Subject: Thoughts on 2.7 and beoynd
Posted by jonwil on Mon, 27 Mar 2006 23:27:41 GMT
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Items with a * will need bhs.dll on the client
Here is a list of stuff I am considering for the next scripts.dll:
GameObject *Get_Owner(GameObject *obj); //Gets the owner of a vehicle
float Get_Lock_Time(GameObject *obj); //Gets the time a vehicle will remain locked to the owner
*void Set_Owner(GameObject *obj,GameObject *owner,float LockTime); //Sets the owner and lock time of a vehicle
*void Set_Lock_Time(GameObject *obj,float LockTime); //Sets the lock time of a vehicle
Note that entering a vehicle resets the owner, as does the expiration of the lock time (defaults to 26 seconds when you buy the vehicle)
*Send Disable_All_Collisions, Disable_Physical_Collisions & Enable_Collisions over the network.
Investigate why Action_Complete isnt being called
Engine calls to read data from PT (e.g. cost etc)
*Engine calls to change PT data at runtime
*Code to make the HUD more customizable (i.e. more hud.ini stuff).
Investigate the turret turn bug RenAlert reported.
Investigate why Daves Arrows dont work on the FDS
*A way to change the rendering mode to and from wireframe mode at runtime. (will be much like the vehicle limit change and will remain in effect untill changed again)
Possible fix to make ->Created get called for C4 objects
A new hook that will hook the "The version of player i is x.y" message output (you will recieve the player ID and the version number)
A console command to disable all C4 owned by <player>
A console command to disable all proximity C4 owned by <player>
Console commands to display information about a player and their vehicle (e.g. what preset they are, health, shield strength etc etc).
An engine call to create a script zone at runtime and set its size.
An engine call to resize a script zone at runtime.
I think these 2 will need bhs.dll on the client, not sure yet though.
*Changes to make "Health Is Full","Armour Is Full", "Ammunition is full" messages go over the network (I know where to change, the hard part is finding enough code to insert my hooks and making sure I get the right player ID and other information to pass though to the client)
Changes to make any missing report (or other) sounds (e.g. "Harvester Under Attack" or the cargo plane sound) go over the network. Note that SSAOW does play some of these itself which is why some servers have these being played. I have to work out which ones already play on the client and which ones need to be sent over the network.
(these will require bhs.dll on the client but they may be able to be written to use the existing sound send code and would then work with older bhs.dll versions too)
Engine calls to change the ammunition for a given player and a given gun (not sure which ones, if any, yet, I have to find the place it keeps the ammunition values first)
Console command to change the player limit at runtime (if I can find all the places to change to make it work)
Console command and engine call to get the current player limit
Engine call to get the time for a player (like Player_Info) if I can figure out how
Console Command to change the time remaining/time limit for the game if I can figure out how

Console Command/engine call to get the time remaining/time limit for the game if I can figure out how
Console Command/Engine call to end the game by timing out if I can figure out how
A hook for when a player leaves the game. (only if I can be sure that I am catching every possible "player left game" scenario AND I can be sure that no event could cause the player leave hook to be called twice for the same player)
Support for the side buttons on my Microsoft USB Optical Intellimouse.
A hud.ini feature so mods can make it so that you cant see the enemies player name (if I can figure out how)
fix LFDS RenRem (if I can figure out how)
renrem logging (only if I get LFDS RenRem working)
dialog box stuff (if I can find out enough about the in-memory layout of the relavent classes)
If the lag issue someone reported is an actual problem with my dll, I want to fix that.
Also, there is a crash blazer is encountering. Looks to be an SSAOW problem but if it turns out to be a scripts.dll issue, I will fix that too.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Tue, 28 Mar 2006 01:31:59 GMT
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jonwil wrote on Tue, 28 March 2006 01:27
Console Command/engine call to get the time remaining/time limit for the game if I can figure out how

Whats wrong with The_Game()->TimeLimit_Minutes and The_Game()->TimeRemaining_Seconds ?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by CnCsoldier08 on Tue, 28 Mar 2006 02:12:49 GMT
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It seems you have been playign around with LevelEdit.

So, is there any chance you can make it so that there is a way to create script zones in shapes other than a square?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Tue, 28 Mar 2006 04:17:56 GMT
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script zones are always going to be a rectangular prisim.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Tue, 28 Mar 2006 05:05:47 GMT
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Cat998 wrote on Tue, 28 March 2006 03:31jonwil wrote on Tue, 28 March 2006 01:27
Console Command/engine call to get the time remaining/time limit for the game if I can figure out how

Whats wrong with The_Game()->TimeLimit_Minutes and The_Game()->TimeRemaining_Seconds ?

?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Tue, 28 Mar 2006 06:36:14 GMT
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Good point, I forgot about those
Although the fact that you can have games with no time limit at all plays into this somehow...

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Whitedragon on Tue, 28 Mar 2006 06:40:42 GMT
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I dont think The_Game()->TimeRemaining_Seconds works right, it always seems to return garbage when i use it.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Tue, 28 Mar 2006 06:58:16 GMT
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Whitedragon wrote on Tue, 28 March 2006 08:40I dont think
The_Game()->TimeRemaining_Seconds works right, it always seems to return garbage when i use it.

Change the data type from int to float and it will work

Subject: Re: Thoughts on 2.7 and beoynd
Posted by GrayWolf on Tue, 28 Mar 2006 07:18:05 GMT

is there a script or will there eer be a script that will allow day to turn to night and back to day....like regular day cycles if not that how about a script that changes the lighting of a map.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Tue, 28 Mar 2006 08:32:00 GMT

Changing lighting at runtime is not possible.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Tue, 28 Mar 2006 11:22:30 GMT

The question is if you are able to make it possible

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Nightma12 on Tue, 28 Mar 2006 18:03:46 GMT

Quote:Console Command/engine call to get the time remaining/time limit for the game if I can figure out how

whats the point in that?

game_info anybody?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Kamuix on Tue, 28 Mar 2006 22:22:37 GMT

Nightma12 wrote on Tue, 28 March 2006 13:03Quote:Console Command/engine call to get the time remaining/time limit for the game if I can figure out how

whats the point in that?

game_info anybody?

Me

Subject: Re: Thoughts on 2.7 and beoynd
Posted by danpaul88 on Tue, 28 Mar 2006 22:25:12 GMT
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Nightma12 wrote on Tue, 28 March 2006 19:03Quote:Console Command/engine call to get the time remaining/time limit for the game if I can figure out how

whats the point in that?

game_info anybody?

I am guessing it could be used to trigger scripts, such as When time left < 5 mins destroy HON, barracks or something, wacky example but you never know what people might want to do with something like that

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by theplague on Wed, 29 Mar 2006 00:33:12 GMT
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:S is hooking renlog posible? like, kinda relay it into scripts like with chat ;P :S so getting page's will finaly work...lol

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by volkoller on Wed, 29 Mar 2006 01:07:16 GMT
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jonwil wrote on Tue, 28 March 2006 03:32Changing lighting at runtime is not possible.

nothing is impossible it just maders how hard u try to get what u want

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Wed, 29 Mar 2006 03:23:33 GMT
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No renlog hook.
No wol page hook.
As for lighting, its all precalculated in leveledit (via Vertex Solve) or as prelit lightmaps (i.e. the westwood maps).

Subject: Re: Thoughts on 2.7 and beoynd

Posted by Viking on Wed, 29 Mar 2006 04:09:17 GMT
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whitedragon made the "impossible" parichute...

mabe he could make day/night transition too...

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Wed, 29 Mar 2006 07:55:59 GMT
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The way WD did parachutes is a Bug Ugly Hack (IMO).

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Wed, 29 Mar 2006 10:29:26 GMT
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I need a way to check if the players is on the bottom.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by nopol10 on Wed, 29 Mar 2006 10:40:01 GMT
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What do you mean by bottom?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Wed, 29 Mar 2006 14:03:56 GMT
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I need a script that checks if the player is currently falling or

not, a hook that gets called when the player reaches the floor

after falling would be also nice

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Wed, 29 Mar 2006 14:34:40 GMT
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I dont think thats possible cat998, I dont know of any way to tell if a player is falling or not.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Mad Ivan on Wed, 29 Mar 2006 14:51:28 GMT
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jonwil wrote on Wed, 29 March 2006 17:34I dont think thats possible cat998, I dont know of any way to tell if a player is falling or not.

"is player's model playing the standard falling animation"

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Wed, 29 Mar 2006 23:11:19 GMT
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I dont yet know how to get the animation name for a soldier, they use some funky human animation stuff thats difficult to figure out.
Also, checking the animation to figure something like this out seems like a hack to me

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Spice on Thu, 30 Mar 2006 06:37:10 GMT
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Is it possible to inscrease the ammount of total muzzle bones on a vehicle and weapon? Like with weapons you can only have one muzzleA bone, and with vehicles you can have two muzzleA bones and two muzzleB bones.
the same thing with the maxium ammounts of turret and barrel bones?

Maybe there is a parameter somewhere you can hexedit in to the exe?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Thu, 30 Mar 2006 07:36:38 GMT
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The weapon bones are hardcoded and adding more is not possible

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Sir Kane on Fri, 31 Mar 2006 21:10:48 GMT
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Yet another useless (planned) release!

Also, adding more weapon bones is easily possible.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Sat, 01 Apr 2006 01:54:02 GMT
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<reads weapon code again>. Now I see how I can add new weapon bones (I hope

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Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Sun, 02 Apr 2006 13:27:33 GMT
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I have begun coding work on 2.7.
So far, I have added:
A hook similar to the player join hook to detect bhs.dll version. Any time the "The Version of Player x is y.z" string is displayed, the hook is called and passed the player ID and version.
A bug fix to Get_Object_Color (it should now work
A bug fix to TimeRemaining_Seconds (change to float like it should be)
void Damage_Occupants(GameObject *obj,float Damage,const char *Warhead); //Damage all the occupants of a vehicle
A new script JFW_Damage_Occupants_Death which will damage all occupants of whatever vehicle it is on when killed.
Versions of JFW_Character_Buy_Poke, JFW_Refill_Buy_Poke, JFW_Vehicle_Buy_Poke, JFW_Powerup_Buy_Poke, JFW_Preset_Buy_Poke, JFW_Group_Purchase_Poke, JFW_Powerup_Buy_Poke_Timer, JFW_Weapon_Buy_Poke, JFW_Preset_Buy_Poke_Timer & JFW_Preset_Buy_Poke_Custom that play a sound if you dont have enough cash for the item.
A new script JFW_Vehicle_Extra. Basicly, when this script is created, it creates an object at a particular bone (and attaches it). Then when the object is killed, the created attachment is destroyed too (doesnt have to be a vehicle, despite the name
A new console command to disarm all C4 of a player
A new console command to disarm all proximity C4 of a player

Also, I am currently working on some new stuff for hud.ini
Set HealthEnabled=true or ShieldEnabled=true and the normal renegade health and shield text is not drawn. Instead, my custom text is drawn. This custom text can have any color you like as well as having a position on the screen (I am still trying to work out the kinks do I dont know exactly how the position will work). And you can pick what text to use for it (a font texture made up like FONT12x16.TGA or FONT6x8.TGA)

This is naturally only the start, I plan to expand hud.ini further

And I got more to come for 2.7 too

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Mad Ivan on Sun, 02 Apr 2006 14:23:50 GMT
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i have some questions:

Is it possible to make it so Renegade will use loadscreens, located in the map's mix file, instead of the default ones?
On the same wave, is it possible to make it so renegade will use different loadscreens, depending on what the map's name prefix is?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Sun, 02 Apr 2006 22:34:26 GMT
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I dont know if per-map loadscreens will work or not. It depends on where in the load process the map mix file is opened and read.
But I will see what I can do.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by AmunRa on Sun, 02 Apr 2006 22:53:54 GMT
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1 thing i always wanted, the ability to use both IDs and names

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Mad Ivan on Sun, 02 Apr 2006 23:19:56 GMT
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jonwil wrote on Mon, 03 April 2006 01:34I dont know if per-map loadscreens will work or not. It depends on where in the load process the map mix file is opened and read.
But I will see what I can do.

thanks.On the map prefix thing i ment something like if a map's name is TD_Pie, the game will use if_lvlTDload.w3d and if the name is TS_Pie, it would use the if_lvlTSload.w3d file and so on.I guess it would be BHS.dll-related, but still

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Mon, 03 Apr 2006 02:35:04 GMT
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The game is hardcoded to read C&C_xxx.mix (unless you hex edit it like RenAlert did)

AmunRa, the main problem with making console commands take names as well as IDs is that names can have spaces in them.

If you did something like PAMSG jonathan wilson test how is the code to know whether you mean nickname of jonathan and string of wilson test or nickname of jonathan wilson and string of test? Switching to comma (or something else) seperated values instead of space seperated could work except that it would break all the bots (that would try to send space seperated commands and probobly cause the FDS to crash)

Subject: Re: Thoughts on 2.7 and beoynd
Posted by AmunRa on Mon, 03 Apr 2006 03:56:17 GMT
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usually rely on you to find ways around it, but o well lol, guess the ren fds is just that poorly designed :/

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Mon, 03 Apr 2006 14:23:29 GMT
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I have sucessfully completed the code to let you move/change the health and armour numbers.
I am working on the 2 ammo numbers next (currently writing engine calls to get various ammo numbers for current gun, specific gun etc)

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Spice on Mon, 03 Apr 2006 17:45:45 GMT
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so for character weapons we can now have a muzzleA and muzzleB bone?! We can also have more turret, barrel and muzzle bones in general?

Such as MuzzleA0, MuzzleA1 and MuzzleA2 and it will cycle through each as it fires?

Subject: Re: Thoughts on 2.7 and beoynd

Posted by Shadow2256 on Mon, 03 Apr 2006 23:12:41 GMT
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I might be way over my head here, but I know this is possible (All three):

- Making it possible for the host, or moderators/admins to use a "fly" command. Obviously granting the ability to fly around like you would in a VTOL, only you are a person. Know this is possible because I use to own the script. I don't have it anymore. Was originally done by GhostSWT.

- Allowing the Getpos/Setpos x,y/(Player Name) Setpos x,y

- A "player halt" command which would stop the player in their tracks, and not allow them to move or shoot. Allowing them to spin and look around though. It would be exactly like the "Gameplay Pending" thing before someone joins your game. Only, this would stop them. I think this would be useful for stopping a potential/suspected cheater in his tracks, or stopping an exploiter or rule breaker.

I definitely know all three of these are possible. Question is, would you be up to it Jon? I am hoping for these from a modding or host game thing, not for running or playing on servers with.

Thanks for your time in all of this.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Tue, 04 Apr 2006 02:54:25 GMT
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Not yet but adding new muzzle bones is something I wanna look into.
I wont be adding player halt, fly or teleport.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Renx on Tue, 04 Apr 2006 03:32:15 GMT
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I don't see anything gravely wrong with adding those commands. There are a lot of servers that run a ton of mods, those commands might come in handy for them.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Spice on Tue, 04 Apr 2006 03:36:00 GMT
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jonwil wrote on Mon, 03 April 2006 22:54Not yet but adding new muzzle bones is something I wanna look into.

I wont be adding player halt, fly or teleport.

Yeah, deffinitly. That adds a lot more options for vehicle setup. Such as real X-Wing setup for the Swmod, Mammoth Tusk missles moving with the barrels in Red alert and not to mention the Reborn Mammoth MKII being able to aim with the machine gun turret and rail guns simuntaniously.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by =HT=T-Bird on Sun, 09 Apr 2006 14:37:16 GMT
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It would be nice to have a console command that printed out a player's UniqueID value. For instance, an IRC bot could get the UniqueID of a player and use it to authenticate them against a moderator's UniqueID.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by jonwil on Sun, 09 Apr 2006 22:32:13 GMT
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What do you mean by UniqueID?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by =HT=T-Bird on Sun, 09 Apr 2006 23:44:32 GMT
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jonwil wrote on Sun, 09 April 2006 17:32What do you mean by UniqueID?

UniqueID=some sort of hash of their serial AFAIK...it's one of the ban criteria the FDS can use...

Subject: Re: Thoughts on 2.7 and beoynd
Posted by dudley on Mon, 10 Apr 2006 01:46:14 GMT
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the serial hash (brenbot uses to ban players)is being read by renguard afaik, but yes, would be nice if the fds would have had the ability to read/store/use them, too

---

Subject: Re: Thoughts on 2.7 and beoynd
Posted by theplague on Tue, 11 Apr 2006 02:25:39 GMT

:S kinda has nothing to do with scripts, the serial hash is sent from the RG master server to the rg server linked to the FDS.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Tue, 11 Apr 2006 13:21:37 GMT

theplague wrote on Tue, 11 April 2006 04:25:S kinda has nothing to do with scripts, the serial hash is sent from the RG master server to the rg server linked to the FDS.

How are GSA servers be able to kick players with invalid serials
then ?

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Mad Ivan on Tue, 11 Apr 2006 20:53:50 GMT

Cat998 wrote on Tue, 11 April 2006 16:21theplague wrote on Tue, 11 April 2006 04:25:S kinda has nothing to do with scripts, the serial hash is sent from the RG master server to the rg server linked to the FDS.

How are GSA servers be able to kick players with invalid serials
then ?

They aren't anymore.

Subject: Re: Thoughts on 2.7 and beoynd
Posted by Cat998 on Tue, 11 Apr 2006 21:54:53 GMT

Im talking of unpatched servers.