in SCUD_Poke_Preset_Buy
Added error checking for the render target creation in shader_scene.cpp
Added support for loading "plugins" for shaders.dll. So you can write a plugin that will be loaded
by shaders.dll
and can do a few things. Before you ask, NO, I will NOT be doing the same for scripts.dll
Added a new hud.ini keyword ShaderCheckMaterial that lets you choose whether to use the
material name or the texture name to match the shader name against
Fixed a bug in Calculate_CRC causing it to return zero for CRC32 (e.g. in crashdumps)
Updated the display of various things in crashdump.txt and d3derr.log to make it look better.
Updated Commands->Control_Enable to work over the network in multiplayer if the client has
bhs.dll
Fixed an issue with alternate purchasing and the sidebar.
Added code so that if you assign alternates to vehicles in the purchase settings, you can actually
purchase those alternates.
Added code to output the shader, shadow, vsync and antialias settings to sysinfo.txt
Changed the TTF file based font code so that really large characters wont be cut off anymore
New script JFW_Escort_Poke. Put this on a player object and they will follow whoever poked
them last.
Added a function to send an integer from the shader code back to a script (similar to how
keyhooks work).

Saberhawk will probably produce an installer for this very soon.

If you are reporting a bug, try upgrading to the latest drivers for your video card first as several
people in the past have had bugs that went away
when they upgraded to the latest drivers for their card.
Also, please upload (along with any crashdumps), your sysinfo.txt and (if you have one)
d3derr.log
