Subject: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by jonwil on Tue, 19 Dec 2006 12:33:58 GMT
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I intend to have it out before I go away for xmas on friday.
Changes so far:
Changed spelling of proccess to process everywhere.
Documented the members of OBBoxClass
Added scripts to send shader customs to shaders.dll triggering on:
Zone entry and exit (send to the player who entered/exited the zone)
Vehicle entry and exit (send to the player who entered/edited the vehicle)
Player creation/spawn/character purchase (send to the player who just bought the character/spawned/whatever)
Poke (send to the player who poked the object)
A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.
A script JFW_Resize_Zone which takes an x,y,z size and a z rotation angle and when its created, resizes the script zone its attached to. The size specifies how far on each side of the centerpoint the zone should go and the angle specifies the rotation about the z axis for the object.
A major bug fix to the ExpVehFac scripts that could cause the server to crash.
Improvements to the post process shaders (should hopefully make things faster as well as fix bugs like the "square sun lens flare/halo" bug)
Fixed the RenAlert repair script so that it can repair the mobile gap generator.
Fixed a bug with the Display_Security_Dialog engine call that could cause the client to crash.
Fixed a bug with the nickname exploit fixes that could cause a crash and another bug with the fixes that could cause players who join a server, leave the server and rejoin with the same nickname to be kicked out by mistake.
Also fixed bugs where the pinfo and id console commands would display player data for a player who isnt in the server (the same one causing the accidential kickouts mentioned above)
Fixed a big bug to do with the new shaders that can cause graphical glitching (such as disappearing or glitching bullet holes) for people with ATI graphics cards.
Added vsync support. This defaults to on but can be turned off via the bhs.dll config dialog.
Added code to the sidebar so that if the power plant is down and DisableCostMultiplier=yes has not been added to hud.ini, the costs displayed on the sidebar will correctly reflect the 2x cost multiplier.
Added code to disable the display of "The Version of player 1 is 3.0" dispays for the client, they now only happen on the FDS.
Added some code to prevent crashes in d3d9 if something is accidently Release()ed too many times.

Still currently planned for 3.0:
Improvements to the turret lag fix (someone posted a picture of the obelisk with its aim way off, this fix will correct that problem)
Fixing any bugs to do with shaders being loaded on cards that they shouldnt be being loaded on
Anti Aliasing (settable via the bhs.dll config dialog)

Code in shaders.dll to do stuff when the scope is activated, deactivated or changed.
Better version checking for post process fragments (to make sure that your video card can actually handle the fragment)
Updates to the post process fragments and example as required to support the other changes
A few new post process fragments.
Plus possibly a fix for issues with the Normal Map and Glass shaders (if they can be done in time for 3.1)

Thanks to SaberHawk for doing most of the shaders and a large part of the d3d9 work (both for 3.0 and 3.1)

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by danpaul88 on Tue, 19 Dec 2006 14:55:50 GMT
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jonwil wrote on Tue, 19 December 2006 12:33Still currently planned for 3.0:

You mean 3.1?

Anyway, looking good, can't wait to get my hands on shaders properly without the annoying graphical glitches

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Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by IronWarrior on Tue, 19 Dec 2006 15:25:22 GMT
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You gonna make this one an installer.exe and give it an unstaller aseell? Because I dont fancy formating my xp drive again.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by EvilWhiteDragon on Tue, 19 Dec 2006 16:15:57 GMT
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IWarriors wrote on Tue, 19 December 2006 16:25You gonna make this one an installer.exe and give it an unstaller aseell? Because I dont fancy formating my xp drive again.
You could have ofcourse just removed the newly added files...
And if it still not works you've overwritten your original scripts.dll.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by IronWarrior on Tue, 19 Dec 2006 16:30:17 GMT
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EvilWhiteDragon wrote on Tue, 19 December 2006 10:15IWarriors wrote on Tue, 19 December 2006 16:25You gonna make this one an installer.exe and give it an unstaller aseell? Because I dont fancy formating my xp drive again.
You could have ofcourse just removed the newly added files...
And if it still not works you've overwritten your original scripts.dll.

I did that... and trying to find whats a added file outta the normal ones aint easy.

I removed scripts 3.0 then installed 2.9.2, the thing still wouldnt work, unstalled Renegade, went to re-install.. kept crashing.

I believe the problem is the new shader stuff.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Slave on Tue, 19 Dec 2006 16:54:45 GMT
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IWarriors wrote on Tue, 19 December 2006 10:30and trying to find whats a added file outta the normal ones aint easy.

sort files by -> date

the new files would stand pretty much on top. ofcourse not really useful to say after the harm has already been done...

edit: dont blame me, im new here, i didnt get the quote to work

---

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Cat998 on Tue, 19 Dec 2006 17:32:51 GMT
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Scripts.dll 3.0 comes with 4 dll files. You need to delete them
all if you want to install older scripts.dll versions, or at least
the d3d and the shader.dll file.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Jerad2142 on Tue, 19 Dec 2006 18:10:36 GMT
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Jerad Gray wrote on Sun, 17 December 2006 09:06Okay you will need these two files to do it. And try it with scripts 2.92 in your Renegade folder, and then try it with 3.00 in the Renegade folder. It would be nice if the hole screen would flash in sniper mod.
It will play automatically when the nod harvester is going to be dropped off.

Did you look at what 3.0 did to the cinemnatics, it messes with Renegade's single player level 3 it, it screws up the camera zoom distance, and fades in sniper zoom wrong. You must fix this, it work fine in 2.92.

I did not mean to post this message in the 3.0 post, and the files are down-loadable in the 3.0 post (4th page).

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Jerad2142 on Wed, 20 Dec 2006 06:40:23 GMT
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jonwil wrote on Tue, 19 December 2006 05:33Code in shaders.dll to do stuff when the scope is activated, deactivated or changed.

Sorry for bugging you if this is going to fix what my previous post is about, I didn't see it when I looked through your post.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by jonwil on Wed, 20 Dec 2006 13:49:19 GMT
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Here is a current list of what is fixed in 3.1 so far:
Bumped version up to 3.1
Some improvements to SimpleDynVecClass
Documented the members of OBBoxClass
A band-aid fix that should solve the cinematic sniper problem, a proper fix will be looked at for 3.2.

Added scripts to send shader customs to shaders.dll triggering on:
Zone entry and exit (send to the player who entered/exited the zone)
Vehicle entry and exit (send to the player who entered/edited the vehicle)
Player creation/spawn/character purchase (send to the player who just bought the character/spawned/whatever)
Poke (send to the player who poked the object)
A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.
A script JFW_Resize_Zone which takes an x,y,z size and a z rotation angle and when its created, resizes the script zone its attached to. The size specifies how far on each side of the centerpoint the zone should go and the angle specifies the rotation about the z axis for the object.
A major bug fix to the ExpVehFac scripts that could cause the server to crash.
Improvements to the offset normal lighting shader to make the lighting issues go away (well mostly anyway)
Improvements to the shader state manager

Improvements to the post process code (including bug fixes)
Fixed the RenAlert repair script so that it can repair the mobile gap generator.
Fixed a bug with the Display_Security_Dialog engine call that could cause the client to crash.
Fixed a bug with the nickname exploit fixes that could cause a crash and another bug with the fixes that could cause players who join a server, leave the server and rejoin with the same nickname to be kicked out by mistake.
Also fixed bugs where the pinfo and id console commands would display player data for a player who isnt in the server (the same one causing the accidental kickouts mentioned above)
Fixed a big bug to do with the new shaders that can cause graphical glitching (such as disappearing or glitching bullet holes) for people with ATI graphics cards.
Added vsync support. This defaults to on but can be turned off via the bhs.dll config dialog.
Added anti-aliasing support. Defaults to "none" and can be configured via the bhs.dll config dialog to other values (such as 2x, 4x, 8x etc depending on what your graphics card can do)
Added code to the sidebar so that if the power plant is down and DisableCostMultiplier=yes has not been added to hud.ini, the costs displayed on the sidebar will correctly reflect the 2x cost multiplier.
Added code to disable the display of "The Version of player 1 is 3.0" dispays for the client, they now only happen on the FDS.
Added some code to prevent crashes in d3d9 if something is accidently Release()ed too many times.

Still planned:
Further improvements to the shader state manager
Fixing any bugs to do with shaders being loaded on cards that they shouldnt be being loaded on
Better version checking for post process fragments (to make sure that your video card can actually handle the fragment)
Updates to the post process fragments and example as required to support the other changes
A few new post process fragments.
Any further work requred on the normal map shader
Any fixes for the Glass shader that can be done in time
Any further bug-fixing (e.g. making sure that AA, vsync and the version mismatch bug fix are all working 100%)

Note that the turret lag changes were a bigger job than I thought and I just dont have the time for 3.1 given the strict deadline. They will definatly be in 3.2 though

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Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by R315r4z0r on Wed, 20 Dec 2006 21:25:24 GMT
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McAwesome

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Spetz5 on Wed, 20 Dec 2006 22:13:30 GMT

A little off topic, but does anyone know if an nVidia Geforce 6800 supports these shaders?

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by PaRaDoX on Wed, 20 Dec 2006 22:21:24 GMT

Yes, yes it does.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Spetz5 on Wed, 20 Dec 2006 22:30:40 GMT

dammit, that mean's I'm doing something wrong, because its not changing anything for me.

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Ryu on Wed, 20 Dec 2006 22:33:17 GMT

Spetz5 wrote on Wed, 20 December 2006 17:30dammit, that mean's I'm doing something wrong, because its not changing anything for me.

I doubt it, lol.

If you put the 4 .dll's in your renegade folder, you should see some changes, But they are kinda hard to notice. lol

Shoot the floor and move and look at your bullet holes!

EDIT: typos

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Slave on Wed, 20 Dec 2006 23:25:10 GMT

i had exactly the same adventure, figuring out where to put what.

the combination that worked for me:
put the ddl files in the main folder
put the sdb files in the data folder

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by PaRaDoX on Thu, 21 Dec 2006 00:31:57 GMT
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You guys do know you put postproccess.sdb in your data folder, right?

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by jonwil on Thu, 21 Dec 2006 07:49:50 GMT
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Some bad news guys.
Due to some issues, AA will not be in scripts.dll 3.1. Basicly, it was not possible to get AA working and still release 3.1 before I go away tommorow.

However, I promise that AA will be in scripts.dll 3.2

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by danpaul88 on Thu, 21 Dec 2006 12:54:31 GMT
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PaRaDoX wrote on Thu, 21 December 2006 00:31You guys do know you put postproccess.sdb in your data folder, right?

really? I didn't actually know that...

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Jerad2142 on Thu, 21 Dec 2006 14:27:58 GMT
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jonwil wrote on Wed, 20 December 2006 06:49
A band-aid fix that should solve the cinematic sniper problem, a proper fix will be looked at for 3.2.

I'm just happy you know what is wrong and you are fixing it.