Subject: changes in scripts.dll 1.9.2
Posted by jonwil on Thu, 26 Aug 2004 11:52:59 GMT
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I will be releaseing version 1.9.2 of the scripts.dll/bhs.dll soon.
Here is what has changed since version 1.9.1:
Some files were #including things they didnt need to #include, this is now fixed.
Added #define WIN32_LEAN_AND_MEAN to dllmain.cpp to prevent it pulling in lots of windows API stuff that is not required.
Fixed typo regarding Is_C4 in engine.h
A few optomization flags changed to make the dlls better.
Fix typo in the PT bug-fix, it should work now.
1 or 2 small fixes to bhs.dll (for example, the Donate command now checks that both players exist before it does anything on them(
Some general console command cleanup (most notably all the Console command help messages are now more like the ones for the standard Renegade commands)
And a little bit of cleanup of the readme.txt file.

I am also working on a possible way to enable the scripts.dll to be compiled with the free Microsoft Visual C++ Toolkit 2003 (which is the same compiler and runtime library as included in the Microsoft Visual Studio .NET 2003 product, you just dont get all the extra stuff like the IDE, MFC and others).
I hope to have this working soon.

As for when 1.9.2 will be out, I am currently waiting for NeoSaber to test 1.9.x with RenAlert 0.9932 (so I can make any fixes required to make things compatible). I should have 1.9.2 out as soon as NeoSaber says that the scripting for 0.9932 is completed.

Subject: changes in scripts.dll 1.9.2
Posted by Deactivated on Thu, 26 Aug 2004 14:40:14 GMT
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(nevermind, I misunderstood the purpose the DriverDeath script)

Subject: changes in scripts.dll 1.9.2
Posted by jonwil on Fri, 27 Aug 2004 09:49:05 GMT
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ok, some progress updates.
Firstly, I switched JFW_Obelisk_Weapon_CnC back to using Set_Animation_Frame.
And I removed the hack where JFW_Nod_Obelisk_CnC was loaded instead of M00_Nod_Obelisk_CnC.
Now that Set_Animation_Frame works in multiplayer (thanks to bhs.dll), neither hack is needed anymore and the obelisk will finally work the way the origonal coder of the script intended it to work

Also, I have tested the "compile the scripts.dll with the Microsoft Visual C++ Toolkit 2003" plan on a virgin machine without Visual Studio .NET on it and so far it seems to work.

However, as it requires several files from a full install of Visual Studio .NET 2003 (files that are not in any free microsoft downloads I can find), this method is not generally usefull at this time (mainly because if I give out the files to ppl, I could get in trouble with Microsoft)

The files are:
vcspawn.exe
vcprojectengine.dll
vcprojectui.dll
and some .vcstyle files that contain default project information.
Whilst I could override the default information so it doesnt need the .vcstyle files anymore, there is (as far as I am aware) no legal way to get vcspawn.exe, vcprojectengine.dll and vcprojectui.dll unless you own Visual Studio .NET 2003 or something.