Subject: Re: Details of some of the features in 4.0
Posted by GrimmNL on Wed, 30 Sep 2009 13:59:02 GMT
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oh wow, that's quite the list there. one question though.
jonwil wrote on Wed, 30 September 2009 08:43Toggle SpoilerNow using windows minidump crashdumps for debug information
Fixed many bugs
Complete overhaul of shader system
Rewrite of many parts of the graphics system to remove all vestiges of the old DX8 bits.
4.0 doesn't have any of the bugs and slowdowns and problems that plagued 3.4.4
Fixed a number of bugs in various scripts
Changed JFW_Jetpack and JFW_Jetpack_Model to play an animation on the object as well as changing the model
Corrected many issues in the HUD and custom HUD code
Renamed bhs.dll to tt.dll
Changed all names mentioning bhs (readmes, logs etc) to mention TT instead
Rewrote many hacks and crappy pieces of code
Make the custom sniper scope work more like the stock renegade sniper scope
Started using the latest version of visual C++ (2008 currently)
Rewrote the memory manager to be faster and cleaner (and to produce more debugging info on debug builds)
Changed the way we hook into renegade (and call renegade functions and access renegade variables) to be faster and cleaner.
New scripts JFW_Set_Info_Texture and JFW_Clear_Info_Texture to use the "info texture" feature of tt.dll
New script JFW_Set_Time_Custom and JFW_Set_Time_Limit_Custom to change the time and time limit
New script JFW_C4_Sound_2 which is the same as JFW_C4_Sound except it wont play if the C4 does no damage.
New script JFW_C4_Explode which triggers an explosion when a C4 is planted by a certain object
New script JFW_3D_Sound_Custom_2 which plays a 3d sound on custom
New script JFW_Send_Self_Custom_On_Key which sends a custom to the object its attached to when a key is pressed
New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time
Fixed bug where weapons with infinate ammo (such as the pistol) dont start loaded
Fix bug where damage code miscalculates points in some cases
Toggle SpoilerFixed the invisible C4 problem on maps like Glacier Flying
Changed all projects to use precompiled headers for system includes and global definitions
Fixed repair bay on Glacier Flying and other such maps to work correctly
Fixed bug where if the nod power plant is down and the harvester is destroyed, the new harvester is spawned invisible
Changed weapon selection so that weapon cycle skips empty weapons
Lots of ladder fixes (as far as I am aware ladders work fine 100% now)
Stealth improvements (so it doesnt glitch up when you are stealthed and then unstealth for example)
Netcode improvements

Support for using the 2 side buttons (i.e. buttons 4 and 5) on mice with 5 buttons. You can use them in any place you can use the normal mouse buttons

Removed linux FDS support (makes developing 4.0 much easier and cleaner)

Cleaned up screenshot code to eliminate screenshot lag and to work better in windowed mode

New script Reborn_IsDeployableTank_2 which is a clone of Reborn_IsDeployableTank but doesnt change the weapons at all

Various optimizations to make 4.0 faster

Remove support for shader plugins

Make screenshots output to a more sane location and with a more sane filename convention

Eliminate all support for tga screenshots

New script JFW_Custom_Send_Random_Custom which, on receipt of a custom, sends a custom to another object if a random percentage is less than a certain percentage

Fix some bugs in JFW_Message_Send_xxx scripts

Add a new feature to display the contents of a text file for a player (intended for e.g. objectives display).

Add new script JFW_Custom_Objectives_Dlg for the above feature.

Make spawn locations (including powerups and players) more random

Fix for bluehell

Method to change the player limit at runtime

Add feature so that the team, battlefield and server information dialogs have working scrollbars

Fixes to the PT dialogs

Improvements to the ExpVehFac scripts

fix so that standing right next to the WF wont cause your vehicle to get destroyed by mistake

Fix for joining the server after game over

Starting credits fix

Fix for PT not working on rejoin

Fix for C4 disappearing when stuck to a vehicle

Move various hud.ini keywords into tt.ini so that we can cheat check tt.ini.

hud.ini contains the custom HUD stuff and the dialog box stuff.

Improved anti-cheat that checks sensitive files and does other good stuff.

Will not have any of the problems of RenGuard but WILL check all 3d models, among other things.

Moved damage calculation to the server for anti-cheat purposes.

change Chat_Hook and Host_Hook so that they can veto sending of the message to the client(s)

Fixes for RA_Helipad_Zone to make it harder to exploit by bobbing up and down in it

Fix JFW_Health_Regen and JFW_Armour_Regen to not repair dead objects

Fix definition of JFW_PT_Disable and JFW_PT_Disable_Death

Add some scripts by campa

Improve particle rendering (we have plans for a shader/GPU based particle renderer in the future)

Added more debug code in netcode, graphics and elsewhere

New console commands for shader debugging

Renamed "BHS.dll options" to "Extended Options"

Shader detail sliders on "Extended Options" dialog

New script JFW_Heal_Zone_2 which is like JFW_Heal_Zone but which only heals for a specific preset

Disable Toggle_Sorting console command

Fix so you cant use a PT from inside a vehicle

Fix so that proximity C4 wont detonate if placed next to dead enemy soldiers

Fixes to AGT and obelisk scripts to fix obelisk walk and other bugs

Fix client showing/switching to weapons they dont own

Fix various memory leaks

add tt.ini keyword DisableVehicleFlipKill, set this to true to disable vehicles from being blown up when flipped over

HUD console command now hides all hud elements

Replace bandtest.dll with a new dll from us that contains what used to be in d3d8.dll (those bits we didnt replace) and other code we need to load early.

Load shaders.dll from bandtest.dll

Make sure sniper scope is only turned on for the weapons it should be

Fixes to make renegade run better on windows Vista/server 2008/Windows 7 including working correctly in limited user mode

Removed SH_FileVerificationControllerScript script

Do not load mix files for maps other than stock maps unless the map is loaded (faster loading for people with lots of maps)

New tt.ini keyword MapPrefix to set the map prefix (for mods)

Fix JFW_Vehicle_Lock to not lock the vehicle if there is someone in it

Fix JFW_Escort_Poke script

Fog related changes and improvements

Fix parameters for JFW_Custom_Send_Custom and JFW_Custom_Send_Random_Custom

Disabled WOL quick match (as its been broken since forever)

add hud.ini keywords to change the weapon chart image colors

Change the way the advanced game listing is sorted to properly support favorites and stuff

Force shadow size to be power of 2

New script JFW_Custom_Multiple_Send_Custom_2

Fix up turret lag fix code

Fix sniper lag

Changed 4.0 to not use std:: classes and headers anywhere

Updated to use a newer d3dx dll

Code to give players custom tags with a server console command to set the tag

A bunch of fixes for widescreen resolutions

Add some scripts by Danpaul88 including scripts for AR

Fix to send max health/shield over the network

Fix bug with secondary fire using wrong muzzle

Fixed Test_Cinematic

Changed some dialogs to not hardcoded the team names anymore (team select dialog e.g.)

Support mouse wheel in the sidebar

Added some scripts from Zunnie

Added some scripts used by RolePlay2

hud.ini keywords to set various dialog colors not previously settable

More netcode crash/exploit fixes (i.e. places where bad packets could crash the code)

added anti-stealth-hack code

New script JFW_Custom_Spawn_Zone to spawn a zone on custom

Change RA_Credit_Theft_Zone to not trigger if the thief is in a vehicle

Add engine call to change default presets for GDI/nod

New script JFW_Spawn_Zone_Created to spawn a zone on create

Made APB Mad tank script ignore friendly base defenses

Made APB nuke silo terminal script trigger the "you dont have the required security to access this

terminal" dialog if the enemy accesses it
New script RA_Base_Defense_Chargeup which is for weapons that charge up (Telsa coil)
Make RA_Base_Defence_Powered properly check that the power is enabled
Make gap generator script check power before working
New script JFW_Submarine for subs in APB
New script JFW_Water_Level for water level for JFW_Submarine
Make APB AA base defence scripts not target subs
New scripts JFW_Repair_Zone_Boats, JFW_Repair_Zone_No_Boats and JFW_Boat to deal with
naval units only repairing at naval yards and non naval units only repairing at repair bays
Fixes to make 4.0 work better under PIX
Make spy power plant zone bring radar down
New script JFW_Radar_Low_Power to make radar go down when power goes down
All dlls now use the DLL version of the CRT
Upgraded to newer libpng and zlib versions
New script RA_Conyard_Controller_Improved_2
hud.ini keywords to change the geometry detail limits
Add base defence scripts that ignore stealth
Make fire0anim and fire1anim fields for vehicles work
New script JFW_Vehicle_Visible_Weapon which basically sets the animation frame for the vehicle
to the number of bullets in the gun (e.g. for vehicles with rockets or missiles visible on them)
New feature where vehicles remain teamed when player leaves (intended to solve an exploit
where people get out just before the vehicle dies to deny the other side points)
Add tt.ini keyword to make the above feature optional
Add hook so that you can hook into the Think pathway (and run something every frame)
Add tt.ini keyword to change draw distance
A bunch of spy fixes (to make spies better)
Beginnings of new resource downloader, auto-map-downloader etc
Beginnings of totally new SSGM
Support more texture formats in dds files
Removed swap scores on game end if the losing team is out of players.
Fix XWIS delay on .pkg files
Added possibility for players to send messages to the host by typing "/host <message>".
New script JFW_Radar_Jammer_Sound for radar jammer sound
Fix radar jammer scripts
Fix RA_Damaged_Credits
Make spies get the allied ore dump
Fix JFW_Pilot_Repair
New script JFW_Model_Animation
C4 no longer gets defused when the owner leaves the game
Added KICK2 console command to force-kick a player
New script JFW_Startup_Custom_Self
Add tt.ini keywords to disable nuke and ion beacon weather effects
Add tt.ini keyword to disable reload when weapon is empty
New script JFW_Moon_Is_Earth and functionality. This will cause the moon code to read texture
named fullearth and partearth instead of fullmoon and partmoon.
For maps that are set on the moon
Fix JFW_2D_Sound_Damage
Change to not reload a weapon when the weapon is full already

New scripts JFW_Set_Skin_Custom, JFW_Set_Armor_Custom, JFW_Message_Send_Powerup, JFW_Soldier_Powerup, JFW_Vehicle_Regen_3
New script JFW_Points_Custom
New hud.ini keyword to change the decal limit
hud functionality to display the center bullet and health counts seperate from the rest of the HUD. hud.ini keyword to disable this new object
Feature to store registry keys and data files (logs, thu files, screenshots, crashdumps etc etc) in locations that non-admin users can write to.
Hack wolapi.dll to read and write from above locations
Hack game to load wolapi.dll from local ren folder
Hack LE to load new ttle.dll file
Added "worst FPS" diagnostic
Send serial hash over the network for possible ban use
Various fixes connected to vehicles with damage meshes and damage caused on the FDS
Change RA conyard script to repair less if power is low
new tt.ini keyword that will allow PTs marked with the regular "I am a PT object" flag to load the sidebar instead of the PT
Add build date for scripts to the crashdumps
Make QUIT and EXIT console commands do the same thing. On client they will do what EXIT does now, on FDS they will do what QUIT does now
Make sidebar/PT dialogs close if the soldier using them is killed
Removed BAN, KICK and ALLOW console functions, to be replaced with something better later
New custom ConstructionYardGameObj object for a construction yard building controler
Added new PT pages for air and naval (to be used by the new building controllers that are being done)
Change how PT data is sent over the network to make it use less bandwidth and to suck less
New script RA_Credit_Theft_Zone_Timer for adding a timer before the thief can steal
Added option to disable audio when renegade does not have focus
Removed bandwidth-based player limits.

does that mean 'the' pointfix?

anyway, keep up the good work