Dragonade

Major feature version.

Version 1.3Additions:
  - Crates have been added. See below.
  - The settings manager has been overhauled and can now support multiple settings files beyond just da.ini and gamemode.ini. This is used to load
    da_crates.ini, but can just as easily be used in your own plugins.
  - Added setting "EnableStockKillMessages".
  - Added settings "DisableKillCounter", "DisableTeamKillCounter", "DisableDeathCounter", and "DisableTeamDeathCounter".
  - Added some crate and settings examples to the example plugin.
  - Added better protection against sending long messages which could cause clients to crash.

 Changes:
  - Switched to a (hopefully) better random number generator.
  - The Vehicle Queue will now gray out the vehicle menu for a player when their vehicle is building.

 Bug Fixes:
  - Fixed a bug where vehicle shells could sometimes not be seen by players that joined the game after the shell was created.
  - Settings and section names are no longer case sensitive.
  - Points Distribution will no longer give points for killing neutral vehicles that never had a player in them.
  - Fixed team swapping not working correctly if "SwapChance" was set to anything besides 50%.
  - Fixed a rare crash on map end.
  - Players will no longer get a death when switching teams.
  - Fixed an exploit in stock Renegade where a player could avoid a death by leaving the game after they died but before they respawned.

The main addition to DA in this version is, of course, the crates. They are quite a bit more advanced than any other version of the crates. Their odds can change throughout the game, and vehicles can now pick them up. Some can only be picked up by infantry, some only by vehicles, and some both. Like most things in DA, they use a factory/registrant system. So you can easily add new crates in plugins without having to touch the underlying code.

Many new crates have been added, and many old ones have been removed that were either unfun, boring, or just plain pointless. Here's the list:

Crates:
Money Crate: Grants the player a random amount of credits. Amount of credits increase when the player's Power Plant or Refinery is dead.
Death Crate: Kills player or their vehicle.
Health Crate: Increases the player's, or their vehicle's, maximum health.
Regeneration Crate: Player or their vehicle will regenerate health. Limit of their maximum health.
Kamikaze Crate: Causes the player or their vehicle to explode when they die, damaging nearby enemy units.
Second Wind Crate: Heals player, or their vehicle, to half health once when they would have otherwise died.
UAV Crate: Enemies will appear on player's team's radar for 60-90 seconds.
Power Crate: Disables or re-enables base defense 60-90 seconds.
Ion Storm Crate: Disables all players' HUDs for 30-60 seconds.
Spy Crate: Transforms the player into an SBH and makes base defenses ignore them, or makes base defenses ignore their vehicle.

Infantry Crates:
Random Vehicle Crate: Drops off a random vehicle in the player's base.
Random Character Crate: Transforms the player into a random character.
Tiberium Mutant Crate: Transforms the player a Visceroid. High health, regenerates in tiberium, and can't be squished. However it is slow, can only use the chem sprayer, and can't enter vehicles.
Arms Dealer Crate: Gives player all weapons save C4/beacons.
Demolition Kit Crate: Gives the player 3 timed C4, 3 remote C4, and 6 proximity C4.
Stealth Crate: Makes the player stealth. Works for non-TT clients.
Adrenaline Crate: Doubles the player's speed for 60-90 seconds.
Human Silo Crate: Player's team is granted 1 credit for every 2 damage the player takes from tiberium. Limit of the player's maximum health.

Vehicle Crates:
Overhaul Crate: Transforms the player's vehicle into a different vehicle.
Ablative Armor Crate: Vehicle takes 25% less damage. Upgraded armor fails after preventing damage equal to the vehicle's health.
Tank Destroyer: Equips the vehicle with armor piercing ammunition, increasing damage to vehicles at the cost of infantry damage or splash damage.
RenJack Crate: Equips the vehicle with a RenJack™ Unit, preventing enemy players from stealing it.
EMP Crate: Disables all vehicles near the crate for 15-30 seconds.

Now, onto the odds modifiers. These allow the odds of crates to change to better suit the current state of the game. Below are the default ones, though obviously you can set these up however you want:

Money Crate: Odds increase when the player's Power Plant or Refinery is dead.
Random Character Crate: Odds increase when the player's soldier factory is dead.
Random Vehicle Crate: Odds increase when the player's vehicle factory is dead. Disabled for the first 5 minutes of the game.

Human Silo Crate: Odds increase when the player's Power Plant or Refinery is dead.
Spy Crate: Odds increase the longer the game goes on. Disabled for the first 5 minutes of the game.
Power Crate: Odds increase the longer the game goes on. Disabled for the first 5 minutes of the game.

In addition to these configurable modifiers there are hard coded ones to assure crates won't appear if their effect is already active, the player already has their effect, or if they don't apply in the current state of the game.

http://black-cell.net/DA1.5.zip

Subject: Re: Dragonade 1.3
Posted by iRANian on Sat, 13 Jul 2013 07:50:56 GMT
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How did you make stealth work for non-TT players?

Anyway nice release.

Subject: Re: Dragonade 1.3
Posted by Whitedragon on Sat, 13 Jul 2013 07:54:11 GMT
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For those clients only it turns the player into an SBH and sets their model to whatever their true character is.

Subject: Re: Dragonade 1.3
Posted by iRANian on Sat, 13 Jul 2013 09:55:22 GMT
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Ah, I see that's pretty cool. Found the code that overwrites the function pointer for the ScriptsCommand::Enable_Stealth() function, saw you overwriting the RNG functions with a Mersenne twister RNG, but for some reason didn't think you'd overwrite the Enable_Stealth() function.

I see you're doing some interesting things to hook vehicle flip kills. Are you initializing the hooks outside of the hook DLL's DLLMain entry point? Because the CRT seems to be calling the function used to install the hooks and another function that appears to be grabbing the network handler location or value from the FDS, instead of the DLLMain entry point calling that function. Same with the hooks shutdown function.

Subject: Re: Dragonade 1.3
Posted by Whitedragon on Sun, 14 Jul 2013 04:37:26 GMT
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It's in the constructor of a class.

Subject: Re: Dragonade 1.3
Posted by jonwil on Sun, 14 Jul 2013 08:07:30 GMT
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DA is hooking less things than I thought they would be.

Subject: Re: Dragonade 1.3
Posted by iRANian on Mon, 15 Jul 2013 14:28:10 GMT
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I'm interested in how you're hooking vehicle flips but I know I won't do anything with that information, I saw some code a year or so back which hooks it but I couldn't understand it.

Can you send me a PM on this forums if you're interested in explaining to me how it works? I won't share the info if you don't want me to.

Is there any interest to replace SSGM with the latest Dragonade? Considering it's superior to SSGM in many ways.