Subject: scripts.dll 2.2 is underway
Posted by jonwil on Mon, 22 Aug 2005 13:03:31 GMT
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The main aim of 2.2 is to fix as many serious bugs (e.g. crashes, memory leaks etc) in scripts.dll, bhs.dll and renegade as possible.
I also want to get in a few features mac wants for SSAOW and I want to look for some "highly-user-visible" to put in too if I can (e.g. pistol reload bug is one big feature I want to fix if possible)
To that end, I plan a code audit of scripts.dll/bhs.dll in order to look for said critical bugs.
so far, I have already made a few changes:
1.changed all remaining uses of malloc() and free() in the scripts.dll and bhs.dll to use new and delete instead
2.added code to redirect all memory allocations (via new and delete) through the renegade memory manager which should put an end to any issues to do with allocating memory and freeing it with different memory managers
3.changed the chat hook so that chat messages are passed in as wide character strings (this will preserve chat messages with those "foriegn" characters)
4.Fixed the nickname display in the Linux FDS "client has lost connection" message (if anyone knows of any other such issues in the Linux FDS, please let me know of them & I will fix them)
and 5.changed the version number to 2.2

I am currently aiming to get 2.2 into CP2 although if 2.2 is delayed too long I may have to ship with 2.1.3 (which doesnt have all the great bug fixes 2.2 is going to have)

What I want from the community is reports of any critical bugs you can find (i.e. _except.txt crash logs for any crashes you get no matter what and no matter what scripts.dll version you might be running and anything else to help diagnose and fix the critical bugs)

2.3 will then be the big release with all the new features (like all the big stuff for Reborn and stuff)

Subject: Re: scripts.dll 2.2 is underway
Posted by bisen11 on Tue, 23 Aug 2005 05:44:17 GMT
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Here's a question for the little people lol. And good bot scripts coming out? Sure there are already plenty. But there don't seem to be any that make a real good intelligent bot. Talking like good ones for vehicle bots and mainly just good ones for bots following a waypath, shooting at their enemies and still remaining on it (or going back to it) after their target is destroyed. Perhaps there are already good ones I do not know about. If so, feel free to point them out for me.

Subject: Re: scripts.dll 2.2 is underway
Posted by RTsa on Tue, 23 Aug 2005 14:06:11 GMT
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I'd say fix the damn crate bug, which doesn't give you money with the original crates...at least I haven't gotten any in a long long time. (I remeber something about the script giving it to the crate and not the character...)