
Subject: scripts.dll 3.2.2 WIP update

Posted by [jonwil](#) on Mon, 16 Apr 2007 14:25:38 GMT

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Here is a list of all the things fixed so far in scripts.dll 3.2.2:

- 1.Improved the normal map shader (the goal with 3.2.2 is to have all the bugs gone and to make it work as close to perfectly as possible)
- 2.Cleaned up the way scripts.dll loads the other dlls (better output when files are missing or cant load)
- 3.Cleaned up a possible memory leak in except.cpp
- 4.Cleaned up a case where some memory could be cleaned up more than once by accident so that it wont try to clean it up if it is already cleaned up. (prevents a possible crash at that point)
- 5.Cleaned up the way Tangent and Binormal data is calculated (related to point #1 about the normal map shader)
- 6.Fixed a possible bug in engine_net.cpp that may have lead to a crash
- 7.Cleaned up the Get_Vehicle_Mode engine call so that if you pass a soldier, it will try to retrieve the soldiers vehicle if they have one and return the mode of that.
- 8.Fixed a bug in WideStringClass::Get_Header that affected linux systems.
- 9.New code for disabling fog when shaders render so that fog is only disabled on those cards where not disabling it breaks stuff (specifically any card that supports Shader Model 3.0)
- 10.Fixed the ExpVehFac logic to correctly set the LastFlyVehOwner variable.
- 11.Changed how the ExpVehFac logic makes a flying unit "untargetable" by the base defenses to use the new Set_Vehicle_Is_Visible engine call added in 3.2
- 12.Fixed a bug in shaders.cpp to do with correctly releasing the memory used for per-map shader databases.
- 13.Fixed a bug that caused the game to crash anytime a model viewer control (such as used by the View console command or the Encyclopedia/Nod database in single player) displayed a model with certain kinds of dazzles.
- 14.Fixed a bug that made the game crash anytime it tried to render a mesh with the Scale, SineLinearOffset, ZigZagLinearOffset, or Random texture mappers.
- 15.Fixed a bug which could cause the wrong shadow to be drawn for a unit under certain rare circumstances
- 16.Fixed a bug that would cause the game to crash on loading if you had an ATI graphics card and turned on Multi-Sample Anti-Aliasing.
- 17.Changed the Exit console command to hopefully not crash anymore
- 18.Fixed some off-by-one errors in the sidebar code that were causing problems with one of the maps in the current WIP of RA:APB
- 19.Added code to Direct3DCreate8 to return the correct value in the case of a failure creating the Direct3d9 object.
- 20.Added code to d3d8.dll to make things work correctly when the PIX direct3d log tool is used with scripts.dll 3.2.x loaded

Currently still to fix:

- 1.Find out why Saberahwk is having problems with PIX even with this fix (could be Vista related) and solve whatever problem is the cause
- 2.Fix the mobile gap generator (someone reported that it does not affect the allies properly if a soviet steals one and starts driving it)
- 3.Finish fixing the normal map shader and the Tangent/Binormal generation code

4. Find out why the console is not working for some people who are playing on Vista
5. Test the custom kill message scripts and fix any bugs that show up (right now I think there may be a bug to do with someone planting a beacon or C4 and being inside a vehicle when it goes off, need to test that)

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [jnz](#) on Mon, 16 Apr 2007 14:43:07 GMT
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Thats a lot of work, nice!

This may be a bit early, but it would make a few peoples lifes a bit easier.

```
void KillHook(GameObject *Obj, GameObject *Killer, int LastDamage)
{
    //...
}

//...
```

```
AddKillHook(KillHook);
```

i could make this, i'm just no good with documentation.

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [Jerad2142](#) on Mon, 16 Apr 2007 17:43:30 GMT
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Exit and mapper fixes both make me happy.

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [Cat998](#) on Mon, 16 Apr 2007 17:53:51 GMT
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gamemodding wrote on Mon, 16 April 2007 16:43i could make this, i'm just no good with documentation.

then make it and I do the documentation

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [jonwil](#) on Mon, 16 Apr 2007 23:01:16 GMT
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3.2.2 is a bug fix release so no I cant add the kill hook.
However, it is a usefull idea and I will consider adding it in the future.

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [Crow3333](#) on Tue, 17 Apr 2007 10:45:33 GMT
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very good work

short question:

how can i open the shaders.sdb file to edit or add normalmaps? I tried the win-editor, but it didn't really work.

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [saberhawk](#) on Tue, 17 Apr 2007 11:13:49 GMT
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Just use sdbedit.exe

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [jnz](#) on Tue, 17 Apr 2007 12:10:56 GMT
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Cat998 wrote on Mon, 16 April 2007 18:53gamemodding wrote on Mon, 16 April 2007 16:43i could make this, i'm just no good with documentation.

then make it and I do the documentation

Ok ill speak to you on MSN

Subject: Re: scripts.dll 3.2.2 WIP update
Posted by [Crow3333](#) on Tue, 24 Apr 2007 10:47:15 GMT

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Hello again:

I've got a problem, everytime I try to use the normalmapshaders the models gets black. What exactly must I do to get it to work? I renamed the texture on the model (its a character) to c_ag_gdi_mg then I exportet everything, made a normal map with the name c_ag_gdi_mg_n.tga and put it in the datafolder like the other files. Then I edited the shaders.sdb and made a new shader with the texture file "c_ag_gdi_mg_n.tga" in the normalmap slot. The other settings were left to the default. The mammoth and Ftank shaders are working fine, but i can't get my files to work.

Subject: Re: scripts.dll 3.2.2 WIP update

Posted by [_SSnipe_](#) on Fri, 18 May 2007 06:23:14 GMT

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where do we download that script update or what ever?

Subject: Re: scripts.dll 3.2.2 WIP update

Posted by [Slave](#) on Fri, 18 May 2007 10:13:36 GMT

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It's posted a few topics down the forum...

<http://4camp.net/scripts322.exe>
