
Subject: scripts.dll 2.4

Posted by [jonwil](#) on Mon, 30 Jan 2006 02:25:32 GMT

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I am planning to get 2.3.1 out with any needed fixes then get CP2 into beta testing (its ready, just going to wait for 2.3.1 plus I gotta get a readme file) but after that, I am thinking about looking into a 2.4 release.

What features do people want to see in a 2.4 release?

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Mon, 30 Jan 2006 03:59:51 GMT

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join/leave hook

clientcommand for sending console commands and other stuff to the server

gameplay pending control

UDP flooding check

gameover hook

More ways to change settings on the server you would otherwise need to change in LE/objects.ddb

Client bandwidth-change reporting/logging (Crimsons server has running that)

Thats all Folks

Subject: Re: scripts.dll 2.4

Posted by [bisen11](#) on Mon, 30 Jan 2006 04:05:20 GMT

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Scripts that kill spawners on the event of an objects death. A way to make more than one repair building for a base. (say a building on the right repairs the buildings near it and one on left repairs ones near it). And is there a script to make a bot shoot while following a waypath?

Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Mon, 30 Jan 2006 05:44:46 GMT

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Join/Leave hook I can do (I know how to do join already, leave just requires finding all the places where leave/disconnect happens)

Client command for sending console commands and other stuff to the server I refuse to do since its a huge security hole. (if you really want the client to be able to run a command on the server, do what SSAOW does, implement a chat hook. You can then use the player ID passed to the chathook to check the players name, IP address or whatever else to verify that they are allowed to use that command.

Gameplay pending control I cant do since I dont know anything about that code.

UDP flooding check I dont know anything about so I cant do it.

Gameover hook I can do once I find the right code to do it.

More ways to change settings on the server you would otherwise need to change in

LE/objects.ddb I can look at if people can tell me settings I should consider making changeable.

Client bandwidth-change reporting/logging I can look into.

Scripts that kill spawners on the event of an objects death. Something like

JFW_Death_Destroy_Object should do this.

A way to make more than one repair building for a base. This is easy enough, you could probably use TDA_ConYard or so right now (since that takes a list of buildings to repair IIRC) or I could do up one that uses a radius value to find the buildings to repair.

As for bots, not much is known about the whole area of waypaths and ActionParamsStruct and related areas. The scripts I have now for bots (e.g. JFW_Guard_Duty & others) are probably as good as they are going to get.

Keep the ideas comming folks

Subject: Re: scripts.dll 2.4

Posted by [Kamuix](#) on Mon, 30 Jan 2006 06:12:43 GMT

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A teleport script that instead of being team specified like the JFW one. Its specified by a player name.

A script for the MX0_Obelisk object that would allow it to work and be destroyable.< Probably impossible to do but its an idea.

A "Kill <Player ID> Console command. Along with Kill2 for not taking away cash.

A Map Position console command.

Mappos <Player ID> <X> <Y> <Z> Moves the player to that map position . I love this idea.

A script that u can use to specify which team players start on when they join. Instead of automaticly balancing the teams. Maybe.

There are some ideas i thought of .

Subject: Re: scripts.dll 2.4
Posted by [jonwil](#) on Mon, 30 Jan 2006 06:50:14 GMT
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MX0_Obelisk thing is not possible.
Not going to do either the kill or the move console commands.
Dont see the use for a player-specific teleport script.
Not going to do that team thing either, I dont see any use for it

Subject: Re: scripts.dll 2.4
Posted by [theplague](#) on Mon, 30 Jan 2006 10:56:43 GMT
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might be a little off topic, but with the client scripts, perhaps you can add a option where hosts can send files to clients automaticly, maybe map files, maybe sound files, however i do realise that there will be a major client security risk, maybe something can be put into place to stop it. (maybe limit it to .wav and .mix only and make it so it can't over write original map and sound files)

how about a Page hook? i know theres already a PPage hook, just need a page hook

also, gameover hook you can do already (unless you got it set to `buildingDestructionEndsGame=no`) just everytime a building gets killed, check how many buildings are left on that buildings team, if it's 0, then you can do gameover stuff, cos the players haven't been destroy objected yet.

if your server has a time limit, create a `invisible_object` and attach a timer to it, read the time limit out of the config file with `getProfileInt` and set the timer to `timeLimit - 0.5`, thats when game will be over

Subject: Re: scripts.dll 2.4
Posted by [jonwil](#) on Mon, 30 Jan 2006 12:57:55 GMT

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If by "page", you mean hooking the WOL pages, I have no idea how to do that.

You can already hook the PPAGE, TPAGE, MESSAGE and TMSG console commands.

Being able to send data over the network sounds nice but there are issues we would need to work through before we did that.

As for gameover hook, I want to hook the actual end game code so that you can pick up a bunch of things you cant get at easily any other way.

Subject: Re: scripts.dll 2.4

Posted by [=HT=T-Bird](#) on Mon, 30 Jan 2006 18:56:29 GMT

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Once you get joinhook/leavehook done, do you think you could add join/leave logging to the Gamelog and SSAOWLog? It would save us bot designers the work of having to parse the Renlog in ADDITION to SSAOWLog or Gamelog...

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Mon, 30 Jan 2006 21:06:44 GMT

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Gamelog and SSAOWlog are part of SSAOW, not scripts.dll

Subject: Re: scripts.dll 2.4

Posted by [=HT=T-Bird](#) on Mon, 30 Jan 2006 23:43:20 GMT

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Cat998 wrote on Mon, 30 January 2006 15:06Gamelog and SSAOWlog are part of SSAOW, not scripts.dll

LOL SSAOW is really another scripts.dll version! Go look at the SSAOW sources Cat...

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Tue, 31 Jan 2006 00:41:23 GMT

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I meant original scripts.dll. SSAOW is done by WD.

Subject: Re: scripts.dll 2.4

Posted by [fl00d3d](#) on Tue, 31 Jan 2006 01:17:17 GMT

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What do you need to know in order to stop the UDP flooding? This is a major issue that Cat and I are working on dilligently. We've tried some IDS approaches, but it should be "easier" to produce some sort of a patch for it.

I really don't know what you "do not know" about the UDP situation so I cannot offer anything in return. If you explain to me what you'd need to know in order to do this I may be able to help you, help us.

This is a very serious problem that many admins have been facing the last few months and should be a relatively easy fix (in my mind at least).

Please let Cat know if you have any questions for me - he seems to keep me centered on the correct threads as needed as my attention is very scattered atm.

Thanks!

Subject: Re: scripts.dll 2.4

Posted by [bisen11](#) on Tue, 31 Jan 2006 01:55:42 GMT

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How bout a script that makes a door only open for a a certain team.

Subject: Re: scripts.dll 2.4

Posted by [Kamuix](#) on Tue, 31 Jan 2006 03:16:37 GMT

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I was thinking of a more practical door. Where you walk up to it and hit E(or whatever your action key is) And it opens.

Subject: Re: scripts.dll 2.4

Posted by [Napalmic](#) on Tue, 31 Jan 2006 03:40:00 GMT

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Buckery wrote on Mon, 30 January 2006 19:16I was thinking of a more practical door. Where you walk up to it and hit E(or whatever your action key is) And she opens.

There's been four added toggle door scripts since 2.2 now? And some include requiring a key to open.

Subject: Re: scripts.dll 2.4

Posted by [Kamuix](#) on Tue, 31 Jan 2006 04:31:36 GMT

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My ideas better.

Subject: Re: scripts.dll 2.4

Posted by [Goztow](#) on Tue, 31 Jan 2006 08:40:28 GMT

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Could you fix the bug/exploit where someone is on nod but seems to be on gdi, treasonaly kills people and can't be kicked because is not found in the playerlist (doesn't show on brenbot neather)?

Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Tue, 31 Jan 2006 11:42:38 GMT

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So basicly the UDP flooding is where someone sends too many UDP packets to the renegade server and causes it to do what exactly? Crash? Freeze? Fail to accept normal connections?

Also, can anyone provide more information for the GDI vs NOD exploit /bug mentioned? Anyone know how to reproduce it?

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Tue, 31 Jan 2006 11:54:32 GMT

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jonwil wrote on Tue, 31 January 2006 12:42So basicly the UDP flooding is where someone sends too many UDP packets to the renegade server and causes it to do what exactly? Crash? Freeze? Fail to accept normal connections?

Some1 floods the server's gameport with a simple udp flooder programm (a 0,5 Mbit connection can flood a 100 Mbit Server, so its a huge FDS bug),all players that are playing on the server lose connection then, get 9999 ping and get disconnected from the server.

Im thinking about a code injection that checks the udp packets, if they are valid, before they are reaching the normal FDS code. Something like this.

Subject: Re: scripts.dll 2.4

Posted by [bisen11](#) on Tue, 31 Jan 2006 12:42:45 GMT

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Buckery wrote on Mon, 30 January 2006 22:16 I was thinking of a more practical door. Where you walk up to it and hit E(or whatever your action key is) And she opens.

So the door is a "she" eh? And you want to go up to her and press E eh?

Subject: Re: scripts.dll 2.4

Posted by [TD](#) on Tue, 31 Jan 2006 13:43:23 GMT

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dude#1 wrote on Tue, 31 January 2006 13:42 Buckery wrote on Mon, 30 January 2006 22:16 I was thinking of a more practical door. Where you walk up to it and hit E(or whatever your action key is) And she opens.

So the door is a "she" eh? And you want to go up to her and press E eh?

Lol, 'E' her!

Subject: Re: scripts.dll 2.4

Posted by [Kamuix](#) on Tue, 31 Jan 2006 21:50:22 GMT

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umm.. I never said that.

Subject: Re: scripts.dll 2.4

Posted by [Ma1kel](#) on Wed, 01 Feb 2006 14:44:48 GMT

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jonwil wrote on Tue, 31 January 2006 05:42 Also, can anyone provide more information for the GDI vs NOD exploit /bug mentioned? Anyone know how to reproduce it?

It's a very rare bug, for the 2 year I'm playing Renegade on-line I only have seen it 2 times.

Subject: Re: scripts.dll 2.4

Posted by [Goztow](#) on Wed, 01 Feb 2006 14:48:19 GMT

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Ma1kel wrote on Wed, 01 February 2006 09:44 jonwil wrote on Tue, 31 January 2006 05:42 Also, can anyone provide more information for the GDI vs NOD exploit /bug mentioned? Anyone know how to reproduce it?

It's a very rare bug, for the 2 year I'm playing Renegade on-line I only have seen it 2 times. I've seen it twice in the last 2 months... It's rare indd but not that rare.

Subject: Re: scripts.dll 2.4

Posted by [matty3k10](#) on Wed, 01 Feb 2006 16:17:04 GMT

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It has been a long time sence I have had/seen any issues with that, But from what I remember if you just leave the game and rejoin things go back to normal. All I know about it is that a person that is on your team apears to be on the other team, and that persons nickname isnt really theres it is someone elses that is in the game or was in the game and there real nickname should have 0 kills 0 points, thats all I can remember about that right now.

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Wed, 01 Feb 2006 19:26:33 GMT

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Its happens when server is full and another player joins the server when it is full (maybe 2 people join at same time).

Some players see him on the playerlist then, but some do not, its a really strange bug.

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Fri, 03 Feb 2006 19:10:18 GMT

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Another bug, sometimes when you leave the server and rejoin it you can't access the PT's and need to kill yourself before being able again to access them.

Subject: Re: scripts.dll 2.4

Posted by [nopol10](#) on Sat, 04 Feb 2006 09:14:33 GMT

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jonwil could you make a script that allows bots to enter or exit vehicles by themselves?

Subject: Re: scripts.dll 2.4

Posted by [danpaul88](#) on Sat, 04 Feb 2006 18:32:26 GMT

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How about a modified set of the base_defense scripts which allow you to set two Attack Timers, one for when the base power is on, and one for when base power is offline.

This would allow for vehicles to be setup as semi power dependant, taking longer to reload when they have less power...

Subject: Re: scripts.dll 2.4
Posted by [Kamuix](#) on Sun, 12 Feb 2006 05:11:02 GMT
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Someone has to make this script. A script for LE. When a zone is entered a Message from the host is sent to the Player that entered it!!.

Subject: Re: scripts.dll 2.4
Posted by [Renx](#) on Mon, 13 Feb 2006 14:05:46 GMT
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Cat998 wrote on Wed, 01 February 2006 15:26Its happens when server is full and another player joins the server when it is full (maybe 2 people join at same time). Some players see him on the playerlist then, but some do not, its a really strange bug.

Anyone that was in the server when the player joined will see the bug. Anyone that joins afterwards will see everything as it should appear(inlcuding if players already in the game leave/join again).

Subject: Re: scripts.dll 2.4
Posted by [Renx](#) on Wed, 22 Feb 2006 02:04:07 GMT
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You might want to actually fix the nickname exploit stuff too

```
12[ 0021 12: 0055 12: 0038 12] 12 [ @ n00bsvr01 12 ] 11Player a0000000h joined the game
12[ 0021 12: 0055 12: 0042 12] 12 [ @ n00bsvr01 12 ] 9Initializing Westwood Online Mode
```

Assuming Crimson was using the newer dll at the time(5 minutes ago).

Subject: Re: scripts.dll 2.4
Posted by [jonwil](#) on Wed, 22 Feb 2006 03:34:58 GMT
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If someone can demonstrate an issue on a server running 2.3.1 where someone is able to join the server with a nickname that matches these:

Nickname length = 0

Nickname length > 35

Nickname = Hostname

Nickname has non-ascii characters (i.e. below ' ' or above '~')

Nickname is all spaces

Nickname matches a name already in use on the server

I will investigate further. (I need to know exactly what messages were printed to the logs/console/etc when this happens)

But, with the new code I added in 2.3.x, it should now correctly kick people off in all cases (it wasn't before)

Note that the nickname fixes do not prevent (and can't prevent) someone logging on with a name that isn't theirs when the real owner is not on.

Subject: Re: scripts.dll 2.4

Posted by [Renx](#) on Wed, 22 Feb 2006 03:53:43 GMT

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After that happened a nickname was stolen too. Someone was playing, someone else joined with that name and started cheating.

Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Wed, 22 Feb 2006 05:42:00 GMT

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Can we confirm what version of bhs.dll is running on this server though?

I suspect it isn't 2.3.x

Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Wed, 22 Feb 2006 18:14:44 GMT

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when somebody spawns, if they are spawning in EXACTLY the same position as somebody else (so that they are not able to move) then move them to the right or to the left a bit so they don't spawn in the same place

Subject: Re: scripts.dll 2.4

Posted by [reborn](#) on Wed, 22 Feb 2006 21:10:55 GMT

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There are allot of spawn points in the westwood maps, the only time I can think of you getting that issue is if you was running a seriously huge server and everyone loaded at the same time. Or you was running a custom map with limited spawn points.

I added more spawn locations to the core-patch 2 maps, and spawn locations are controlled server side, so if you use these maps on your server then you will stand a reduced chance of this happening.

Subject: Re: scripts.dll 2.4

Posted by [Renx](#) on Thu, 23 Feb 2006 02:03:08 GMT

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jonwil wrote on Wed, 22 February 2006 01:42Can we confirm what version of bhs.dll is running on this server though?

I suspect it isnt 2.3.x

Just ask Crimson... She didn't like people fucking up the server in this way with the old scripts, so I can only assume she updated thinking it would be fixed.

Subject: Re: scripts.dll 2.4

Posted by [Kamuix](#) on Thu, 23 Feb 2006 02:11:19 GMT

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Where can I find the Source files for C&C_Glacier_flying?

Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Thu, 23 Feb 2006 03:40:25 GMT

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Firstly, I wouldnt be sure that crimson is running 2.3.x.

It might be that she is waiting for a time when there are only a few players (to prevent having to kick lots of players off the server) or for some other reason not to run 2.3.x (e.g. compatibility with custom mods done outside of the scripts.dll)

As for C&C_Glacier_Flying, go talk to AircraftKiller (who will probably tell you go to go jump).

Subject: Re: scripts.dll 2.4

Posted by [blkhnd112](#) on Thu, 23 Feb 2006 05:50:34 GMT

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Some script that can allow you to remote control a unit for example.

Bretend your Yuri from red alert 2,
You have someone "under control"

press a button or something and you can control that object

its a wierd example and script but it would make things more interesting.

AND

A script that would allow non vertical take-off for airplanes (if its possible).

Subject: Re: scripts.dll 2.4

Posted by [Whitedragon](#) on Thu, 23 Feb 2006 08:19:01 GMT

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Renlog hook.

Subject: Re: scripts.dll 2.4

Posted by [AmunRa](#) on Thu, 23 Feb 2006 09:28:11 GMT

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did alkaline from UN not make a fix for the UDP flooding already?

Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Thu, 23 Feb 2006 17:41:39 GMT

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Reborn wrote on Wed, 22 February 2006 15:10There are allot of spawn points in the westwood maps, the only time I can think of you getting that issue is if you was running a seriously huge server and everyone loaded at the same time. Or you was running a custom map with limited spawn points.

I added more spawn locations to the core-patch 2 maps, and spawn locations are controlled server side, so if you use these maps on your server then you will stand a reduced chance of this happening.

NightRegulators !Own Command

would be nice if NR had access to some kinda move function so i could make it so that they didnt

have to spawn in the middle of the map all the time (and conflict and get stuck in the same spot!)

Subject: Re: scripts.dll 2.4

Posted by [Cat998](#) on Thu, 23 Feb 2006 18:30:19 GMT

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Whats the problem with adding more spawnpoints Nightma ?

It works serverside !

Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Thu, 23 Feb 2006 20:17:03 GMT

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coz i dont want to have to include maps with NR

and also, im unable to add a neutral spawn point

(more than just neutral, coz u got team -1 + -2 + 2)

at the moment:

2 goes to 0,0

-1 goes at 0,0 BUT on the map

-2 is the same as -1 except base defences dont shoot

NR uses all 3 of these

Subject: Re: scripts.dll 2.4

Posted by [pyroacidk](#) on Thu, 23 Feb 2006 20:43:46 GMT

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As far as I know, the neutral team spawns on pos 0,0,0.

Possibly ask the corepatch map editors (with bhs approval) to add the spawn points to serverside maps.

It would be a small change, and people that didn't implement the the neutral team wouldn't see it, so it's not dangerous.

Possibly into the full corepatch2 release (serverside) or ask it to be added to cp3.

It will add better gameplay modes without having to redownload &/ edit maps.

Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Fri, 24 Feb 2006 15:30:52 GMT

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accually, team 2 goes to 0,0,0

but thers also team -1 + team -2

-1 = spawns on map (could do with a bit more varity instead of in the same place?)

-2 = same as -1, except base defences dont shoot

Subject: Re: scripts.dll 2.4

Posted by [Napalmic](#) on Fri, 24 Feb 2006 20:24:10 GMT

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Nightma12 wrote on Fri, 24 February 2006 07:30accually, team 2 goes to 0,0,0

but thers also team -1 + team -2

-1 = spawns on map (could do with a bit more varity instead of in the same place?)

-2 = same as -1, except base defences dont shoot

To add neutral spawn points, you use a Renegade spawner from Object->Spawners->Startup Spawners->Renegade Spawner and it works as a spawn point for team -1 and -2. Team -2 is true neutral, which is civilian, that's why base defences don't shoot.

The other Commando Spawner doesn't seem to do anything, and I don't think there's a spawner for team 2.

Hope this helps
