
Subject: scripts.dll 3.3 is out

Posted by [jonwil](#) on Tue, 05 Jun 2007 15:00:56 GMT

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scripts.dll 3.3 is out.

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

changelog for scripts.dll 3.3:

Updated normal map shader so that fog now affects normal mapped objects

Updated display for various error message boxes so that they always display on top of the game no matter what

Fixed an issue in GetColorVector4

Rewrote a part of the code that handles texture based fonts (i.e. font6x8.tga etc) so that it no longer uses the slow crappy CopyRects Direct3D call

Partially cloned some of FontCharsClass to learn more about how the TTF file based font code actually works. This code is never actually called and is incomplete and untested. But it is there as an example of how the TTF based code does what it does.

Changed the other places that called CopyRects so that they no longer call CopyRects.

Added definitions of FontCharsClass, Font3DDataClass and Font3DInstanceClass to engine_3d.h

Added clones of Render2DClass::Update_Bias, Render2DClass::Reset,

Render2DClass::Set_Coordinate_Range

and Render2DTextClass::Reset to engine_3dre.cpp

Cloned SurfaceClass and several SurfaceClass functions.

A few small cleanups to Render2DTextClass and Render2DSentenceClass

Added a new function Set_Shader_Number_Vector that is similar to Set_Shader_Number except that it sends a Vector4 instead of an Int

Fixed an issue with INIClass::Get_Float.

Fixed an issue where the return value of various calls to RegQueryValueEx was not being correctly checked for "registry key not found", this caused the wrong default value to be used in various cases.

Fixed a major bug in the Vector3 add, multiply, subtract and divide functions that was causing various graphical glitching with the normal map shader

New engine call void Set_Vehicle_Gunner(GameObject *obj,int seat); //set gunner for this vehicle

Fixed issues where the return value of Get_Phys_Definition was not being checked to see that it was not NULL.

New engine call const wchar_t *Get_Wide_Player_Name(GameObject *obj); //Converts a GameObject into a player name

Fixed an issue in Get_Cost in engine_pt.cpp where it didnt work for alternates (i.e. with the little yellow selection arrow)

New engine call char *Get_Team_Icon(const char *preset,unsigned int team); //Get the icon texture name for a given preset of a given team. Returns NULL if it cant find that preset in the PT data.

New engine call char *Get_Icon(const char *preset); //Get the icon texture name for a given preset. Returns NULL if it cant find that preset in the PT data.

Added Reset_Active to DynamicVectorClass

Fixed a bug in ShareBufferClass

Fixed a bug in Get_C4_Planter

New script JFW_Kill_All_Buildings_Customs which will kill all buildings for a given team after it

receives a certain custom a certain number of times

New script JFW_Message_Send_Zone_Player_Vehicle which is like

JFW_Message_Send_Zone_Player except it only displays the message if the player is inside a vehicle

New script JFW_Credit_Grant which grants a certain number of credits to both teams every n time amount

New script JFW_Vehicle_Regen_2 which lets you set how much health to regen and how often to regen it. Other than that it works exactly like M00_Vehicle_Regen_DAK

New script JFW_Aircraft_Refill which, anytime an aircraft of a given team enters the zone with the script on it gives it a powerup

Fixed a typo in jmgrp2.cpp

Fixed some missing entries in the linux makefile

Updated the ExpVehFac scripts so that they handle vehicle alternates correctly

Updated the memory manager code to make it threadsafe

Updated the memory manager code to display the current thread ID in log files

New scripts for the RA:APB Missile Silo

New script for the Demo Truck to implement Friendly Fire

Updated the resource loading for shaders.dll to account for the fact that PIX is not threadsafe. (and to provide a source option to disable the threaded loading if you need to)

Fixed a bug in ScriptFactory::SetNext

Fixed a typo in SCUD_Poke_Preset_Buy

Added error checking for the render target creation in shader_scene.cpp

Added support for loading "plugins" for shaders.dll. So you can write a plugin that will be loaded by shaders.dll

and can do a few things. Before you ask, NO, I will NOT be doing the same for scripts.dll

Added a new hud.ini keyword ShaderCheckMaterial that lets you choose whether to use the material name or the texture name to match the shader name against

Fixed a bug in Calculate_CRC causing it to return zero for CRC32 (e.g. in crashdumps)

Updated the display of various things in crashdump.txt and d3derr.log to make it look better.

Updated Commands->Control_Enable to work over the network in multiplayer if the client has bhs.dll

Fixed an issue with alternate purchasing and the sidebar.

Added code so that if you assign alternates to vehicles in the purchase settings, you can actually purchase those alternates.

Added code to output the shader, shadow, vsync and antialias settings to sysinfo.txt

Changed the TTF file based font code so that really large characters wont be cut off anymore

New script JFW_Escort_Poke. Put this on a player object and they will follow whoever poked them last.

Added a function to send an integer from the shader code back to a script (similar to how keyhooks work).

Saberhawk will probably produce an installer for this very soon.

If you are reporting a bug, try upgrading to the latest drivers for your video card first as several people in the past have had bugs that went away

when they upgraded to the latest drivers for their card.

Also, please upload (along with any crashdumps), your sysinfo.txt and (if you have one) d3derr.log

Subject: Re: scripts.dll 3.3 is out
Posted by [IronWarrior](#) on Tue, 05 Jun 2007 15:55:53 GMT
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Wow that was fast.

Nice work.

Will wait for the .exe

Hmm, SF is down..

Subject: Re: scripts.dll 3.3 is out
Posted by [Jonty](#) on Tue, 05 Jun 2007 16:28:22 GMT
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If people can write their own plugins for shaders.dll does this mean we might be seeing custom blooms and such?

Subject: Re: scripts.dll 3.3 is out
Posted by [Canadacdn](#) on Tue, 05 Jun 2007 17:36:24 GMT
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jonwil wrote on Tue, 05 June 2007 10:00scripts.dll 3.3 is out.
Get it from <http://www.sourceforge.net/projects/rentools/>
changelog for scripts.dll 3.3:
Updated normal map shader so that fog now affects normal mapped objects

Subject: Re: scripts.dll 3.3 is out
Posted by [Jerad2142](#) on Tue, 05 Jun 2007 17:50:57 GMT
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Good Job Jonwil, nothing like a fast release ^^

Subject: Re: scripts.dll 3.3 is out
Posted by [Canadacdn](#) on Tue, 05 Jun 2007 18:32:17 GMT
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Saberhawk asked me to post the EXE to install it, so here you go.

<http://4camp.net/scripts33.exe>

Subject: Re: scripts.dll 3.3 is out
Posted by [Ghostshaw](#) on Tue, 05 Jun 2007 18:34:42 GMT
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Errr where?

-Ghost-

Subject: Re: scripts.dll 3.3 is out
Posted by [Cat998](#) on Tue, 05 Jun 2007 20:02:25 GMT
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"*Multisample Anti-Alias 3x" still doesn't work, it crashes
Renegade at startup.

"*Shaders enabled*" doesn't work too, crash when you minimize
Renegade and then maximize it again. :/

Subject: Re: scripts.dll 3.3 is out
Posted by [jonwil](#) on Wed, 06 Jun 2007 01:35:32 GMT
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If you are reporting bugs (especially crashes), things to try before you report them:

1. Make sure you are running the LATEST drivers for your video card. I CANNOT stress this enough
2. If you are running xfire, turn it off and try again. xfire has known issues when running alongside scripts.dll 3.x
3. If you are running Renegade Resurrection or other such mods, turn them off

If you are sure you are using the latest drivers for your video card AND you are not running xfire or any mods like RR, then and ONLY then should you report the crash

Subject: Re: scripts.dll 3.3 is out
Posted by [ch4ever](#) on Wed, 06 Jun 2007 06:12:33 GMT
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I'm running the latest video card driver and i'm having the same troubles with shaders enabled.

Multisample Anti-Alias 3x creates a black screen at starting up Renegade but if i minimize Renegade and then maximize it again i get the normal screen.

And no, i'm not running xfire or any mods.

Subject: Re: scripts.dll 3.3 is out
Posted by [jonwil](#) on Wed, 06 Jun 2007 09:00:24 GMT
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Do the alt-tab crashes happen if you have shaders on but do not have a shaders.sdb or sceneshaders.sdb file in your data folder?

Subject: Re: scripts.dll 3.3 is out
Posted by [nopol10](#) on Wed, 06 Jun 2007 09:22:09 GMT
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No, I can see bloom and all sorts of shaders perfectly and it just crashed when I alt-tabbed.

Subject: Re: scripts.dll 3.3 is out
Posted by [CarrierII](#) on Wed, 06 Jun 2007 12:36:37 GMT
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The same alt-tab bug I had with 3.2.2 (menus fine, ingame isn't) but this time I've got the latest drivers installed.

<http://hosted.filefront.com/CarrierII>

Debug3.rar

You've got my email.

Subject: Re: scripts.dll 3.3 is out
Posted by [Sn1per74*](#) on Wed, 06 Jun 2007 13:38:48 GMT
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What are shaders? You guys continuously talk about them, and I have no idea what they are. Care to explain?

Subject: Re: scripts.dll 3.3 is out
Posted by [zunnie](#) on Wed, 06 Jun 2007 14:22:59 GMT
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Sn1per74(2) wrote on Wed, 06 June 2007 09:38: What are shaders? You guys continuously talk about them, and I have no idea what they are. Care to explain?

<http://en.wikipedia.org/wiki/Shader>

Subject: Re: scripts.dll 3.3 is out
Posted by [Slave](#) on Sat, 09 Jun 2007 14:23:19 GMT
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Here's a picture I managed to capture of the flickering alpha blended textures I was talking about earlier. Took me around 20 screenshots, to capture a flicker. I hate disco styled maps.

I also have a question about fps. With pre-shader scripts, my framerate is always sitting nicely at 60hz, no matter what level of quality I pick at the nvidia options.

With 3.3, however, my framerate largely depends on the selected level of quality.

Performance -> 200+ fps

Balanced -> 60 fps

Quality -> tearing 40 fps

Why is the quality setting having a greater impact on performance as before? Why is vsync not doing its job?

By the way, I'm using a 7600GT.

Subject: Re: scripts.dll 3.3 is out
Posted by [saberhawk](#) on Sun, 10 Jun 2007 05:52:48 GMT
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You may have disabled vsync in the options. High quality forces higher precision in the shaders (which you might have installed) which would lead to less FPS.

Subject: Re: scripts.dll 3.3 is out
Posted by [Slave](#) on Sun, 10 Jun 2007 09:46:51 GMT
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Vsync is both enabled ingame and in the nvidia console.

With shaders disabled, vsync seems to do its job.

With shaders enabled, vsync dies.

With shaders disabled, alpha blended textures screw up.
With shaders enabled, alpha blended textures screw up.

I took a little moment to check my fps with vsync fully disabled; without shaders I get approx 300% more fps.

My drivers are pretty much up to date.

(edit: does my uploaded picture show in my previous post? i seem to have a slight problem with my shared screenshots folder)

Subject: Re: scripts.dll 3.3 is out
Posted by [Slave](#) on Sun, 10 Jun 2007 12:50:48 GMT
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boink, alt tab crash

File Attachments

- 1) [crashdump3.txt](#), downloaded 381 times
- 2) [sysinfo.txt](#), downloaded 152 times
- 3) [d3derr.log](#), downloaded 103 times

Subject: Re: scripts.dll 3.3 is out
Posted by [jonwil](#) on Sun, 10 Jun 2007 13:03:38 GMT
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Slave, that looks like the same issue we saw before which is already fixed. The fix will be in the next release of the scripts.dll

Subject: Re: scripts.dll 3.3 is out
Posted by [Jonty](#) on Sun, 10 Jun 2007 16:27:49 GMT
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Slave wrote on Sat, 09 June 2007 15:23Performance -> 200+ fps
Balanced -> 60 fps
Quality -> tearing 40 fps
By the way, Im using a 7600GT.

I have the same card and I get pretty much the same results, except that instead of using the performance/quality settings in the nVidia config I tweaked the 3D settings manually to get around 60fps all the time. Currently it's on 2xQ Multisampled AA and 16x AF.

Subject: Re: scripts.dll 3.3 is out
Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:21:31 GMT
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I keep forgetting to mention that I am also having an alt tab crash (also happens when the windows key is pressed and you remaximise Renegade, I will upload a crash dump when I get home if the game generates one) but I will tell you my computer is using a Nvida 7950 graphics card and the drivers are up to date.

Subject: Re: scripts.dll 3.3 is out
Posted by [DL60](#) on Mon, 11 Jun 2007 05:43:00 GMT
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Yea a it's a bit annoying when you have winning situation in Renegade but suddenly your Renegade minimizes and crashes because someone wrote to you via instant messenger (I have one which forces Ren to minimize). I always have to close it before start playing Ren.

Subject: Re: scripts.dll 3.3 is out
Posted by [Cat998](#) on Mon, 11 Jun 2007 08:37:59 GMT
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Try deleting the file "screenshaders.sdb" in your data folder.
This should fix it (if it is caused by that one).

Subject: Re: scripts.dll 3.3 is out
Posted by [Jerad2142](#) on Tue, 12 Jun 2007 08:01:21 GMT
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Odd, it must have been a random crash, that happened in the same place twice (let me check if it is crashing when ever you maximize the screen and there is a certain UV mapper visible).

Subject: Re: scripts.dll 3.3 is out
Posted by [Jonty](#) on Tue, 12 Jun 2007 08:17:05 GMT
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It crashes when maximizing for me too, and I don't think it did before.
Other than that, great work. The FPS has been increasing with every release, while there are more features in every new version as well.

Subject: Re: scripts.dll 3.3 is out

Posted by [Cat998](#) on Tue, 12 Jun 2007 09:19:53 GMT

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Have you tried what I said ?

Subject: Re: scripts.dll 3.3 is out

Posted by [nopol10](#) on Tue, 12 Jun 2007 09:33:06 GMT

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Deleting sceneshaders means disabling shaders, and disabling the shaders will allow you to maximise without crashing, but if you want to see sceneshaders, you have to have sceneshaders.sdb inside your data folder, so problem=unsolved.

Subject: Re: scripts.dll 3.3 is out

Posted by [jonwil](#) on Tue, 12 Jun 2007 10:14:55 GMT

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The next version of the scripts.dll contains a fix for this crash. It is nearly complete and will be available very soon.

Subject: Re: scripts.dll 3.3 is out

Posted by [Cat998](#) on Tue, 12 Jun 2007 18:08:01 GMT

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Well, it allows you atleast to have half of the shading
But it's fixed now
