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Subject: scripts.dll 3.2.2 is out

Posted by [jonwil](#) on Sun, 29 Apr 2007 05:22:04 GMT

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Note that this version will NOT function on Windows 98/ME

Get it from <http://www.sourceforge.net/projects/rentools/>

Changelog:

Changes to the normal map shader to fix most of the bugs (including having the correct set of default values)

Fixes to a few places where Get\_Data\_File is called but we don't check the return value is non zero before we use it

Changed all places where we display a message box to use NULL instead of HWND\_DESKTOP for the parent (per what I saw online, NULL is the right value to pass, not HWND\_DESKTOP)

Added more code to check for the existence of the various dll files and print an error if they aren't there

Added code to use FormatMessage to make the errors in dllload.txt easier to follow

Added code to prevent accidentally double deleting objects if DestroyEngine3D is somehow called twice.

Fixes to the Tangent/Binormal generation code (it still has the black triangles on some objects but its as good as its going to get unless some math guru can find the problem)

Added code to prevent the dll from running on Windows 98/ME (that way you get a nice error message, not some random weird windows error when the dll tries to use a feature thats not available on windows 9x)

Code for the Matrix2 class

Bug fix to functions in Engine\_Net.cpp that obtain an IP address

Bug fix to Get\_Vehicle\_Mode to always return the mode of the vehicle, even if the passed in object is the driver of the vehicle

Bug fixes to Find\_Object\_With\_Script

Bug fixes to StringClass and WideStringClass

New code to handle saving and restoring a render state inside a shader (i.e. to save and restore fog properly)

Bug fixes to JFW\_Kill\_Message\_Display

Bug fixes to JFW\_Sell\_Zone and JFW\_Repair\_Zone\_2

Bug fixes to the ExpVehFac logic in mdbevfv.cpp

Fix to shadermgr.cpp so that per-map shaders.sdb files will work correctly

Added code to shaders.dll to detect if d3dx9\_30.dll is missing and if it is, display a usefull error

Added code to prevent accidentally deleting stuff in shaderstatemgr.cpp twice

Fixes to several crash bugs

Fixed a crash that could occur with objects with a certain texture mapper used on them

Added fixes so that GetExplosionObj works correctly for buildings (and will detect nuke and C4 blowing up buildings)

Fixed a crash bug that could show up with the single player encyclopedia

Cleanups in Do\_Recieve\_Data\_Sc

A fix to the EXIT console command (hopefully it wont crash the game anymore)  
Fixes to the sidebar code  
Cleanups in Do\_Recieve\_Data\_Cs  
Code to correctly disable backbuffer locking (fixes a couple of ATI issues)  
Some code changes to prevent crashes when running inside PIX  
Code to so that scripts.dll is no longer read from a mod package

I am sure an installer will be made for this soon

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [TSS888](#) on Sun, 29 Apr 2007 07:33:02 GMT  
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Please make the installer now.

Oh, or you could just put a readme in that full download so that we know what to put where and we don't need another installer, ever.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [TSS888](#) on Sun, 29 Apr 2007 08:06:25 GMT  
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Edit: There is already a straightforward readme. Thanks. (edit button expired)

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [saberhawk](#) on Sun, 29 Apr 2007 08:51:05 GMT  
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<http://4camp.net/scripts322.exe>

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Yrr](#) on Sun, 29 Apr 2007 11:41:31 GMT  
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@John:  
If you add an own message command, remove the old one!

>help  
----- available commands -----  
admin\_message(msg), allow, ban, client\_physics\_optimization(cpo), msg,

msgsg, msgsgt, disarm, disarmb, disarmp, donate, edit\_vehicle, eject, game\_info, gameover, getbw, hud, icon, icon2, id, kick, map, mapch, mapnum, maxplimitd, message(msg), message(msg), mined, mlimit, mlimitd, mlist, mlistc, mod, musica, musicp, net\_update\_rate(nur), nextmap, nomusica, nomusicp, page, pmsg, pause, pinfo, player\_info, plimit, plimitd, position(pos), ppage, quit, radar, restart, rlmon, rlmonoff, screen\_uv\_bias, set\_bw\_budget\_out(sbbo), setbw, snd3da, snd3dp, snd3dt, snd, sndp, sndt, song, sversion, team, team2, time, timed, timel, timeld, tmsg, toggle\_sorting, tpage, version, version, vlimit, vlimitd, win, wolname

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Yrr](#) on Sun, 29 Apr 2007 12:18:29 GMT  
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One more bug:

When shutting down a Linux RH8 server using the QUIT command, a SIGSEGV occurs in ScriptFactory::SetNext. Looking at the stack trace, the function was called recursively more than 200,000 times!

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Canadacdn](#) on Sun, 29 Apr 2007 14:21:15 GMT  
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Does this mean all the normal maps I had set up in 3.2.1 are now useless?

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [JohnDoe](#) on Sun, 29 Apr 2007 16:11:33 GMT  
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When will we get a complete set of normal maps? They're sweet, but it's kinda strange when only 2 vehicles out of 17 use them.

Oh and 3x and 4x anti-aliasing makes my Renegade crash after loading the map...why is that? I have a GeForce 6800, 512mb RAM, Athlon xp 2400+...could it be that my hardware doesn't support those modes or something?

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Renx](#) on Sun, 29 Apr 2007 17:25:22 GMT  
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Your hardware definitely supports AA.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Gen\\_Blacky](#) on Sun, 29 Apr 2007 19:14:15 GMT  
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Can some one send me there scripts2.dll please

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [JohnDoe](#) on Sun, 29 Apr 2007 19:14:45 GMT  
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I know...1x and 2x works well. I can even set it to 4x through the quicklaunch NVIDIA icon.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [hog654321](#) on Sun, 29 Apr 2007 20:10:22 GMT  
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Still crashes when I minimize, is there a fix for this?

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [BlueThen](#) on Sun, 29 Apr 2007 20:18:34 GMT  
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hog654321 wrote on Sun, 29 April 2007 15:10Still crashes when I minimize, is there a fix for this? Windowed mode?

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [saberhawk](#) on Mon, 30 Apr 2007 00:11:36 GMT  
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Canadacdn wrote on Sun, 29 April 2007 09:21Does this mean all the normal maps I had set up in 3.2.1 are now useless?

Shaders are guaranteed not to have different SDB requirements between bugfix versions. The default settings in sdbedit.exe for the normal map shader in 3.2.0 and 3.2.1 however were wrong and the proper defaults were put in place.

hog654321, JohnDoe: Upload the latest crashdump.txt that you have.

---

Subject: Re: scripts.dll 3.2.2 is out  
Posted by [IronWarrior](#) on Mon, 30 Apr 2007 00:53:38 GMT  
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Very nice.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [CarrierII](#) on Mon, 30 Apr 2007 08:26:30 GMT  
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jonwil, my brother is a Cambridge university maths undergraduate with an ability to program, want him to have a look at that tangent/binormal problem - Sorry, he doesn't have the time.

Good work.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [TSS888](#) on Mon, 30 Apr 2007 11:14:58 GMT  
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My scripts2.dll. Works for me.

Hope it works for you!

You will need winrar (<http://www.rarlab.com/>) to extract it.

#### File Attachments

1) [scripts2.rar](#), downloaded 169 times

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Gen\\_Black](#) on Mon, 30 Apr 2007 21:55:38 GMT  
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yay ty

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [SeargentSarg](#) on Mon, 30 Apr 2007 23:38:32 GMT  
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Works thanks to the guy who uploaded his scripts2.dll, thanks so much!

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [saberhawk](#) on Tue, 01 May 2007 21:20:02 GMT  
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Remember people, we can't fix crashes without a crashdump...

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Yrr](#) on Tue, 01 May 2007 22:16:08 GMT  
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@John:

I'm not 100% sure but as far as I can see, VehicleGameObjInit from bhs.dll/so is never called and your IsVisible-variable remains uninitialized (at least on Linux).

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Jerad2142](#) on Wed, 02 May 2007 13:28:28 GMT  
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I am pleased to report that I finally got to test 2.2 and exit and the effects both work correctly.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Yrr](#) on Wed, 02 May 2007 22:19:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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On RH8, the tiberium field on Siege does no damage.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [a100](#) on Thu, 03 May 2007 00:48:26 GMT  
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Nice work jonwill keep the scripts coming

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Jerad2142](#) on Thu, 03 May 2007 06:19:28 GMT  
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Oh, I seem to have found a crash caused by bump mapping (UV mapping thingy), I will investigate it further tomorrow. Right now its time for bed.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Jerad2142](#) on Thu, 03 May 2007 13:32:46 GMT  
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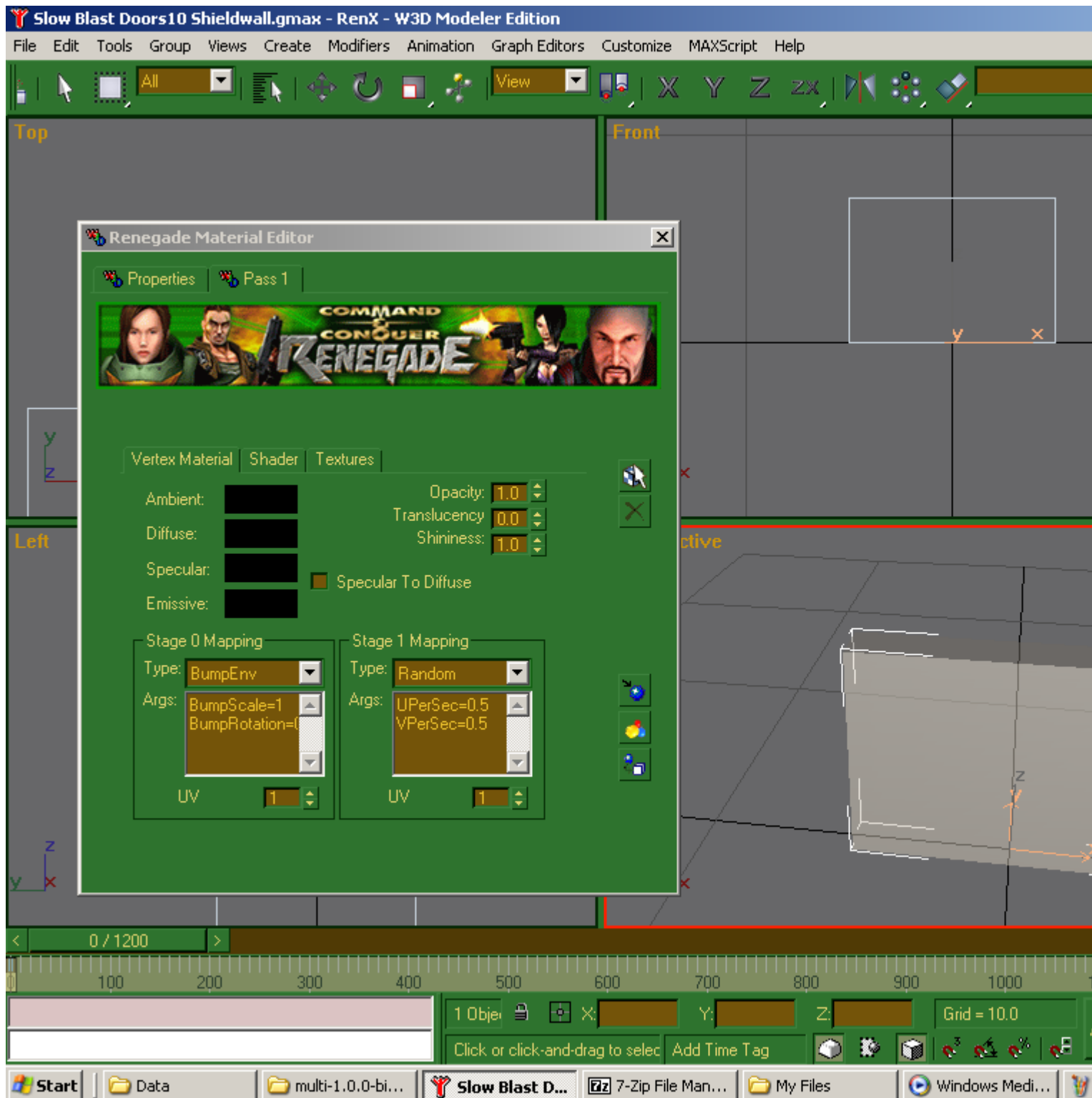
Okay I have figured it out, the crash is being caused by random:

I have provided a test map below:

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#### File Attachments

1) [random.png](#), downloaded 728 times



2) [Scripts Glitch Testing.7z](#), downloaded 129 times

---

Subject: Re: scripts.dll 3.2.2 is out  
 Posted by [slavik262](#) on Thu, 03 May 2007 21:13:41 GMT  
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My Rene is still crashing on exit. Oh well. Great stuff guys!

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jnz](#) on Thu, 03 May 2007 21:17:19 GMT  
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There is a bug in "Get\_Beacon\_Planter". When it is called, it hangs the FDS and uses 100% CPU. Like if you create in infinite loop.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [slavik262](#) on Fri, 04 May 2007 03:05:24 GMT  
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It doesn't lock up. Just when I close Renegade I get the fun little "Renegade has performed an illegal operation and was shut down. Do you want to send an error repor?" message.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jamiejrg](#) on Fri, 04 May 2007 03:37:36 GMT  
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It had been running fine for me, except just now my comp locked up on exit at the "Are you sure you want to exit" screen.

Jamie

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [JohnDoe](#) on Fri, 04 May 2007 07:58:42 GMT  
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saberhawk wrote on Tue, 01 May 2007 16:20Remember people, we can't fix crashes without a crashdump...

[www.tehwin.de/crashdump14.txt](http://www.tehwin.de/crashdump14.txt)

My internet's upload seems fucked up and I couldn't upload this through the forum...took me half an hour to put it on my ftp with broadband...timed out like 50 times.

Edit: This is the crashdump related to 4x anti-aliasing.

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Subject: Re: scripts.dll 3.2.2 is out

Posted by [Canadacdn](#) on Sun, 06 May 2007 17:09:12 GMT

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Renegade has been crashing a LOT recently for some reason. Here are some crashdumps.

#### File Attachments

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- 1) [crashdump12.txt](#), downloaded 194 times
  - 2) [crashdump11.txt](#), downloaded 258 times
- 

---

Subject: Re: scripts.dll 3.2.2 is out

Posted by [Jerad2142](#) on Tue, 08 May 2007 15:57:23 GMT

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Attention Jonwill!

I have found another problem, Alpha Blend seems to have been glitched up, it no longer does transparencies right, it fills the spots that are suppose to be see through with gray (Alpha Test works fine though, actually it always worked better for alpha stuff, but all the same). If you would like to see what I mean, shoot a tree in single player (try level 2). Also, please keep in mine the crash I found with the Random UV mapper.

---

---

Subject: Re: scripts.dll 3.2.2 is out

Posted by [Jerad2142](#) on Tue, 15 May 2007 17:55:12 GMT

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Please don't forget that the UV mapper "Random" is crashing the game.

---

---

Subject: Re: scripts.dll 3.2.2 is out

Posted by [jonwil](#) on Mon, 21 May 2007 11:52:15 GMT

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Just to let everyone know that scripts.dll 3.2.3 is still in progress and will be out as soon as possible.

Still to do for that release:

1. Fix Get\_Beacon\_Planter so it doesn't hang the FDS anymore
2. Fix the alpha blend issue where alpha blending isn't working
3. Fix the Roleplay 2 issue where switching to team Renegade makes the game crash
4. Fix (if we can) a crash reported by testers for the next APB release
5. Fix (if we can/need to) the LFDS crashes reported by WhiteDragon that came up whilst testing SSGM on the LFDS.
6. Fix a crash reported by someone that has something to do with 3xaa/4xaa
- and 7. Fix (if they aren't crashes that are already fixed) some crashes reported by TomatoSlayer

Can whoever reported Get\_Beacon\_Planter as broken provide more details (i.e. how they were calling Get\_Beacon\_Planter, what code they were using, what they were passing to it etc)  
Also, can someone on the Roleplay 2 team tell me how to switch to team Renegade or team -2 on that map?

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Jerad2142](#) on Mon, 21 May 2007 13:44:17 GMT  
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Don't forget the random uv mapper is crashing the game.  
Also In the past I have tried forcing the player onto -2 through scripts, and the game crashed (but if you do it to bots it works fine).

Although, if my memory serves me correctly it will work correctly if you use  
"Commands->Set\_Team" (I think it does not crash if you use this command, but then you can't buy from PT's)

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jonwil](#) on Mon, 21 May 2007 23:18:39 GMT  
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The random UV mapper issue is fixed.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jnz](#) on Tue, 22 May 2007 00:35:41 GMT  
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```
void SomeObjectHook(GameObject *obj)
{
    If(Is_Beacon(obj))
    {
        Get_Beacon_Planter(obj);
    }
}
```

---

---

Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Viking](#) on Tue, 22 May 2007 01:16:13 GMT  
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---

This is awesome thanks jonwil/saberhawk!!

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jamiejrg](#) on Tue, 22 May 2007 02:11:26 GMT  
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Jerad, it's really nice that you are working so hard to find these bugs

I think I speak for mostly everyone when I say thanks.

Jamie

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [saberhawk](#) on Tue, 22 May 2007 05:31:00 GMT  
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With further testing, the "alpha-blend" issue that is showing up is actually in the stock game but many many people don't notice it. scripts 3.2/3.2.1/3.2.2 has simply just exposed the issue further.

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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [Jerad2142](#) on Wed, 23 May 2007 05:50:55 GMT  
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jonwil wrote on Mon, 21 May 2007 17:18 The random UV mapper issue is fixed.

Thank you jonwil, I will be able to sleep at night now that I know that I will not have to go back through 24 levels changing objects that I put random on.

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