
Subject: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [jonwil](#) on Thu, 16 Nov 2006 10:00:17 GMT

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Complete changelog for scripts.dll 3.0:

Migrated everything up to Visual C++ .NET 2005

Fixed the messagebox displayed if scripts.dll cant find a function in bhs.dll to display the correct message.

Fixed the "bhs.dll didnt load" and "scripts2.dll didnt load" messageboxes to display the correct message.

Fixed the "bhs.dll version mismatch" messagebox to display the correct message.

Increased the version to 3.0

new hook to detect players leaving the game

new engine call to display the "you dont have the required security to access this terminal" dialog for a given player.

new engine call to send a number to shaders.dll (e.g. to trigger or turn off a given post process shader effect) for a given player

JFW_Cinematic_Attack_Command (clone of M00_Cinematic_Attack_Command_DLS)

JFW_Cinematic (clone of Test_Cinematic)

JFW_Cinematic_Kill_Object (clone of M00_Cinematic_Kill_Object_DAY)

JFW_Reflect_Custom_Delay (this script will send any message it recieves back to whatever object sent it with a delay)

JFW_Radar_Jammer (script to disable the radar when a "jammer" unit is close to the radar dome)

JFW_Sonar_Pulse (script for a sonar pulse)

JFW_Global_Stealth_Controller (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)

JFW_Stealth_Generator_Building (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)

JFW_Stealth_Generator_Vehicle (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)

JFW_Stealth_Generator_Ignored (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)

There is one script for a global controler, one for a stealth generator building, one for a mobile stealth generator vehicle and one that goes on stuff

that should not be made stealth (such as stealth tanks)

JFW_Sidebar_Key_2 (script to display the sidebar when a key is pressed)

JFW_Sidebar_PT (triggers the sidebar when poked)

JFW_2D_Sound_Startup (script to play a 2D sound on startup)

JFW_Time_Remaining_Sounds (script to play 2D sounds to indicate time remaining in the game)

JFW_Vehicle_Lock (script to manage vehicle locking including theft by spies)

A small bug fix to JFW_Nod_Turret

A small bug fix to JFW_Nod_Obelisk

A small bug fix to JFW_Advanced_Guard_Tower_Missile

A small bug fix to JFW_Advanced_Guard_Tower_Gun

JFW_Disable_Loiter (clone of M00_Disable_Loiter_DAY)

JFW_InnatelsStationary (clone of M00_InnatelsStationary)

JFW_Generic_Conv (clone of M00_Generic_Conv_DME)

JFW_Disable_Hibernation (clone of M07_Disable_Hibernation)

JFW_Radar_Spy_Zone (script to cover putting a spy in the enemy radar dome/com center and having the radar come back on if yours is gone)
JFW_2D_Sound_Zone_Team (plays a 2D sound for a team after a timer has expired)
JFW_Repair_Zone_2 (script for a repair zone that costs money)
JFW_Infantry_Force_Composition_Zone (script to display enemy infantry composition for the spy)
JFW_Vehicle_Force_Composition_Zone (script to display enemy vehicle composition for the spy)
Kamuix_Death_Team_Win (new script by Kamuix)
Kamuix_Kill_Change (new script by Kamuix)
MDB_Set_Ammo_Granted_Weapon_On_Pickup (new script by WhiteDragon to set ammo on pickup)
MDB_Set_Ammo_Current_Weapon_On_Pickup (new script by WhiteDragon to set ammo on pickup)
MDB_Set_Ammo_On_Pickup (new script by WhiteDragon to set ammo on pickup)
RA_Vehicle_Regen (script to handle vehicle regeneration)
RA_Thief (script for a thief)
RA_Credit_Theft_Zone (script for a thief)
RA_DestroyNearest_OnDeath (script to destroy the nearest instance of a preset when the object with it attached is killed)
RA_Ore_Truck (script for a player controled ore truck)
RA_Ore_Field (script for a player controled ore truck)
RA_Ore_Delivery_Zone (script for a player controled ore truck)
RA_Vehicle_Team_Set (script to make a vehicle remain owned by the team for a little while when the driver gets out)
RA_Vehicle_Team_Timer (script to make a vehicle remain owned by the team for a little while when the driver gets out)
RA_Visible_Driver (makes a person model show up in a vehicle when someone is inside it)
RA_Vision_Control (controls vision such as Set_Screen_Fade_Opacity and Set_Screen_Fade_Color and fog)
RA_Fog_Level_Settings (controls fog settings for the level)
SH_Spawn_Difficulty (script to spawn a different object depending on the current difficulty level)
RA_Global_Gap_Controller (scripts for a gap generator)
RA_Gap_Generator_Building (scripts for a gap generator)
RA_Gap_Generator_Vehicle (scripts for a gap generator)
RA_Gap_Generator_Ignored (scripts for a gap generator)
There is one script for a global controler, one for a gap generator building, one for a mobile gap generator vehicle and one that goes on stuff that should not be cloaked (such as phase tanks if they get implemented)
Changes to the ExpVehFac scripts to send a custom to the vehicle letting the vehicle know who its owner is (only if its flying or naval, ground is handled elsewhere)
A small change to ActionParamsStruct
A fix to the definition of Get_Sync_Time
void Destroy_Connection(int PlayerID); //Drop a player from the game by cutting off their network link
A clone of RawFileCass (only usable on win32, intended so that the clones of ChunkLoadClass and ChunkSaveClass can be used outside of renegade)
Fixes to a few engine calls (e.g. memory leak fixes)
Removal of the GetMaxPlayerID engine call (it was broken and didnt work)
Removal of the Change_String engine call (now that we have a proper implementation of

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StringClass, you can use StringClass::Operator= instead
FileClass *Get_Data_File(const char *file); //Open a file using the mix file opening logic
void Close_Data_File(FileClass *file); //Close a file that was opened with Get_Data_File
A complete clone of ChunkLoadClass
A complete clone of ChunkSaveClass
bool Is_Unit_In_Range(const char *preset,float range,Vector3 location,int team); //Is the given unit
type in range of a location
void Set_Ladder_Points(int PlayerID,int amount); //Set the ladder points of a player
void Set_Rung(int PlayerID,int amount); //Set the rung of a player
int Get_Current_Weapon_Style(GameObject *obj); //Get weapon style for an objects current gun
int Get_Position_Weapon_Style(GameObject *obj,int position); //Get weapon style for an objects
gun at a specific position
int Get_Weapon_Style(GameObject *obj,const char *weapon); //Get weapon style for a specific
gun (if the object doesnt have the gun, return is zero)
A complete clone of StringClass
const char *Get_Powerup_Weapon_By_Obj(GameObject *Powerup); //Get the name of a
powerup weapon given a PowerupGameObj
void Disable_Preset_By_Name(unsigned int Team,const char *Name); //Disable a preset by name
void Disable_Enlisted_By_Name(unsigned int Team,const char *Name); //Disable an enlisted unit
by name
void Create_Effect_All_Of_Preset(const char *object,const char *preset,float ZAdjust,bool ZSet);
//Create an object above all objects of a given preset, also set the facing to match the object its
being created over.
float Steal_Team_Credits(float percentage, int team); //Steal credits from a team
GameObject *Find_Nearest_Preset(Vector3 position, const char* preset); //find the nearest preset
GameObject *Find_Random_Preset(const char* preset, int min, int max); //find a random preset
void Ranged_Stealth_On_Team(Gap_ListNode* FirstNode); //Apply stealth to all units in the
range of this on the relavent team
void Send_Custom_All_Players(int message,GameObject *sender,int team); //send a custom to
all players
void Ranged_Gap_Effect(Gap_ListNode* FirstNode); //apply gap effect to all units of a team
within a range
AmmoDefinitionClass *Get_Weapon_Ammo_Definition(const char *weapon,bool PrimaryFire);
//Get the AmmoDefinitionClass of a weapon given its preset name
AmmoDefinitionClass *Get_Current_Weapon_Ammo_Definition(GameObject *obj,bool
PrimaryFire); //Get the AmmoDefinitionClass of an objects current weapon
AmmoDefinitionClass *Get_Position_Weapon_Ammo_Definition(GameObject *obj,int
position,bool PrimaryFire); //Get the AmmoDefinitionClass of an objects weapon at tbe specified
position
WeaponDefinitionClass *Get_Weapon_Definition(const char *weapon); //Get the
WeaponDefinitionClass of a weapon given its preset name
WeaponDefinitionClass *Get_Current_Weapon_Definition(GameObject *obj); //Get the
WeaponDefinitionClass of an objects current weapon
WeaponDefinitionClass *Get_Position_Weapon_Definition(GameObject *obj,int position); //Get
the WeaponDefinitionClass of an objects weapon at the specified position
ExplosionDefinitionClass *Get_Explosion(const char *explosion); //Get the
ExplosionDefinitionClass of an explosion given its preset name
const wchar_t *CharToWideChar(const char *str); //convert a char to a wide char

```

Definitions of the remaining unknowns in cGameData

A complete clone of WideStringClass

const char *Get_Translated_Definition_Name(const char *preset); //Get the translated name string for a preset name

A clone of FileClass

A clone of FileFactoryClass

A clone of ReferenceableClass

A clone of ReferencerClass

A clone of PlayerDataClass

Updates to the clone of NetworkObjectClass

A clone of Matrix4

A clone of ChunkHeader

A clone of MicroChunkHeader

A clone of IOVector2Struct

A clone of IOVector3Struct

A clone of IOVector4Struct

A clone of IOQuaternionStruct

A clone of RefCountClass

A clone of BaseGameObjDef

A clone of BaseGameObj

A clone of ScriptableGameObjDef

A clone of AudioCallbackClass

A clone of ScriptableGameObj

A clone of TransitionGameObjDef

A clone of TransitionGameObj

A clone of DamageZoneGameObjDef

A clone of DamageZoneGameObj

A clone of ScriptZoneGameObjDef

A clone of ScriptZoneGameObj

A clone of DefenceObjectDefClass

A clone of DamageableGameObjDef

A clone of DefenceObjectClass

A clone of DamageableGameObj

A clone of cPlayer

A clone of Vector2

A clone of RectClass

A clone of AmmoDefinitionClass

A clone of WeaponDefinitionClass

A clone of MuzzleFlashClass

A clone of WeaponClass

A clone of ExplosionDefinitionClass

Changes to the following engine calls so that they go through the new class clones:

As_ScriptableGameObj

As_PhysicalGameObj

As_VehicleGameObj

As_SmartGameObj

As_DamageableGameObj

As_SoldierGameObj

As_ScriptZoneGameObj
As_BuildingGameObj
Get_Object_Type
Set_Object_Type
Get_Definition
Post_Re_Init
Get_Player_Name
Get_Player_Name_By_ID
Change_Team_By_ID
Change_Team
Get_Player_ID
Get_GameObj
Set_Max_Health
Set_Max_Shield_Strength
Get_Shield_Type
Get_Skin
Set_Skin
Remove_Script
Remove_Duplicate_Script
Remove_All_Scripts
Get_Current_Weapon
Get_Current_Bullets
Get_Current_Clip_Bullets
Get_Current_Total_Bullets
Get_Position_Bullets
Get_Position_Clip_Bullets
Get_Position_Total_Bullets
Get_Bullets
Get_Clip_Bullets
Get_Total_Bullets
Get_Current_Max_Bullets
Get_Current_Clip_Max_Bullets
Get_Current_Total_Max_Bullets
Get_Position_Max_Bullets
Get_Position_Clip_Max_Bullets
Get_Position_Total_Max_Bullets
Get_Max_Bullets
Get_Max_Clip_Bullets
Get_Max_Total_Bullets
Is_Script_Attached
Is_A_Building
Get_Team
Get_Rank
Get_Kills
Get_Deaths
Get_Score
Get_Money
Get_Damage_Points

Get_Death_Points
Set_Death_Points
Set_Damage_Points
Get_Translated_String
Get_Wide_Translated_String
Get_Translated_Preset_Name
Get_Current_Wide_Translated_Weapon
Get_Translated_Weapon
Get_C4_Planter
Get_C4_Attached
Get_Player_Color
Set_Current_Bullets
Set_Current_Clip_Bullets
Set_Position_Bullets
Set_Position_Clip_Bullets
Set_Bullets
Set_Clip_Bullets
Get_Vehicle_Owner
Set_Enlisted
Set_Beacon
Set_Refill
Set_Preset
Set_Alternate
Disable_Preset
Disable_Enlisted
Purchase_Item
IsInsideZone
Create_Building
Get_Zone_Type
Get_Zone_Box
Set_Zone_Box
Create_Zone
Set_Money
Set_Score

A new dll, shaders.dll that provides hooks into the rendering engine to allow for custom shaders (all the stuff below applies to shaders.dll):

Definition of ProgrammableShaderClass, the base class for all custom shaders

Definition of the shader factory system used to register custom shaders

Definition of ShaderManagerClass, the class that manages all the loaded custom shaders (loads shader database files, unloads shader database files etc)

Definition of the base exported shaders.dll functions:

Release_Resources (called when the device is released or reset)

Reload_Resources (called after the device is reset)

Render (called to do actual rendering)

MapLoaded (called on map load)

MapUnloaded (called on map unload)

FrameStart (called on frame start)

FrameEnd (called on frame end before UI is drawn)

ScopeTrigger (called when scope is triggered or closed)

ScopeChange (called when scope is changed)

ShaderSet (called when set through engine call in bhs.dll, used to allow scripts to trigger specific stuff in shaders.dll)

New functionality (in bhs.dll and shaders.dll) that overrides the drawing of most in-game meshes to add Tangent and Binormal data to them.

A series of engine calls (some copied from engine.h/engine.cpp) for shaders to use.

A clone of ShaderClass

A clone of several enums that apply to ShaderClass

A clone of the WW3DFormat enum

A clone of enums that apply to TextureClass and VertexMaterialClass

A clone of TextureMapperClass

A clone of FVFInfoClass

A clone of VertexBufferClass

A clone of IndexBufferClass

A clone of Vector4

A clone of VertexMaterialClass

A clone of TextureClass

A clone of RenderStateStruct

A clone of DX8Caps

A clone of VertexBufferLockClass

A clone of VertexBufferClass::WriteLockClass

A clone of VertexBufferClass::AppendLockClass

A clone of DX8VertexBufferClass

A clone of VertexFormatXYZNDUV2

A clone of SortingVertexBufferClass

extern unsigned int *render_state_changed; //Which render states are to be updated, uses ChangedStates enum

extern RenderStateStruct *render_state; //Current render state

extern my IDirect3DDevice8 **Direct3DDevice; //Current Direct3D8 Device

extern IDirect3DDevice9 *Direct3DDevice9; //Current Direct3D9 Device

extern unsigned int *MinTextureFilters;

extern my IDirect3D8 **Direct3D; //Current Direct3D Interface

unsigned long CRC_Memory(const unsigned char *data,unsigned long length,unsigned long crc);
//Calculate the CRC of a block of memory

void TextureInitialize(unsigned int stage); //initialize and load a current state texture if it hasnt already been loaded

void TextureInitialize2(TextureClass *t); //initialize and load a texture if it hasnt already been loaded

void Draw(unsigned int primitive_type, unsigned short start_index, unsigned short polygon_count, unsigned short min_vertex_index, unsigned short vertex_count); //Call this to do the normal rendering pipe

void Buffers_Apply(); //Apply the vertex and index buffers

bool Texture_Exists(char *texturename); //Does a texture exist

TextureClass *_stdcall Load_Texture(const char *path,MipCountType mip,WW3DFormat format, bool IsCompressionAllowed); //Load a texture

extern my IDirect3DTexture8 **Textures; //Pointers for current IDirect3DTexture interfaces

extern unsigned int *SyncTime; //Current sync time

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extern bool *TexturingEnabled; //Is texturing enabled
extern DX8Caps *CurrentCaps; //Current caps bits
extern D3DCOLOR *AmbientColor; //current ambient color
void _stdcall Free_Texture(TextureClass *texture); //Free a texture
ShaderCaps, a class to retrieve capabilities relavent to shaders.
extern unsigned int *MinTextureFilters; //texture filter values
extern unsigned int *MagTextureFilters; //texture filter values
extern unsigned int *MipMapFilters; //texture filter values
extern D3DMATERIAL9 *DefaultMaterial; //default material structure
extern bool *CurrentDX8LightEnables; //current light enables
Vector4 *GetColorVector4(D3DCOLOR *color); //Converts a D3DCOLOR into a Vector4
extern unsigned int *ActiveDialog; //If this is non zero, there is a dialog on the screen otherwise
there is no dialog on the screen
Matrix4* Get_Projection_Matrix(); //Get the projection matrix
void Set_Texture_Stage_State(DWORD Stage,D3DTEXTURESTAGESTATETYPE
Type,DWORD Value); //Set a Texture Stage State Type
void Set_Render_State(D3DRENDERSTATETYPE State,DWORD Value); //Set a Render State
Type
void Set_Light(int pos,D3DLIGHT8 *light); //Set a Light
void Draw_Skin(char *fvfcc); //draw skin models
void Draw_Rigid(char *fvfcc,char *MeshClass); //draw rigid models
extern unsigned int *_PolygonCullMode; //current polygon culling mode
extern ShaderCaps* TheShaderCaps; //ShaderCaps pointer
A new tool, the shader database editor. This edits shader databases.
Definition of engine calls required for the shader database editor.
Definition of EditorShaderClass, the base classe for the editor components of a shader
Definition of the shader factory system used to register custom shaders in the editor
Definition of EditorShaderManagerClass which manages shaders (loads and saves databases
etc) in the editor
Classes and implementation for a Glow Shader including the shader database editor
implementation so you can create this shader in a shader database plus shader code for the
shader
Classes and implementation for a Glass Shader including the shader database editor
implementation so you can create this shader in a shader database plus shader code for the
shader and some sample textures you can use
Classes and implementation for an Offset Map Shader including the shader database editor
implementation so you can create this shader in a shader database plus shader code for the
shader
Classes and implementation for a do nothing shader that is applied to objects that dont have any
other shader applied and that passes through to the fixed function pipeline
Classes and implementation for post process shaders that let you apply effects to the screen
before the UI is drawn. (still WIP)
shader database editor code for post process shaders (still WIP)
A complete example shader database
Base implementation of the shader database editor, including resources
Changes to the way renegade detects video cards so that it will detect more video cards
(especially newer ones that arent detected by the old code).
Also, it will correctly detect more video card driver versions. Plus, if you have a newer NVIDIA

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card, it will enable and use DXT1 (whereas the old renegade code would disable it).
There is a new feature, d3d9. This consists of a dll called d3d9.dll that changes renegade so it talks to Direct3D9 instead of Direct3D8.
This replaces scorpio9a's old RenD3D9 (without the fancy options rend3d9 has and without the bugs rend3d9 has). This is a required part of scripts.dll, not using d3d8.dll (or using any other d3d8.dll such as scorpio9a's dll) will probably lead to crashes.
This includes a feature whereby the size of the shadow texture is increased which leads to shadows that look better in game.
new console command VIEW that displays a dialog box containing a w3d file with an animation (similar to what the encyclopedia displays in SP).
new console command HUD that disables or enables the HUD.
A change to the way the player list is iterated (should fix the issues with some players not being displayed by the ID and PINFO console commands)
Cleanups to the way I patch memory that make applying patches and such easier and cleaner
Cleanups to bhs.dll as a result of the new class clones
Changes to how VehicleOwnershipDisable works so that when its enabled, it sends a custom to the vehicle letting the vehicle know who its owner is
New hud.ini keywords MenuHiliteColor to change the color you see when you mouse over a menu control.
MerchandiseTextColor for the color on a purchase button
ListColumnColor for changing the color for list controls
Removal of the StealthRenderState hud.ini keywords (which were broken and are made obsolete by shaders.dll anyway)
New keywords to give the sidebar seperate purchase sounds for refill, infantry and vehicles
New hud.ini keyword to change what registry key the renegade update/patching code reads the version number from
New hud.ini keyword WeaponImageVisibleNonVehicle that disables the display of the weapon icon when you are not in a vehicle (i.e. you see the steering wheel, gun and seat icons but not the weapon icon)
New feature to make the radar map rotate when you have a texture as the background (i.e. an overhead view texture of the map you are on) (I may have to drop this if it doesnt work the way I expect)
A fix from Black-Intel for the "vehicles getting stuck near ladders" problem
The Black-Intel wall lag fix
A change so that ::Created is called for C4 objects
A change so that the windows FDS doesnt try to write into the registry "RunOnce" key anymore.
A change so that the HUD is not affected by Set_Screen_Fade_Color or Set_Screen_Fade_Opacity anymore.
The black-intel turret lag fix.
A change to the edit box so that ctrl-x, ctrl-c and ctrl-v work for cut, copy and paste.
Cleanups/new info for the following classes:
DialogControlClass
Render2DClass
Render2DSentenceClass
ButtonCtrlClass
MerchandiseCtrlClass
ImageCtrlClass
ListIconMgrClas

ScrollBarCtrlClass
ListCtrlClass
DialogBaseClass
PopupDlgClass
Definitions of:
ListEntryClass
ListColumnClass
ListRowClass
ABoxClass
ViewerCtrlClass
InputCtrlClass
IMECandidateCtrlClass
EditCtrlClass
MenuEntryCtrlClass
CheckBoxCtrlClass
HealthBarCtrlClass
DropDownEntry
DropDownCtrlClass
ComboBoxCtrlClass
DialogTextClass
ChildDialogClass

A new dialog to configure bhs.dll features, it configures the following:

Client chat log enabled

Screenshot format

High quality shadows enabled

Also, it configures the extended keys.cfg keys in the way that keycfg.exe does.

However, you cant add keys to the list, only change the keys already in keys.cfg. If you wish to add

keys to the list, edit keys.cfg manually or use keycfg.exe

Hooks in bhs.dll to call shaders.dll

Changes to crashdump.txt to dump:

If appropriate, the current map, mod package, player count and time remaining

The CRC32 of all modules (not just a few)

The "big secret feature" I have talked about for a while is shaders.dll. What this basicly means is that there are now

hooks into the rendering engine to allow you to override the drawing of objects in the scene and draw them your own way (more speficially by applying Direct3D9 shaders to those objects).

You need C++ skills and knowledge of Direct3D to write custom shaders.

3.0 will include a Glow shader, a Glass/Environment Map shader plus an Offset Normal Mapping shader as examples.

Some pictures of what these shaders we include can do:

<http://users.tpg.com.au/jfwfreo/glass2.png>

<http://users.tpg.com.au/jfwfreo/offset2.png>

With scripts.dll 3.0, you MUST put the d3d8.dll in your renegade folder along with bhs.dll, scripts.dll and shaders.dll.

Not doing so (either on the client or the FDS) WILL cause problems. The same applies to using

any other d3d8.dll (such as rend3d9)

The fancy options that rend3d9 has (such as FSAA) are to be investigated for a future version of the scripts.dll.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [jonwil](#) on Thu, 16 Nov 2006 10:45:24 GMT

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EDIT: All the places in the first post where it says "d3d9.dll" should read "d3d8.dll"

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [IronWarrior](#) on Thu, 16 Nov 2006 11:34:39 GMT

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Ah very nice work jonwil, I guess with all the new reborn scripts coming out, reborn is almost complete and ready to be release I hope, makes me wonder when reborn is released, will the levelediter for it be released aswell, unless it uses the normal renegade one.

Would love to start making some server side mods for reborn.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Goztow](#) on Thu, 16 Nov 2006 12:15:38 GMT

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Am I correct in saying this means something like "server side skins"?

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Carrierll](#) on Thu, 16 Nov 2006 12:31:00 GMT

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From my knowledge, Goz, it does.

Woot.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [jonwil](#) on Thu, 16 Nov 2006 12:51:52 GMT

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no, shaders.dll doesnt mean server side skins.
Shaders.dll means really cool graphical effects mods can add.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Chronojam](#) on Thu, 16 Nov 2006 12:55:35 GMT

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Shaders are the fancy graphical processing things that games such as Half Life 2 use to make the floors and walls and lighting look so cool, and essentially it means you can bet your ass that over at APB we're working on normal mapping, offset mapping, and all that great stuff. This is/was one of the "secret projects" we kept mentioning.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Stumpy](#) on Thu, 16 Nov 2006 13:21:41 GMT

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to 3.0

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Ryu](#) on Thu, 16 Nov 2006 14:52:22 GMT

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Affirmative!

Nice, I can't wait to download!

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Jerad2142](#) on Thu, 16 Nov 2006 15:32:24 GMT

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So I guess this means that the map you could click on and chrono to (or nuke/ion) that position was not implemented. You know you were talking about there would be a key you could press and it would bring up a map with buttons you could click on and you chrono tank would teleport to that spot. Although I am happy to see that the shaders and shadows have been improved. Long Live Renegade!

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [danpaul88](#) on Thu, 16 Nov 2006 15:32:39 GMT

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Don't suppose a function to remove a specific weapon from a player instead of just taking them all is going to be slipped in at the last minute?

anyway, looking good, can't wait to get my hands on it

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Jerad2142](#) on Thu, 16 Nov 2006 15:40:43 GMT

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Oh, I just remembered, could you check before you script packages release if it will work with these scripts:

<http://sourceforge.net/projects/cpurentools>

and its multi script loader. I use some of these scripts on two of my levels now (9c, and 10) so they are kind of important.

And the multiscript loader will be very important we I start making my own scripts for my MODs.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Blazer](#) on Thu, 16 Nov 2006 15:41:06 GMT

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Wow thats a lot of work you've done. A quick question, I currently use Scorpio9a's rend39d, and I really like it because of the FPS boost and increase in quality...will I still be able to either use it with scripts 3.0, or stay at 2.9x and use it? I'm not sure I want to lose the FSAA, but I guess I should give it a try to see if I can even notice the difference.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [jonwil](#) on Thu, 16 Nov 2006 16:13:18 GMT

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Just FYI, there will be an option to turn shaders off (defaults to "shaders on", "off" will do the same thing as happens on a card that doesnt support programmable shaders at all). This is usefull for people who need to test how stuff looks with shaders completly off and also for people with older cards that support shaders but not very well (e.g. GeForce 3 and 4 series)

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [reborn](#) on Thu, 16 Nov 2006 17:18:02 GMT

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JFW_Cinematic (clone of Test_Cinematic)

w00t

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [YSLMuffins](#) on Thu, 16 Nov 2006 17:48:07 GMT

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Wow, that's a lot of scripts. I look forward to seeing them in the mods coming.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Cat998](#) on Thu, 16 Nov 2006 18:05:32 GMT

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Nice things there.

My question: how many much work is left which needs to be done of scripts.dll 3.0 ?

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Zion](#) on Thu, 16 Nov 2006 18:07:27 GMT

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With these scripts, i found that the client crashes when trying to connect to a server without them. (i got them for helping a friend stay online (Paradox) and purchased half of her system for her. This was a 'payback') Will this error still occur or is it yet to be tested?

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [jnz](#) on Thu, 16 Nov 2006 18:36:25 GMT

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where is paradox anyway?

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Halo38](#) on Thu, 16 Nov 2006 18:44:24 GMT

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Amazing work, I'll try to work these shaders into some reborn maps and my own projects

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Zion](#) on Thu, 16 Nov 2006 18:49:08 GMT

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help-linux wrote on Thu, 16 November 2006 18:36where is paradox anyway?

Waiting on her CPU to arrive, although she's in our chan most of the time.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [StealthEye](#) on Thu, 16 Nov 2006 18:49:53 GMT

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Yup, a nice and huge list of changes. Well done. I especially like the cleanups and fixes

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [jnz](#) on Thu, 16 Nov 2006 18:53:20 GMT

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Merovingian wrote on Thu, 16 November 2006 18:49help-linux wrote on Thu, 16 November 2006 18:36where is paradox anyway?

Waiting on her CPU to arrive, although she's in our chan most of the time.

ah, i noticed that she hadn't posed in a while.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Jerad2142](#) on Fri, 17 Nov 2006 00:11:04 GMT

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So why did you tells us the big secret if your not releasing the scripts yet.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [IronWarrior](#) on Fri, 17 Nov 2006 04:28:50 GMT

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Jerad Gray wrote on Thu, 16 November 2006 18:11So why did you tells us the big secret if your not releasing the scripts yet.

I dont understand why it was a secret anyway. ./

I was expecting something awesome, lol

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Jerad2142](#) on Fri, 17 Nov 2006 04:43:06 GMT

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Well it will improve Renegade (but yah I was expecting something truly amazing like real reflections or something along those lines).

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Zion](#) on Fri, 17 Nov 2006 08:27:32 GMT

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Shaders will (hopefully) be able to do that, that's why they were made.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Blazea58](#) on Fri, 17 Nov 2006 08:42:02 GMT

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Wow this is really good news, im happy to see all these new scripts and features making it in, just in time for "next generation gaming. I like the picture of the mammoth tank as that shows the true potential of this new shader support.

Trust me, regular environment/bump just isn't the same. It can be good but doesnt work the same on the polygons/sun direction. Id like to see better examples being used though like a picture of a metal beveled wall with it.

Other then that, i am already starting on a next gen feeling map with many more polygons/ higher texture sizes, and of course the old bump/reflect but now i can really improve on that aspect.

Other then that good work on the rest of the stuff, i am glad to see the progression going, as i noticed there wasn't any posts about scripts for a long time. For now i guess its back to the drawing board until these features are released.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Chronojam](#) on Fri, 17 Nov 2006 09:05:23 GMT

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Merovingian wrote on Thu, 16 November 2006 13:07With these scripts, i found that the client crashes when trying to connect to a server without them. (i got them for helping a friend stay online (Paradox) and purchased half of her system for her. This was a 'payback') Will this error still occur or is it yet to be tested?

This is very interesting considering she was not involved at all with this work and both her and Saberhawk were strictly supposed to not be discussing this even with the majority of the rest of the staff, not with the testers, and certainly not with random outsiders.

Was she cheap? Trust me, she's gone through more hardware in the past month than I have in the past 3 years, but I'm the one who needs it more. If you're looking for somebody to help out in exchange for leaks, at least try to do things the official way next time and maybe get the money to somebody who needs it and would use it properly.

Paradox's monthly purchases are getting out of hand to be honest, and it's irritating to find out you've been funding her in exchange for leaks.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [PaRaDoX](#) on Fri, 17 Nov 2006 09:31:11 GMT

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You don't know the whole story.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Zion](#) on Fri, 17 Nov 2006 12:34:19 GMT

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Like Paradox said, you don't know the whole story.

We never, under any circumstances came to an agreement that I would purchase hardware for her in exchange for her leaking information. She thought it was necessary to pay me back in that way, and I deem that it was acceptable, since there was nothing I could use. I have no C++ knowledge whatsoever so I can't 'steal' a/several scripts and pass them off as my own, I'm just not like that.

Please get your facts straight before you post comments like that saying that she's stabbing the community in the back.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [RTsa](#) on Fri, 17 Nov 2006 19:24:34 GMT

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So basically, it's possible to create a mod that makes Renegade look good?

Good stuff, I suppose, if someone takes advantage of the new stuff.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Spice](#) on Fri, 17 Nov 2006 19:25:50 GMT

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Take it to private messaging, don't litter up the topic.

This is great news. You have really got to give a huge pat on the back to Saberhawk and Jonwil.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Jerad2142](#) on Fri, 17 Nov 2006 20:23:40 GMT

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Although, I am happy to see we can now separately change the fog color (not depending on the time of day), now if we could only change the sun and moon textures per level (in one mod package, with multiple levels). Oh and when I said real reflections I meant that if you were to get in front of an object you would see yourself reflecting off of it.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Chronojam](#) on Sat, 18 Nov 2006 14:53:23 GMT

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Merovingian wrote on Fri, 17 November 2006 07:34 Like Paradox said, you don't know the whole story.

We never, under any circumstances came to an agreement that I would purchase hardware for her in exchange for her leaking information. She thought it was necessary to pay me back in that way, and I deem that it was acceptable, since there was nothing I could use. I have no C++ knowledge whatsoever so I can't 'steal' a/several scripts and pass them off as my own, I'm just not like that.

Please get your facts straight before you post comments like that saying that she's stabbing the community in the back.

Protip: It's completely unacceptable to pay people back by secretly leaking others' work.

Also "we should have a merger" is not a defense.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Jerad2142](#) on Sat, 18 Nov 2006 15:11:36 GMT

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Chronojam wrote on Sat, 18 November 2006 07:53 Protip: It's completely unacceptable to pay people back by secretly leaking others' work.

Also "we should have a merger" is not a defense.

Agreed.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Zion](#) on Sat, 18 Nov 2006 20:14:13 GMT

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Chronojam wrote on Sat, 18 November 2006 14:53 Merovingian wrote on Fri, 17 November 2006 07:34 Like Paradox said, you don't know the whole story.

We never, under any circumstances came to an agreement that I would purchase hardware for her in exchange for her leaking information. She thought it was necessary to pay me back in that way, and I deem that it was acceptable, since there was nothing I could use. I have no C++ knowledge whatsoever so I can't 'steal' a/several scripts and pass them off as my own, I'm just not like that.

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That completely wasn't my idea. We made no such contract were she would supply me with scripts in exchange for hardware.

I never, under any circumstances, told anyone else that I had these scripts.

They completely failed to respond to servers so I used them for 10-20 minutes tops.

These were a 'bugged' version where everything is displayed translucent and pearl recent green.

They were completely unusable.

She gave me a link on her own accord to the files on her FTP. I happened to ask what it was and clicked it.

The only people that knew that I had these before the final release was: Me, and Paradox.

The hardware purchases for her was a donation to keep her alive in this community. Where do you think we would be without her?

To be honest, what I do with MY money is COMPLETELY MY decision. Actions from the person receiving the donations are COMPLETELY THEIR decision, yet you still think it's my fault.

Just end it now, I'm not continuing this argument anymore.

The Merovingian, out.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Jerad2142](#) on Sun, 19 Nov 2006 01:08:15 GMT

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Merovingian wrote on Sat, 18 November 2006 13:14

Protip: It's completely unacceptable to pay people back by secretly leaking others' work.

Also "we should have a merger" is not a defense. [/quote]

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I also have to agree with that.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Jerad2142](#) on Sun, 19 Nov 2006 15:54:19 GMT

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What other programs will we need to compile the scripts files if we have Visual C++ 2005 Express Edition?

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [danpaul88](#) on Sun, 19 Nov 2006 16:02:14 GMT

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http://www.renegadewiki.com/index.php?title=How_to_compile_the_scripts.dll

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Jerad2142](#) on Sun, 19 Nov 2006 16:03:57 GMT

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Ya, I know about that, but thats for 2003 and Jonwill is going to 2005 so I need to know if the programs are deferent for 2005.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [danpaul88](#) on Sun, 19 Nov 2006 16:08:58 GMT

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I have been compiling scripts.dll 2.9.2 with 2005 with no problems, the instructions remain the same, you need the VS compiler, and the Microsoft Platform SDK

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [jonwil](#) on Sun, 19 Nov 2006 16:23:06 GMT

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To compile scripts.dll 3.0, you will need the following:

1. Microsoft Visual C++ 2005 (if you use the express edition you also need the Platform SDK) and 2. The latest DirectX SDK. I am using the August 2006 edition but others should also work.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [danpaul88](#) on Sun, 19 Nov 2006 17:12:13 GMT

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I have the very latest DX SDK (the DX10 one), so I shouldn't need to download anything else

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement

Posted by [Chronojam](#) on Tue, 21 Nov 2006 05:01:35 GMT

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Merovingian wrote on Sat, 18 November 2006 13:14

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Just end it now, i'm not continuing this argument anymore.

The Merovingian, out.

I guess your mum never taught you to say "no thanks" when somebody offers you drugs either? You didn't have to accept the files.

And yes, you said her "paying you back" with leaked content was "deemed acceptable." Why don't you start reading what you post?

Wait a second, she didn't transfer it over MSN or something, she put it right up on her FTP? Keep talking, this keeps getting deeper.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Chronojam](#) on Tue, 21 Nov 2006 05:01:36 GMT

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Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Zion](#) on Tue, 21 Nov 2006 08:32:10 GMT

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Chronojam wrote on Tue, 21 November 2006 05:01Keep talking, this keeps getting deeper.

No.

Talk to her if you want answers, or someone else, i have no more information to give you about this.

PS. i never knew they were scripts untill i downloaded them, then she told me what they were. Read the post.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Jerad2142](#) on Tue, 21 Nov 2006 21:18:13 GMT

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I a later version of scripts.dll do you think you could make a script that sends a custom when you switch between 1st and 3rd view, that would be extremely helpful for 2 of my mods.

And does anyone know how to get the script "JFW_Fade_Background_Music_On_Custom" to work (I have tried changing the unknown values but noting happens).

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [YSLMuffins](#) on Wed, 22 Nov 2006 06:48:49 GMT
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OK--the dirty laundry posts about Paradox stop here.

Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Jerad2142](#) on Wed, 22 Nov 2006 06:50:32 GMT
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What happened to my Renhalo title image, now I'm going to have to re upload it.
