Posted by jonwil on Sun, 29 Apr 2007 05:22:04 GMT

View Forum Message <> Reply to Message

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 were 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 mdbevf.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

Subject: Re: scripts.dll 3.2.2 is out

Posted by TSS888 on Sun, 29 Apr 2007 07:33:02 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: scripts.dll 3.2.2 is out

Posted by TSS888 on Sun, 29 Apr 2007 08:06:25 GMT

View Forum Message <> Reply to Message

Edit: There is already a straightforward readme. Thanks. (edit button expired)

Subject: Re: scripts.dll 3.2.2 is out

Posted by saberhawk on Sun, 29 Apr 2007 08:51:05 GMT

View Forum Message <> Reply to Message

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

Subject: Re: scripts.dll 3.2.2 is out

Posted by Yrr on Sun, 29 Apr 2007 11:41:31 GMT

View Forum Message <> Reply to Message

@John:

If you add an own message command, remove the old one!

>help

----- available commands -----

admin message(amsg), allow, ban, client physics optimization(cpo), cmsg,

cmsgp, cmsgt, 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, pamsg, 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, snda, sndp, sndt, song, sversion, team, team2, time, timed, timel, timeld, tmsg, toggle\_sorting, tpage, version, version, vlimit, vlimitd, win, wolname

Subject: Re: scripts.dll 3.2.2 is out

Posted by Yrr on Sun, 29 Apr 2007 12:18:29 GMT

View Forum Message <> Reply to Message

One more bug:

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

Subject: Re: scripts.dll 3.2.2 is out

Posted by Canadacdn on Sun, 29 Apr 2007 14:21:15 GMT

View Forum Message <> Reply to Message

Does this mean all the normal maps I had set up in 3.2.1 are now useless?

Subject: Re: scripts.dll 3.2.2 is out

Posted by JohnDoe on Sun, 29 Apr 2007 16:11:33 GMT

View Forum Message <> Reply to Message

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?

Subject: Re: scripts.dll 3.2.2 is out

Posted by Renx on Sun, 29 Apr 2007 17:25:22 GMT

View Forum Message <> Reply to Message

Your hardware definitely supports AA.

Posted by Gen\_Blacky on Sun, 29 Apr 2007 19:14:15 GMT

View Forum Message <> Reply to Message

Can some one send me there scripts2.dll please

Subject: Re: scripts.dll 3.2.2 is out

Posted by JohnDoe on Sun, 29 Apr 2007 19:14:45 GMT

View Forum Message <> Reply to Message

I know...1x and 2x works well. I can even set it to 4x through the quicklaunch NVIDIA icon.

Subject: Re: scripts.dll 3.2.2 is out

Posted by hog654321 on Sun, 29 Apr 2007 20:10:22 GMT

View Forum Message <> Reply to Message

Still crashes when I minimize, is there a fix for this?

Subject: Re: scripts.dll 3.2.2 is out

Posted by BlueThen on Sun, 29 Apr 2007 20:18:34 GMT

View Forum Message <> Reply to Message

hog654321 wrote on Sun, 29 April 2007 15:10Still crashes when I minimize, is there a fix for this? Windowed mode?

Subject: Re: scripts.dll 3.2.2 is out

Posted by saberhawk on Mon, 30 Apr 2007 00:11:36 GMT

View Forum Message <> Reply to Message

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.

Posted by IronWarrior on Mon, 30 Apr 2007 00:53:38 GMT

View Forum Message <> Reply to Message

Very nice.

Subject: Re: scripts.dll 3.2.2 is out

Posted by Carrierll on Mon, 30 Apr 2007 08:26:30 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: scripts.dll 3.2.2 is out

Posted by TSS888 on Mon, 30 Apr 2007 11:14:58 GMT

View Forum Message <> Reply to Message

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 134 times

Subject: Re: scripts.dll 3.2.2 is out

Posted by Gen\_Blacky on Mon, 30 Apr 2007 21:55:38 GMT

View Forum Message <> Reply to Message

yay ty

Subject: Re: scripts.dll 3.2.2 is out

Posted by SeargentSarg on Mon, 30 Apr 2007 23:38:32 GMT

View Forum Message <> Reply to Message

Works thanks to the guy who uploaded his scripts2.dll, thanks so much!

Posted by saberhawk on Tue, 01 May 2007 21:20:02 GMT

View Forum Message <> Reply to Message

Remember people, we can't fix crashes without a crashdump...

Subject: Re: scripts.dll 3.2.2 is out

Posted by Yrr on Tue, 01 May 2007 22:16:08 GMT

View Forum Message <> Reply to Message

#### @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).

Subject: Re: scripts.dll 3.2.2 is out

Posted by Jerad2142 on Wed, 02 May 2007 13:28:28 GMT

View Forum Message <> Reply to Message

I am pleased to report that I finally got to test 2.2 and exit and the effects both work correctly.

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

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

Subject: Re: scripts.dll 3.2.2 is out

Posted by a100 on Thu, 03 May 2007 00:48:26 GMT

View Forum Message <> Reply to Message

Nice work jonwill keep the scripts coming

Subject: Re: scripts.dll 3.2.2 is out

Posted by Jerad2142 on Thu, 03 May 2007 06:19:28 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: scripts.dll 3.2.2 is out Posted by Jerad2142 on Thu, 03 May 2007 13:32:46 GMT

View Forum Message <> Reply to Message

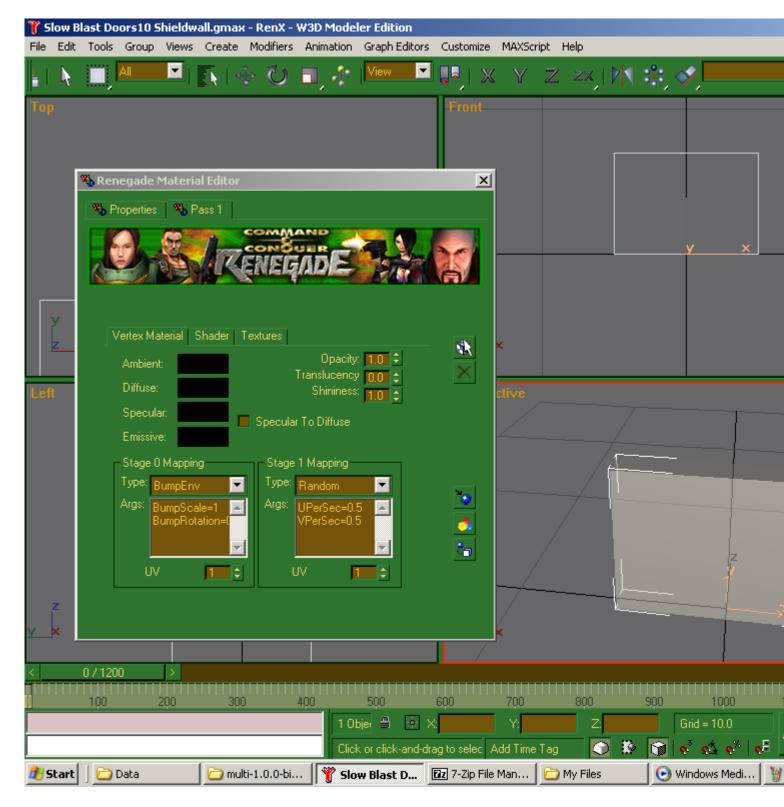
Okay I have figured it out, the crash is being caused by random:

I have provided a test map below:

# File Attachments

1) random.png, downloaded 592 times

Page 7 of 12 ---- Generated from Command and Conquer: Renegade Official Forums



2) Scripts Glitch Testing.7z, downloaded 98 times

Subject: Re: scripts.dll 3.2.2 is out

Posted by slavik262 on Thu, 03 May 2007 21:13:41 GMT

View Forum Message <> Reply to Message

Posted by inz on Thu, 03 May 2007 21:17:19 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: scripts.dll 3.2.2 is out

Posted by slavik262 on Fri, 04 May 2007 03:05:24 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: scripts.dll 3.2.2 is out

Posted by jamiejrg on Fri, 04 May 2007 03:37:36 GMT

View Forum Message <> Reply to Message

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** 

Subject: Re: scripts.dll 3.2.2 is out

Posted by JohnDoe on Fri, 04 May 2007 07:58:42 GMT

View Forum Message <> Reply to Message

saberhawk wrote on Tue, 01 May 2007 16:20Remember people, we can't fix crashes without a crashdump...

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.

Subject: Re: scripts.dll 3.2.2 is out

# Posted by Canadacdn on Sun, 06 May 2007 17:09:12 GMT

View Forum Message <> Reply to Message

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

# File Attachments

- 1) crashdump12.txt, downloaded 171 times
- 2) crashdump11.txt, downloaded 232 times

Subject: Re: scripts.dll 3.2.2 is out

Posted by Jerad2142 on Tue, 08 May 2007 15:57:23 GMT

View Forum Message <> Reply to Message

#### Attention Jonwill!

I have found another problem, Alpha Blend seems to have been glitched up, it no longer does transparences 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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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?

Subject: Re: scripts.dll 3.2.2 is out

Posted by Jerad2142 on Mon, 21 May 2007 13:44:17 GMT

View Forum Message <> Reply to Message

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)

Subject: Re: scripts.dll 3.2.2 is out

Posted by jonwil on Mon, 21 May 2007 23:18:39 GMT

View Forum Message <> Reply to Message

The random UV mapper issue is fixed.

Subject: Re: scripts.dll 3.2.2 is out

Posted by jnz on Tue, 22 May 2007 00:35:41 GMT

View Forum Message <> Reply to Message

```
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

View Forum Message <> Reply to Message

This is awesome thanks jonwil/saberhawk!!

Subject: Re: scripts.dll 3.2.2 is out

Posted by jamiejrg on Tue, 22 May 2007 02:11:26 GMT

View Forum Message <> Reply to Message

Jerad, it's realy nice that you are working so hard to find these bugs

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

**Jamie** 

Subject: Re: scripts.dll 3.2.2 is out

Posted by saberhawk on Tue, 22 May 2007 05:31:00 GMT

View Forum Message <> Reply to Message

With further testing, the "alpha-blend" issue that is showing up is actually in the stock game but many people don't notice it. scripts 3.2/3.2.1/3.2.2 has simply just exposed the issue further.

Subject: Re: scripts.dll 3.2.2 is out

Posted by Jerad2142 on Wed, 23 May 2007 05:50:55 GMT

View Forum Message <> Reply to Message

jonwil wrote on Mon, 21 May 2007 17:18The 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.