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Subject: Scripts.dll 2.2 is finally out!!!

Posted by [jonwil](#) on Sun, 20 Nov 2005 11:09:23 GMT

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

some of the highlights:

A bunch of new scripts and engine calls

Big code cleanups (for example, jfw.cpp, jfw2.cpp etc are gone and have been replaced with new cpp files sorted by what the scripts do)

a new binary patcher for linux that is linux native and open-source (its standard ansi C and should compile anywhere you need to compile it) to replace the old windows-only binary. (its not as fancy as the windows binary but it works)

A bunch of bug-fixes (including a fix so that messages in bhs\_renlog log files are output with characters used in languages like french and german appearing correct)

A new command to send a "team message" (it will appear as though it is coming from a specific player)

Some cleanups to the documentation.

Changes to the chathook so that messages are passed in as unicode strings (so you can see characters from languages like french and german properly)

A new hook so you can see all messages sent on the host (i.e. via the MESSAGE console command and other related console commands)

New code so that any client running >= 2.2 will send a message when they join which will cause the server to output the same thing it outputs when you use the VERSION console command.

And also, there is now a new exception handler.

When renegade crashes on windows, you will no longer get the windows crash dialog or an \_except.txt file.

Instead, you will get a crashdump.txt file containing the following:

The address the exception occurred at (including which module and which segment of that module the address resides in)

The address being accessed when the crash happens (including if it was trying to read from that address or write to it)

Whether the crash happened with the game client or the FDS

The contents of the CPU registers at the time the crash happened

The contents of the FPU registers at the time the crash happened

The bytes currently in memory at the address the crash happened at

The CRC32 checksum of bhs.dll, scripts.dll, scripts2.dll and bandtest.dll

The current version of bhs.dll (i.e. the same thing printed by the sversion/version console commands)

A complete list of all modules loaded into the renegade process space along with the address they are loaded at

And a complete dump of the processor stack at the time the crash happened (along with details of which module and which segment of that module the address resides in)

Later, I plan to expand this further with other information (most notably details about operating system version and service pack)

We will be shipping scripts.dll/bhs.dll 2.2 with Core Patch 2. (or 2.2.x if bug-fix releases are required)

SSAOW 1.4 (which is based on 2.2) is currently being worked on and will probably be out sometime soon. It will include all of the new features from 2.2.

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Subject: Re: scripts.dll 2.2 is finally out!!!  
Posted by [RTsa](#) on Sun, 20 Nov 2005 13:05:33 GMT  
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Yay!  
Keep up the good work!

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Subject: Re: scripts.dll 2.2 is finally out!!!  
Posted by [Cat998](#) on Sun, 20 Nov 2005 17:43:17 GMT  
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Thx for the new hook stuff.

Good work !

My "wouldbenicetohave" list:

Gameplay pending control  
join/leave hook  
page hook  
gameover hook  
fix or detection of udp flooding attempt  
An admin console command (like "admin kick jonwil") or  
send all commands not in the command list to the server and  
let the server handle them.

UESCat998

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Subject: Re: scripts.dll 2.2 is finally out!!!  
Posted by [jonwil](#) on Mon, 21 Nov 2005 00:27:54 GMT  
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I just released 2.2.1 which contains the correct version of bhs.dll (2.2 contained the wrong broken version). Everyone who downloaded 2.2 needs to download 2.2.1 otherwise their renegade will be broken.

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Subject: Re: Scripts.dll 2.2 is finally out!!!  
Posted by [mision08](#) on Sun, 27 Nov 2005 16:30:00 GMT  
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I have been using the new scripts for several days now, and I am very happy with it. Works Great!!! Thanks, I like to read all the things I miss in the client chat logs.  
P.S. The above post about what goes where is confusing.

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