
Subject: scripts.dll 3.4 is out.

Posted by [jonwil](#) on Tue, 12 Jun 2007 17:26:45 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 FriendPercentage, 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 [reborn](#) on Thu, 14 Jun 2007 01:08:23 GMT

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I am using 3.4 with the fix from saber hawk to address the memory leak, my FPS seems to be around the 35 mark. This is not good considering it has been happily sitting over 500/600 with 3.2.

device manager, as you can see, the cards seriously pwn. i should not have a fps floating from 35 to 45.

Subject: Re: scripts.dll 3.4 is out.

Posted by [danpaul88](#) on Thu, 14 Jun 2007 08:57:11 GMT

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Do you have an SLI setup or does the 7950 come with 4 display adapters? (Not related to the problem, just curious)

Subject: Re: scripts.dll 3.4 is out.

Posted by [reborn](#) on Thu, 14 Jun 2007 10:13:37 GMT

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It's a SLI configuration, there's a small PCB that bridges the cards together. 2 gig of video ram and over a 1000mhz of GPU power.

35 FPS is out of the question.

Subject: Re: scripts.dll 3.4 is out.
Posted by [cmatt42](#) on Thu, 14 Jun 2007 20:04:33 GMT
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It's probably due to that massive memory leak, which he's fixing.

Subject: Re: scripts.dll 3.4 is out.
Posted by [CarrierII](#) on Thu, 14 Jun 2007 20:25:12 GMT
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Reborn wrote on Thu, 14 June 2007 05:13It's a SLI configuration, there's a small PCB that bridges the cards together.

2 gig of video ram and over a 1000mhz of GPU power.

35 FPS is out of the question.

Isn't that overkill?

Subject: Re: scripts.dll 3.4 is out.
Posted by [danpaul88](#) on Thu, 14 Jun 2007 20:43:41 GMT
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cmatt42 wrote on Thu, 14 June 2007 21:04It's probably due to that massive memory leak, which he's fixing.

Reborn wrote on Thu, 14 June 2007 02:08I am using 3.4 with the fix from saber hawk to address the memory leak

Subject: Re: scripts.dll 3.4 is out.
Posted by [reborn](#) on Thu, 14 Jun 2007 21:17:37 GMT
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CarrierII wrote on Thu, 14 June 2007 16:25

Isn't that overkill?

It's earth shatteringly over-kill considering the original requirements demanded a 64mb card at most, hence my disappointment with a 35 FPS.

And thankyou DP <3

Subject: Re: scripts.dll 3.4 is out.

Posted by [Caveman](#) on Sat, 16 Jun 2007 01:11:19 GMT

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Reborn wrote on Thu, 14 June 2007 02:08I am using 3.4 with the fix from saber hawk to address the memory leak, my FPS seems to be around the 35 mark. This is not good considering it has been happily sitting over 500/600 with 3.2.

device manager, as you can see, the cards seriously pwn. i should not have a fps floating from 35 to 45.

Just like to add that you're not using the latest drivers for the Geforce 7 Series. There was a new release like 2 weeks ago.

Subject: Re: scripts.dll 3.4 is out.

Posted by [viperfan7](#) on Thu, 21 Jun 2007 17:05:19 GMT

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lol I have that card, but just one of them, still 1 GB VRAM owns, but thats not my problem, runing newest version of scripts.dll, and I dont think it likes windows vista much, I managed to get it to work once, but that doesn't work anymore, and now I have gotten rid of the start up crash, but I get no video at all, just a black screen with sound, but I didn't have the FPS drop like yours
