
Subject: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Fri, 12 Sep 2008 20:19:55 GMT

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1. You guys know how when C&C Generals has a crash, it prints out a crash report which tells you exactly what caused it, such as an invalid line in an .ini?

You guys should make Renegade generate a crashdump.txt, like Generals, which tells you exactly what caused the error. Like, incorrect values etc. in the objects.ddb or .inis.

2. You guys NEED to increase the Renegade sound limit.

For example, I would be shooting my gun, then a bunch of other players would be shooting their guns, then suddenly, I can't hear ricochets or footsteps anymore.

This is especially noticable with vehicle engine sounds,

I would be driving my APC and then some players would be shooting it, during all the ricochets and gunshots, my vehicle's engine sound would suddenly stop playing. You guys should at least, make Renegade have 2x the original sound limit.

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Lone0001](#) on Sat, 13 Sep 2008 00:31:46 GMT

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Renegade already makes crashdumps, it's that only people who know what it means can read it...

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Sat, 13 Sep 2008 02:39:22 GMT

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Poskov wrote on Fri, 12 September 2008 15:19:11. You guys know how when C&C Generals has a crash, it prints out a crash report which tells you exactly what caused it, such as an invalid line in an .ini?

You guys should make Renegade generate a crashdump.txt, like Generals, which tells you exactly what caused the error. Like, incorrect values etc. in the objects.ddb or .inis.

Renegade makes _except.txt files stock, crashdump.txt files with non-ancient scripts versions, and minidumps in the debug folder with scripts 4.0. That is the scope of what is being done for finding out what crashed and where.

Incorrect values in presets/temps/etc can usually be spotted by LevelEdit if you know how to look at the "Debug Output Messages". If you'd like a tutorial, lemme know and I'll write it.

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Sat, 13 Sep 2008 21:01:57 GMT

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Sure a "Debug Output Messages" tutorial, please and thank you.

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Sun, 14 Sep 2008 02:27:26 GMT

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- 1) Download Dependency Walker from here, extract it completely to a folder somewhere and run depends.exe
- 2) In Dependency Walker, open LevelEdit.exe (It's usually located in C:\Program Files\RenegadePublicTools\LevelEdit)
- 3) Go to Profile->Start Profiling and make sure that the options are set the same as in this screenshot. Afterward, press OK and LevelEdit will launch. Select your "mod" and wait for LevelEdit to finish loading.
- 4) Among the various "loaded" and "unloaded" messages in Dependency Walker, you will see what LevelEdit deems to be a problem. <screenshot>

EDIT: Fixed last screenshot

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Sun, 14 Sep 2008 18:37:57 GMT

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So, what would be a typical error?

PS

I ran Dependency Walker on game.exe and it displayed this:

00:00:02.921: First chance exception 0x406D1388 (Thread was named) occurred in "KERNEL32.DLL" at address 0x7C812AEB.

00:00:12.296: Unloaded "SCRIPTS.DLL" at address 0x11000000.

00:00:12.296: Unloaded "SCRIPTS2.DLL" at address 0x05A00000.

00:00:12.296: Loaded "SCRIPTS.DLL" at address 0x11000000.

00:00:12.296: Loaded "SCRIPTS2.DLL" at address 0x05A00000.

00:00:14.421: First chance exception 0xC0000005 (Access Violation) occurred in "GAME.EXE" at address 0x006CC2E5.

00:00:14.421: Second chance exception 0xC0000005 (Access Violation) occurred in "GAME.EXE" at address 0x006CC2E5.

00:00:14.531: Exited "GAME.EXE" (process 0x1B48) with code -1073741819 (0xC0000005).

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Sun, 14 Sep 2008 19:47:44 GMT

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Poskov wrote on Sun, 14 September 2008 13:37So, what would be a typical error?

PS

I ran Dependency Walker on game.exe and it displayed this:

00:00:02.921: First chance exception 0x406D1388 (Thread was named) occurred in "KERNEL32.DLL" at address 0x7C812AEB.

00:00:12.296: Unloaded "SCRIPTS.DLL" at address 0x11000000.

00:00:12.296: Unloaded "SCRIPTS2.DLL" at address 0x05A00000.

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00:00:14.421: Second chance exception 0xC0000005 (Access Violation) occurred in "GAME.EXE" at address 0x006CC2E5.

00:00:14.531: Exited "GAME.EXE" (process 0x1B48) with code -1073741819 (0xC0000005).

LevelEdit just complains about anything it sees wrong. Try running it with your mod and with a "stock" mod to see what complaints might be different between them

PS: That says the same thing as the crashdump you posted in another thread. I'm going to say the same thing here; If you want to play single player, using any version of scripts.dll other than 4.0 (which has not yet been released) or the ones that came with the game (ie scripts2.dll) can and probably will cause your game to crash...

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Sun, 14 Sep 2008 23:19:55 GMT

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Well I did; no visible problems were reported...

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Mon, 15 Sep 2008 01:31:30 GMT

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Poskov wrote on Sun, 14 September 2008 18:19Well I did; no visible problems were reported...

Renegade's presets without any mods *at all* have problems reported, you are obviously doing something wrong...

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Mon, 15 Sep 2008 22:12:14 GMT

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So what would be an example problem?
Text messages displayed in red or what?

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Mon, 15 Sep 2008 23:27:58 GMT

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Poskov wrote on Mon, 15 September 2008 17:12So what would be an example problem?
Text messages displayed in red or what?

<screenshot> Light grey, such as the text right after "Init Dazzles"

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Tue, 16 Sep 2008 21:09:59 GMT

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Do you have a method which actively checks objects.ddb?

Dependency Walker shows no problems with my objects.ddb, which I know is untrue because, when I tried single-player with my older objects.ddb, it loaded and worked perfectly fine.

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [saberhawk](#) on Wed, 17 Sep 2008 04:50:02 GMT

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Poskov wrote on Tue, 16 September 2008 16:09Do you have a method which actively checks objects.ddb?

Dependency Walker shows no problems with my objects.ddb, which I know is untrue because, when I tried single-player with my older objects.ddb, it loaded and worked perfectly fine.

That is as active of a objects.ddb check as you are going to get.

Subject: Re: Needed Improvements/Features in the next scripts.dll

Posted by [Poskov](#) on Wed, 17 Sep 2008 20:34:12 GMT

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Ok
