
Subject: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Thu, 25 Jan 2007 08:18:39 GMT

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Changes so far:

Split engine.cpp, engine.h, shadereng.h and shadereng.cpp up into multiple files.

Users of said files should just #include engine.h or shadereng.h just as before and everything will work.

This is intended to make things a lot more maintainable.

Added a sound parameter to JFW_Radar_Spy_Zone that is played to the allies when the radar is brought back up.

Fixed a bug with JFW_Infantry_Force_Composition_Zone and JFW_Vehicle_Force_Composition_Zone

Added a script JFW_Cash_Spy_Zone that displays the enemies cash to all friendly players when the spy enters the zone.

Added a script JFW_Power_Spy_Zone that brings down enemy power for a limited time when the spy enters the zone. When the power comes back up, there is a second time period that has to elapse before the power can be brought down by another spy (or the same one a second time). Also plays a sound to the allies when the power goes down. Will not trigger if the power plant is dead before the spy enters the zone or if it is killed whilst the power is down (i.e. it wont come back up)

Changed the project files for scripts.dll to output the final dlls and exe files into a "bin" folder.

Added some new scripts by Zunnie

Added new engine call GameObject *Find_Object_With_Script(const char *script); //Find the first object with this script on it

Moved the code responsible for drawing the custom HUD into shaders.dll. For normal use it will function just as it always has but if you want to expand what it can do/what it draws, you can do that too via shaders.dll. There is an engine call you can use from a script to send a number to shaders.dll (of a given player) for HUD purposes.

Beginnings of a resource management system (for loading shader effect instances and such using a nice multi threaded implementation). Thanks saberhawk for this work.

Any requests for 3.2 will be taken now, I know quite a few people asked for things and I said "not now, in 3.2". So if you were one of those people, speak up now.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [danpaul88](#) on Thu, 25 Jan 2007 10:52:44 GMT

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Is it possible to have engine calls to grant a single weapon (without using a powerup, but the weapon preset itself), and to remove a single weapon from a player?

Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Thu, 25 Jan 2007 11:49:33 GMT

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For adding a weapon, such an engine call isn't really possible.

For removing it I have already got an engine call Remove_Weapon however it requires bhs.dll on the client.

Also, I just fixed an issue that was causing several engine calls (notably the As_xxx and Is_xxx engine calls) to fail on Linux RH8.

Doesn't solve the "players are unable to join a RH8 LFDS server", that's still being worked on.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [danpaul88](#) on Thu, 25 Jan 2007 13:33:17 GMT

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I am planning to use the command in a mod, so clients will definitely have bhs.dll

The adding a weapon one was not the main one I wanted, as I can just make loads of powerup presets to do that anyway. It would just have saved a bit of time.

EDIT: Just realized why I didn't see the engine call before, I was looking in the wrong places!
Thanks for pointing it out

Subject: Re: scripts.dll 3.2 is in progress

Posted by [IronWarrior](#) on Thu, 25 Jan 2007 15:56:32 GMT

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Any chance of making an other set of scripts 3.2 lite? without all the new graphic stuff please?

For players like me who think its the added graphic stuff causing major problems.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Zion](#) on Thu, 25 Jan 2007 16:00:49 GMT

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IWarriors wrote on Thu, 25 January 2007 15:56Any chance of making an other set of scripts 3.2 lite? without all the new graphic stuff?

For players like me who think its the added graphic stuff causing major problems.

Agreed. I've gone back to 2.9.2 because of the amount of errors in it.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [IronWarrior](#) on Thu, 25 Jan 2007 16:07:27 GMT

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Merovingian wrote on Thu, 25 January 2007 10:00IWarriors wrote on Thu, 25 January 2007 15:56Any chance of making an other set of scripts 3.2 lite? without all the new graphic stuff?

For players like me who think its the added graphic stuff causing major problems.

Agreed. I've gone back to 2.9.2 because of the amount of errors in it.

Yeah.. I dont dare try installing the new ones again... I couldnt even uninstall Renegade.. I had to format my xp drive.. and my English XP install cd is broken.. so am stuck in German XP, lol...

Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Thu, 25 Jan 2007 16:10:33 GMT

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Most of the graphical bugs were either solved in the 3.1.x cycle or are going to be looked at for 3.2. That or they are problems that are outside our control such as differences between Direct3d8 and Direct3d9 or crappy drivers (ATI, I am looking at you here

I will accept graphics problem bug reports for looking into for 3.2 but only if the following conditions are met:

- 1.The problem must be reproducible.
- 2.It must happen on the latest scripts.dll release (currently 3.1.3 with the 3.1.2 bhs.dll. Look for the "3.1.4" installer saberhawk made if you need to install said release)
- 3.It must happen with no sdb files of any kind in your renegade data folder
- 4.It must happen with the latest drivers for your graphics card and the latest directx runtime.
- 5.It must not be an issue which has already been reported where I have responded with an explanation of what the problem is and why its unfixable (or unfixable without renegade source code)

Also, try turning shaders off in the bhs.dll configuration options and then restarting renegade and seeing if the problem is still there or if its gone.

I am particularly interested in graphical problems that render the game unplayable or more difficult to play. Bonus points if it can be reproduced on more than one machine. (by the same person or different people)

All crash reports should include the crashdump.txt file if one is generated. All bug reports need to include the sysinfo.txt (which contains important information about your hardware).

Subject: Re: scripts.dll 3.2 is in progress
Posted by [CarrierII](#) on Thu, 25 Jan 2007 17:22:21 GMT
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My ATI drivers are better than my old Nvidea ones simply because they were... there... and configurable...

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Ryu](#) on Thu, 25 Jan 2007 17:33:51 GMT
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CarrierII wrote on Thu, 25 January 2007 11:22My ATI drivers are better than my old Nvidea ones simply because they were... there... and configurable...

Yeah, <3 ATI Catalyst Control center.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [reborn](#) on Thu, 25 Jan 2007 17:58:04 GMT
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Alex wrote on Thu, 25 January 2007 12:33

Yeah, <3 ATI Catalyst Control center.

I had a 9800xt with the ATI catalyst controll centre. The card owned hard, but the catalyst controll centre was a nightmare.

Next rig I decide to go nvidia and now have two 7950 GX2's in SLI config, trust me, BOTH are as bad as eachother...

BRING BACK V00D00

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 18:49:46 GMT

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What about a multi scripts loader, I currently have made 43 scripts and plan on many more, and my engine is a slightly modified version of yours and will not work properly if you try to combined my scripts and your scripts, so every time you release a new scripts package I have to rename scripts.dll to scripts_jfw.dll (name doesn't actually matter as long as it has scripts in the first part of it).

Any plans of getting my transparent metal glitch fixed?

Subject: Re: scripts.dll 3.2 is in progress

Posted by [IronWarrior](#) on Thu, 25 Jan 2007 21:28:27 GMT

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The scripts installer worked fine, I made sure not to install the bloom stuff.

Is a happy scripts 3.1 user.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Fri, 26 Jan 2007 00:18:22 GMT

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No plans for a multi scripts loader.

If you have changes to engine.cpp, I am more than happy to consider pulling them into my code

As for the transparent metal glitch, that is the result of differences between Direct3D8 and Direct3D9 and cannot be fixed.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [s0meSkunk](#) on Fri, 26 Jan 2007 00:22:40 GMT

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Take a whack at making npatches on for every video card.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Fri, 26 Jan 2007 00:24:17 GMT

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im not trying to sound clever or anything...

it didn't happen before... why now?

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 00:33:02 GMT

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jonwil wrote on Thu, 25 January 2007 17:18No plans for a multi scripts loader.
If you have changes to engine.cpp, I am more than happy to consider pulling them into my code

As for the transparent metal glitch, that is the result of differences between Direct3D8 and Direct3D9 and cannot be fixed.

They will not work together.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Fri, 26 Jan 2007 00:38:44 GMT

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just use 1?

Subject: Re: scripts.dll 3.2 is in progress
Posted by [IronWarrior](#) on Fri, 26 Jan 2007 00:45:41 GMT

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I need a script that I can attach to an daves arrows or objects to pass on messages please.

This is how its works.

Object 1 gets destroyed, the object sends a death_send_message to a daves arrow, then the arrow sends an other message to the last daves arrow.

Problem is, there is no script that I know off that can send an other message after its got one.

Do you understand?

I will edit this laters after I opened up Level Editor to check something.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Fri, 26 Jan 2007 01:17:20 GMT

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IWarriors wrote on Thu, 25 January 2007 17:45 I need a script that I can attach to an daves arrows or objects to pass on messages please.

This is how its works.

Object 1 gets destroyed, the object sends a death_send_message to a daves arrow, then the arrow sends an other message to the last daves arrow.

Problem is, there is no script that I know off that can send an other message after its got one.

Do you understand?

I will edit this laters after I opened up Level Editor to check something.

JFW_Reflect_Custom

Part for jonwill

jonwil wrote on Thu, 25 January 2007 17:18 No plans for a multi scripts loader.

If you have changes to engine.cpp, I am more than happy to consider pulling them into my code

As for the transparent metal glitch, that is the result of differences between Direct3D8 and Direct3D9 and cannot be fixed.

Well my reply is two NO's then, I will rely on my self to fix and add scripts to my package, I guess others will have to download the multi scripts loader, and rename yours if they want to play any of my 3 mods.

I also say what has been broke can be fixed, make a modified Direct3D9 (name it JFWDirect3D9 or whatever) and have everyone put it in their Renegade data folder.

Plus if I want my mods not to have nontransparent textures I will have to go back to 2.9.2 and add scripts to my package and not use you newer scripts versions anymore.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jonwil](#) on Fri, 26 Jan 2007 06:16:12 GMT
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Blame Microsoft for their crappy handling of D3DRS_ZBIAS vs D3DRS_DEPTHBIAS

Also, try disabling write zbuffer on all the meshes in the door and see what happens.

Also, I have just fixed a bug that caused the LFDS to crash with an error message with all scripts 3.x versions.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 06:51:20 GMT
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How many seconds would it take to copy and past the multi scripts loader into your scripts.dll?

Subject: Re: scripts.dll 3.2 is in progress
Posted by [saberhawk](#) on Fri, 26 Jan 2007 07:19:53 GMT
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The multi-scripts loader while it may be a good idea can and will cause a multitude of problems because of the amount of platforms scripts.dll runs on...

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Stumpy](#) on Fri, 26 Jan 2007 13:02:25 GMT
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Please can you add now the Messageignore for the Chathook(So it wouldnt show it ingame)? Would be cool waiting since 2.9.2 for it.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 14:08:07 GMT
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The multi-scripts loader works fine on all four computers that I have tested it on, and if there is an error it tells me which script package caused it.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Sir Kane](#) on Fri, 26 Jan 2007 17:33:59 GMT

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jonwil wrote on Thu, 25 January 2007 05:49For adding a weapon, such an engine call isn't really possible.

lol

Subject: Re: scripts.dll 3.2 is in progress

Posted by [CarrierII](#) on Fri, 26 Jan 2007 17:37:15 GMT

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Laugh but not help? Constructive.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Canadacdn](#) on Fri, 26 Jan 2007 18:02:55 GMT

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Silent Kane wrote on Fri, 26 January 2007 12:33jonwil wrote on Thu, 25 January 2007 05:49For adding a weapon, such an engine call isn't really possible.

lol

You know, you're no better if you're just going to laugh, and not help.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Fri, 26 Jan 2007 18:13:15 GMT

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Oh it is possible but it would take up about 100 KB by itself, which would be a lot of coding just for one script. And it would need a lot of new engine calls, now if you had a bunch of blank weapon presets and had scripts that changed the 3d model (for first and third view), reload sound, ammo type, positing, change the amount of ammo per clip, max ammo for the gun, allow or disable sniper zoom, empty click sound, and name change. Now changing an existing model would be safer, but it is just as possible to make a new weapon using scripts, it's just more complicated.

As for the multi-scripts loader, I would like you to name one way it could cause the game to crash. All it does is it tells Renegade to load up other .dlls that have the word "scripts" first in their name. You know kind of what you do for bhs.dll. And I have not heard about any problems with that.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Sir Kane](#) on Fri, 26 Jan 2007 18:22:01 GMT
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Jerad Gray wrote on Fri, 26 January 2007 12:13Oh it is possible but it would take up about 100 KB by itself, which would be a lot of coding just for one script. And it would need a lot of new engine calls, now if you had a bunch of blank weapon presets and had scripts that changed the 3d model (for first and third view), reload sound, ammo type, positing, change the amount of ammo per clip, max ammo for the gun, allow or disable sniper zoom, empty click sound, and name change. Now changing an existing model would be safer, but it is just as possible to make a new weapon using scripts, it's just more complicated.

If you're talking about the weapon giving thing declared as "impossible": even more lol.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Canadacdn](#) on Fri, 26 Jan 2007 18:30:48 GMT
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Wow! You have so much knowledge and you don't use it, instead just put down others! Good work, SK.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Sir Kane](#) on Fri, 26 Jan 2007 18:48:51 GMT
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Canadacdn wrote on Fri, 26 January 2007 12:30Wow! You have so much knowledge and you don't use it, instead just put down others! Good work, SK.
No problem.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [CarrierII](#) on Fri, 26 Jan 2007 19:28:35 GMT
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Help or GTFO please.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Renx](#) on Fri, 26 Jan 2007 20:03:28 GMT
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Jonwil said it was impossible, SK implied that it was possible. Sounds a bit like helping to me.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Fri, 26 Jan 2007 20:21:03 GMT

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its not impossible...

Grant_Powerup ftw

Remove_Weapon ftw

...

although, it is restricted. and you have to make sure the client is on the right bhs.dll version.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [danpaul88](#) on Fri, 26 Jan 2007 20:33:33 GMT

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We were talking about adding weapons without needing to have a powerup for them, for example the ramjet rifle that sakura and havoc use does not have a powerup (only the 1 shot version does).

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 21:02:38 GMT

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Impossible for them maybe.

And SK doesn't bother me, hes funny.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Fri, 26 Jan 2007 21:05:54 GMT

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danpaul88 wrote on Fri, 26 January 2007 20:33We were talking about adding weapons without needing to have a powerup for them, for example the ramjet rifle that sakura and havoc use does not have a powerup (only the 1 shot version does).

change the clip size after

i know this is possible, otherwise how does SSAOW do it? or does that use Grant_Powerup?

Subject: Re: scripts.dll 3.2 is in progress
Posted by [saberhawk](#) on Fri, 26 Jan 2007 21:23:17 GMT
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Jerad Gray wrote on Fri, 26 January 2007 08:08The multi-scripts loader works fine on all four computers that I have tested it on, and if there is an error it tells me which script package caused it.

But you only tested it on 4 computers using the game client amirite? What about the Win32 FDS, LevelEdit, the RH7.3 FDS, and the RH8 FDS?

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 22:56:13 GMT
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Level Edit - yes (DUH! Whats the point of a multi scripts loader if you can't add the scripts)
Client - yes
Host - yes
Win32 FDS = Yes

I asked you to name name one way it could cause the game to crash. You haven't given me a singe scenario that even suggests you have used it!

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Fri, 26 Jan 2007 23:57:37 GMT
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RH7.3 FDS, and the RH8 FDS? probably

Subject: Re: scripts.dll 3.2 is in progress
Posted by [CarrierII](#) on Sat, 27 Jan 2007 11:07:21 GMT
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3.1.4
Alt tab crash (happens ingame, in a menu, anywhere)

Win XP Home. (32 bit)
ATI X1650 Pro
1 GB RAM

Proverbial.

File Attachments

1) [crashdump.txt](#), downloaded 104 times

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jonwil](#) on Sat, 27 Jan 2007 14:15:03 GMT
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That crash is not from "3.1.4", the crc32 of bhs.dll matches with 3.1.3 so it is a 3.1.3 bhs.dll, hence the crash.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [danpaul88](#) on Mon, 29 Jan 2007 18:20:56 GMT
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Hmm, will there be a fix for Get_Shield_Type under the FDS in 3.2 ? I notice the code for it changed between 2.9.2 and 3.1.x, but both versions of it cause the FDS to crash. It works fine in all other game modes, such as LAN, non-fds dedi etc.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [danpaul88](#) on Mon, 29 Jan 2007 18:58:45 GMT
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Ok, StealthEye figured it out. The memory address for Get_Armor_Name in case 1: (server.dat) should be changed from

```
Get_Armor_Name = (GetArmorName)0x00687700;  
to  
Get_Armor_Name = (GetArmorName)0x00687070;
```

This fixed it for me, and it returns the correct data Many thanks to StealthEye for that fix, as it was really doing my head in crashing all the time

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Mon, 29 Jan 2007 22:15:48 GMT
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Well there is your problem! and i was going to say the exact same thing nice work

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 03:28:48 GMT

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Could you make two scripts: one that attaches a script when you enter a zone, and one that removes a script when you leave the zone. I tried making the script myself but nothing happened when I entered the zone, but the script that was being attached could have been flawed I suppose.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Tue, 30 Jan 2007 15:04:54 GMT

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Work on 3.2 continues. Some of the latest changes:

Added definitions that allow access to the existing CPUDetectClass flags to tell if the CPU supports SSE and if it supports 3DNow. This is for some "fast math" stuff SaberHawk is working on.

Implemented iterating the player list into engine_player and changed several engine calls to use the new iteration logic.

Added some new and changed scripts from Kamuix

instead of crashdump.txt, crashdumps will now be named crashdump1.txt, crashdump2.txt etc like screenshots. This makes it easier to manage multiple crashdumps.

Changed bhs.dll config dialog behaviour to be more like the other config dialogs (got rid of the "save changes" button, changes are now saved automatically)

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 17:28:25 GMT

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Jerad Gray wrote on Mon, 29 January 2007 20:28 Could you make two scripts: one that attaches a script when you enter a zone, and one that removes a script when you leave the zone. I tried making the script myself but nothing happened when I entered the zone, but the script that was being attached could have been flawed I suppose.

So jonwil will you be able to add these scripts in your next scripts package?

jonwil wrote on Tue, 30 January 2007 08:04 Work on 3.2 continues. Some of the latest changes: Added definitions that allow access to the existing CPUDetectClass flags to tell if the CPU supports SSE and if it supports 3DNow. This is for some "fast math" stuff SaberHawk is working on.

Good more 3D stuff (not sarcasm I actually do find the new effects for Renegade to be a good thing, I still have yet to try the z-buffer thing, but I will soon).

jonwil wrote on Tue, 30 January 2007 08:04

instead of crashdump.txt, crashdumps will now be named crashdump1.txt, crashdump2.txt etc like screenshots. This makes it easier to manage multiple crashdumps.

This scares me, I already have hundreds of little win/lose text documents in my Renegade folder, now I get to have a bunch of crash dump files. I will have thousands two weeks after 3.2's Release.

Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Tue, 30 Jan 2007 17:35:32 GMT
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is it possible to replicate the pinfo and ID commands in scripts.dll. IE:

char ** players = pinfo();

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 18:00:47 GMT
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I was just thinking could you add in a event for when you fire a weapon, because Renegade must have some system for detecting if a weapon is fired, otherwise how would it know when to play fire animations (I do not count the system where it detects where a bone moves "RA2_Vehicle_Fire_Animation" its call or something like that anyway that's what comes to mind). I mean an actual event like "Damaged" or "Poked".
If not would it be possible to do it through an Engine Call?

Subject: Re: scripts.dll 3.2 is in progress
Posted by [danpaul88](#) on Tue, 30 Jan 2007 18:10:52 GMT
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I would also like a shotfired event or similar, it would make so many things easier...

Subject: Re: scripts.dll 3.2 is in progress
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 20:19:52 GMT
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danpaul88 wrote on Tue, 30 January 2007 11:10I would also like a shotfired event or similar, it would make so many things easier...

Especially for infantry (Well I guess it would make it possible).

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Wed, 31 Jan 2007 15:43:54 GMT

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jonwil wrote on Thu, 25 January 2007 23:16

Also, try disabling write zbuffer on all the meshes in the door and see what happens.

I disabled zbuffer and it went transparent like that all the time.

Enabled zbuffer on second pass, became completely transparent.

Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Wed, 31 Jan 2007 18:45:18 GMT

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Jerad Gray wrote on Mon, 29 January 2007 20:28 Could you make two scripts: one that attaches a script when you enter a zone, and one that removes a script when you leave the zone. I tried making the script myself but nothing happened when I entered the zone, but the script that was being attached could have been flawed I suppose.

Never mind I got it to work.
