Subject: scripts.dll 3.4 is out.
Posted by jonwil on Tue, 12 Jun 2007 17:26:00 GMT

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scripts.dll 3.4 is out.
Get it from http://www.sourceforge.net/projects/rentools/
The primary purpose of this release (coming so soon after 3.3) is to add some features RA:APB needs for their next release
There are also a bunch of bug fixes.
Now that this is out, I don't plan on another release for a while (unless any critical bugs show up)
Updates to the Normal Map shader (it now correctly handles fog on both SM2 cards and SM3 cards)
Updates to places where windows.h and the direct3d header files are #included so that they are only ever included from the one place.
Fixed some more PREFast errors
Updates to Draw_Skin to work correctly with the normal map shader
Updates to the Scene Shader code (this fixes the alt-tab problem people have been having)
Updates to the Multisample Anti-Alias code (its now much cleaner and uses less memory too)
Removed Texture_Exists from engine_3d because it was broken and not used anywhere
Added a new function AddCombatMessage to engine_3d so that shaders can output messages to the chat window of the client
Small update to DebugOutputClass::Assert in engine_diagnostics
New engine call void Ranged_Variable_Percent_Vehicle_Damage(float EnemyPercentage, float FriendPecentage, bool ForceFriendly, const char *Warhead,Vector3 Location,float DamageRadius,GameObject *Damager); //damage vehicles based on a percentage factor
Changed #define Simple in engine_obj.h to #define SimpleObj to prevent a conflict with one of the standard Microsoft headers
Updated IsInsideZone so that it works even when the zone has no idea the object is inside it
Fixed a major bug with Set_Vehicle_Gunner which was affecting the vehicle management dialog
Fixed a bug with Copy_Transform in engine_phys.cpp
Added some debug code in places where we access parts of the PT data so that it wont error when compiled with debugging enabled.
New engine call void Hide_Preset_By_Name(unsigned int Team,const char *Name); //Hides a preset by name
Fixed a bug in Find_Object_With_Script
Fixed several bugs in SimpleVecClass and SimpleDynVecClass
New script JFW_PT_Hide which hides an object on the sidebar
New script JFW_PT_Hide_Death which hides an object on the sidebar on death
New script JFW_PT_Hide_Custom which hides an object on the sidebar on custom
New script JFW_Follow_Waypath_Zone which makes anything of a certain preset that enters the zone follow a waypath
Updates to JFW_Escort_Poke so that when the person being followed pokes the object again it stops following them
New script JFW_Vehicle_Reinforcement which spawns a vehicle reinforcement and makes it follow a waypath
Fixes to the Scope code in mdb.cpp so that it doesn't try and use the Scopes object if it hasn't been initialized
Some changes to the critical section code in mmgr.cpp

New script RA_MAD_Tank_Devolved to implement some Friendly Fire changes for the RA:APB Mad Tank

Further updates to the Shader Plugin interface

Updates to ShaderStateManager

New script SH_FileVerificationControllerScript. This is used along with some code in apbshaders.dll (which is APB specific) is used to implement file validation of certain key files.

There is a new feature in bhs.dll that changes the default sort order of the WOL Server list dialog to sort by current player count instead of by name as a default

Fixed a crash issue to do with the Stop_Background_Music console commands and engine calls

There is a new feature that lets you hide an icon on the sidebar

Fixed a bug with Set_Shader_Number and SendHUDNumber. Both engine calls should now work.

Further updated the code for TTF based fonts to provide even more space.

Subject: Re: scripts.dll 3.4 is out.
Posted by Cat998 on Tue, 12 Jun 2007 18:10:49 GMT
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jonwil wrote on Tue, 12 June 2007 19:26There is a new feature in bhs.dll that changes the default sort order of the WOL Server list dialog to sort by current player count instead of by name as a default

uhm, you forgot to credit Neku aka Yrr for this one

Subject: Re: scripts.dll 3.4 is out.
Posted by Doitle on Tue, 12 Jun 2007 18:38:41 GMT
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How exactly do I install this? Which of the seven million files in the .zip file do I put in the Renegade folder? I've never installed one of these before so I'm a bit in the dark... I also couldn't find an install.txt or a readme that was about installing it.

Subject: Re: scripts.dll 3.4 is out.
Posted by IronWarrior on Tue, 12 Jun 2007 18:39:02 GMT
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Wow you on a roll latey with the scripts.

Subject: Re: scripts.dll 3.4 is out.

Posted by reborn on Tue, 12 Jun 2007 18:48:15 GMT

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IronWarrior wrote on Tue, 12 June 2007 14:39I'll wait for the installer

Fixed

Subject: Re: scripts.dll 3.4 is out.
Posted by StealthEye on Tue, 12 Jun 2007 18:48:49 GMT
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Doitle, the following go into the data dir:
*.fx
*.dds
*.tga

The following in your renegade main folder
*.sdb
*.dll
*.exe

If you really never ever had a custom scripts.dll file, then you should first rename scripts.dll to scripts2.dll and then do the above, however you probably already got a copy from a core patch or something like that.

Jonwil, maybe add (something similar to) these instructions to some file like install.txt?

[edit]
Better yet, make a "Install" folder and a "source" folder. Then noone needs to pick the right files manually either.

Subject: Re: scripts.dll 3.4 is out.
Posted by StealthEye on Tue, 12 Jun 2007 19:37:03 GMT
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Correction, the *.sdb files should be in the data folder as well. (Thanks for pointing this out Cat998)

Subject: Re: scripts.dll 3.4 is out.
Posted by Cat998 on Tue, 12 Jun 2007 19:43:06 GMT
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StealthEye wrote on Tue, 12 June 2007 20:48
Better yet, make a "Install" folder and a "source" folder. Then noone needs to pick the right files manually either.

Yeh, it seems jonwil doesn't really like folders.
It's a real chaos.
Like the FDS log files and pretty all the
other Renegade files. Someone should change this finally.
In both, scripts and FDS (and ren client).

Subject: Re: scripts.dll 3.4 is out.
Posted by Viking on Tue, 12 Jun 2007 20:34:01 GMT
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DAMN! Jonwill you are workin' hard!

Subject: Re: scripts.dll 3.4 is out.
Posted by slavik262 on Tue, 12 Jun 2007 21:43:02 GMT
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An installer would make me happy

Subject: Re: scripts.dll 3.4 is out.
Posted by IronWarrior on Tue, 12 Jun 2007 22:47:43 GMT
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slavik262 wrote on Tue, 12 June 2007 16:43An installer would make me happy

Me too.

Subject: Re: scripts.dll 3.4 is out.
Posted by Zion on Tue, 12 Jun 2007 23:07:52 GMT
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Personally i'd halt on these...

IRC #serverowners[22:19:28] <Herr> I crashed 5 times since I installed 3.4

John, talk to Herr about that and see what's up.

Also, have you fixed issues for ATI card users? (and don't just say "get an nvidia").

Subject: Re: scripts.dll 3.4 is out.
Posted by Hex on Tue, 12 Jun 2007 23:29:53 GMT
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My page file sits between 800 and 1500 MB use these

Subject: Re: scripts.dll 3.4 is out.
Posted by _SSnipe_ on Tue, 12 Jun 2007 23:32:19 GMT
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how i install them?

Subject: Re: scripts.dll 3.4 is out.
Posted by Cat998 on Wed, 13 Jun 2007 00:05:49 GMT
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joe937465 wrote on Wed, 13 June 2007 01:32how i install them?

I think reading Stealtheyes posts in this topic would be a good start
Or do you need a special flash documentation with big fat letters
and mixed colors

Subject: Re: scripts.dll 3.4 is out.
Posted by Canadacdn on Wed, 13 Jun 2007 02:43:45 GMT
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http://4camp.nets/scripts34.exe

Saberhawk made another exe. You know the drill.

Subject: Re: scripts.dll 3.4 is out.
Posted by BlueThen on Wed, 13 Jun 2007 04:02:21 GMT
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Canadacdn wrote on Tue, 12 June 2007 21:43http://4camp.net/scripts34.exe

Saberhawk made another exe. You know the drill.
Fixed... you had a s after the .net. xD

Subject: Re: scripts.dll 3.4 is out.

Posted by GSamurai on Wed, 13 Jun 2007 11:26:45 GMT
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Canadacdn wrote on Tue, 12 June 2007 21:43http://4camp.nets/scripts34.exe

Saberhawk made another exe. You know the drill.

the link doesn't work   it says server not found etc

Subject: Re: scripts.dll 3.4 is out.
Posted by IronWarrior on Wed, 13 Jun 2007 11:37:03 GMT
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GSamurai wrote on Wed, 13 June 2007 06:26Canadacdn wrote on Tue, 12 June 2007
21:43http://4camp.nets/scripts34.exe

Saberhawk made another exe. You know the drill.

the link doesn't work   it says server not found etc

Read last post... -_-

Subject: Re: scripts.dll 3.4 is out.
Posted by Cat998 on Wed, 13 Jun 2007 11:47:50 GMT
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bluethen wrote on Wed, 13 June 2007 06:02Canadacdn wrote on Tue, 12 June 2007
21:43http://4camp.net/scripts34.exe

Saberhawk made another exe. You know the drill.
Fixed... you had a s after the .net. xD

GSamurai wrote on Wed, 13 June 2007 13:26the link doesn't work Huh it says server not found
etc

God you are stupid

Subject: Re: scripts.dll 3.4 is out.
Posted by JohnDoe on Wed, 13 Jun 2007 14:17:11 GMT

Nice, the fog works. Question: Why are there only 2 normal maps included? Is there an easy way to make some for the rest of the vehicles?

Subject: Re: scripts.dll 3.4 is out.
Posted by Alexraptor on Wed, 13 Jun 2007 14:51:25 GMT

There seems to be a new bug thats cropped up with this, after installing the 3.4 scripts, i end up randomly starting to get wierd lag, chopyness that just gets worse until the whole game freezes completely and i have to manually reboot the system.

Subject: Re: scripts.dll 3.4 is out.
Posted by Viking on Wed, 13 Jun 2007 15:16:59 GMT

If your motherboard is a A-Bit KN9-SLI thats your problem, smash it with a hammer and get a ASUS.

Subject: Re: scripts.dll 3.4 is out.
Posted by JohnDoe on Wed, 13 Jun 2007 15:51:46 GMT

Alexraptor wrote on Wed, 13 June 2007 09:51There seems to be a new bug thats cropped up with this, after installing the 3.4 scripts, i end up randomly starting to get wierd lag, chopyness that just gets worse until the whole game freezes completely and i have to manually reboot the system.

Actually, this is happening to me as well...thought it was freezing because of all the browser windows when I tested the fog, but it happens every time.

Subject: Re: scripts.dll 3.4 is out.
Posted by Canadacdn on Wed, 13 Jun 2007 16:26:10 GMT

bluethen wrote on Tue, 12 June 2007 23:02Canadacdn wrote on Tue, 12 June 2007 21:43http://4camp.net/scripts34.exe

Saberhawk made another exe. You know the drill.
Fixed... you had a s after the .net. xD

Ah, fuck. I just copied that link from an AIM window. I WAS TIRED!

Subject: Re: scripts.dll 3.4 is out.
Posted by Canadacdn on Wed, 13 Jun 2007 16:39:08 GMT
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Also, this new version sucks balls. It gets really, really choppy and laggy after about 5 minutes of play. I'm going back to 3.3.

Subject: Re: scripts.dll 3.4 is out.
Posted by jonwil on Wed, 13 Jun 2007 16:59:03 GMT
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Apologies for the general crappiness of this release.
There is a memory leak in a piece of code that gets run a LOT. Somehow this memory leak was not picked up by our memory leak checking code and testing.
It has already been fixed, the fix will be in scripts.dll 3.4.1 which is due out shortly (one other issue to fix first)

Subject: Re: scripts.dll 3.4 is out.
Posted by Jerad2142 on Wed, 13 Jun 2007 17:38:14 GMT
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Yay, I found the crash log that was generated with 3.3 win I minimized and remaximized the game!

And this is just to fix my sig:

File Attachments
1) Renhalo Title.bmp, downloaded 101420 times
2) crashdump1.txt, downloaded 168 times

Subject: Re: scripts.dll 3.4 is out.
Posted by Viking on Wed, 13 Jun 2007 17:39:54 GMT
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Good thing I stuck with 3.3

Subject: Re: scripts.dll 3.4 is out.
Posted by Caveman on Wed, 13 Jun 2007 21:48:14 GMT
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Ok i've had some problems with 3.4, I used the installer to install this time and I noticed that I had a few new files in my /data folder. *.sdb's I thought nothing of it just played like normal untill the memory leak kicked in and FPS dropped. So I just replaced the *.dll's from the 3.3 and everything seemed ok untill I tried to alt-tab out and it would just crash. So anyway I cont. playing and then I noticed some of the textures? on the mammy and flamer were dodgy(AAx4). So I removed the *.sdb's from my data and all is well. Anyways here are the crashdumps + d3derr and ss's

Quote: This is from the d3derr file:
Error, call to CreateAdditionalSwapChain from 0x0058859F
Error, call to CreateAdditionalSwapChain from 0x0058859F
Error, call to CreateAdditionalSwapChain from 0x0058859F

File Attachments
1) crashdump5.txt, downloaded 223 times

Subject: Re: scripts.dll 3.4 is out.
Posted by ST3ALTH on Wed, 13 Jun 2007 22:27:37 GMT
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Installer made my rene error, I get there is an error loading scripts2.dll

Subject: Re: scripts.dll 3.4 is out.
Posted by Slave on Wed, 13 Jun 2007 22:57:26 GMT
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Besides that you must have done something wrong, you should have read this topic. It's best to not use it for now.

Subject: Re: scripts.dll 3.4 is out.
Posted by Canadacdn on Thu, 14 Jun 2007 00:40:40 GMT
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I guess I'm still Saberhawk's messenger or something. This file fixes the memory leak. Just throw it in your Renegade folder.

Ninjaedit If a mod reads this, be so kind to post this file in the original post by Jonwil.

File Attachments

```
1) shaders.dll, downloaded 132 times
```

Subject: Re: scripts.dll 3.4 is out.
Posted by _SSnipe_ on Thu, 14 Jun 2007 01:49:29 GMT
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nice siggy -_- it really makes me mad but what ever...

anyways idk if its me but with 3.4 scripts i cant join my server to test without crahes out of ren

without them and back to scripts of the cp2 i can get in

Subject: Re: scripts.dll 3.4 is out.
Posted by jonwil on Thu, 14 Jun 2007 02:33:36 GMT
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Anyone using that posted shaders.dll and getting an error about d3dx9_33.dll, thats because Saberhawk compiled the dll with a newer DirectX SDK than I use. You should be able to find d3dx9_33.dll with google or you can wait for me to release scripts.dll 3.4.1 with the memory leak fix in it.

Subject: Re: scripts.dll 3.4 is out.
Posted by Canadacdn on Thu, 14 Jun 2007 02:49:11 GMT
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There it is if you are lazy.

Subject: Re: scripts.dll 3.4 is out.
Posted by Oblivion165 on Sat, 16 Jun 2007 03:17:47 GMT
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Windows XP Professional MCE edition 32-bit
2.0ghz Dual Core Centrino
2gb RAM 2 Dimm
Gforce Go 7600 512mb

This crash occurs on M10 randomly. Seems to run fine on multiplayer but SP seems to be giving me some trouble. Default 1037 scripts run the map fine.

I also tried disabling the high detail shadows and shaders.

```
File Attachments
```

Subject: Re: scripts.dll 3.4 is out.
Posted by Doitle on Sat, 16 Jun 2007 04:08:12 GMT
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Wowzers! I went in to test if I would be able to detect the memory leak... I was playing fine and then WHAM. That leak hits hard and it hits fast. In the course of about 5 seconds it went from 75fps to 1fps to freeze. I was like o_O. Anyhow good luck with the 3.4.1 release and getting this nasty little thing out of here.

Subject: Re: scripts.dll 3.4 is out.
Posted by Sn1per74* on Sat, 16 Jun 2007 04:11:19 GMT
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I keep crashing too. I play then my game freezes and this little crash box comes up.

Subject: Re: scripts.dll 3.4 is out.
Posted by Oblivion165 on Sat, 16 Jun 2007 04:16:50 GMT
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That's good, I was hoping it wasn't just me.

Well its good but bad at the same time

Subject: Re: scripts.dll 3.4 is out.
Posted by jonwil on Sat, 16 Jun 2007 05:10:26 GMT
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scripts.dll 3.4.1 is out guys, now go get it and get rid of that memory leak