Subject: scripts.dll 4.3 progress update
Posted by jonwil on Fri, 09 Dec 2016 10:23:20 GMT
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Here is a list of changes made to the 4.3 branch since the release of 4.3 RC1:
Fix a memory leak.
Fixes to RA_Base_Defense_Simple and RA_Base_Defense_Powered
Fixes to RA_Infantry_Spy
New engine call Create_2D_WAV_Sound_Team_Dialog
Make the various JFW_Base_Defence scripts not get distracted by the idle spinning when attacking an enemy.
Add SoldierGameObj::Get_Contact_Surface_Type that returns the surface type that a soldier is standing on.
Make dp88 turrets face the default direction on creation.
Fixes and new scripts from dblaney1
Fixes and new scripts from Jerad Grey
Fix w3danimsound.ini to work with map specific presets correctly.
New engine call Set_Definition_TranslationID_Player that sets the TranslatedNameID for an object or the IconNameID for a weapon.
Fix IF_BACK01 not playing a looping animation
Make calls to SoldierGameObj::Set_Max_Speed work properly over the network.
Add a new TrackingIgnoreTarget flag to Ammo objects.
Fix Radar on vehicles to use camera rotation rather than targeting position.
Cleanup Cache button now displays a dialog of how much was cleaned up.
Update health bar code on stock HUD to be able to display more than 4 digits. Retain that is always uses a minimum of 3 digits at all times like stock.
Add ability for AI controlled soldiers to use the get_muzzle override that players use so they point towards the target position.
New tt.ini keyword OverrideMuzzleDirection that sets the default value for the above muzzle override.

I am planning to have a 4.3 RC2 release out sometime in the next few days or so as a nice xmas present to the community (since I am going away for xmas I want to get it out before I go

Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Mon, 12 Dec 2016 03:36:17 GMT
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A few more fixes:
Add parameter for weapons that allows you to fire with empty ammo if the ammo has a spraybulletcost of 0. This allows for example a helicopter with limited rockets to have unlimited machine gun rounds etc. Also useful for weapons with a bayonet as the alternate fire.
Add a flag to weapon definitions that controls whether to tilt when reloading the gun or not (defaults to true which is the current behavior)

Subject: Re: scripts.dll 4.3 progress update
Posted by sla.ro(master) on Mon, 12 Dec 2016 12:39:46 GMT
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This is a nice gift for xmas

Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Tue, 13 Dec 2016 00:23:12 GMT
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Jerad grey fixed things so that SkeletonHeight and SkeletonWidth work correctly for other skeletons. And created files to make females (s_b_human skeleton) and mutants (s_c_human skeleton) work correctly with this feature.
Danial Blaney created textures to allow the com centre and construction yard to appear on the "team information" dialog box and some fixes to a couple building aggregates (1 for the GDI weapons factory and 1 for the GDI advanced guard tower)

Subject: Re: scripts.dll 4.3 progress update
Posted by iRANian on Wed, 14 Dec 2016 21:29:49 GMT
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Very cool! Would it also be possible to add the Tiberium Silo to the team information screen?

Subject: Re: scripts.dll 4.3 progress update
Posted by dblaney1 on Wed, 14 Dec 2016 21:59:46 GMT
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iRANian wrote on Wed, 14 December 2016 14:29Very cool! Would it also be possible to add the Tiberium Silo to the team information screen?

Its a bit weird with silos as some maps use Refinery controllers and others use generic building controllers.

Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Wed, 14 Dec 2016 22:25:12 GMT
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Ok so the good news is that 4.3 RC2 is ready to release. The bad news is that the server I need to upload it to (the one that lets me put the files in the right place for the patcher etc) isn't letting me log in. I have tried to made contact with StealthEye and EvilWhiteDragon (the people who would know whats going on) via every contact method I can find but no response so far

If anyone knows of any way to contact either of those guys, feel free to let me know (already tried IRC, forum PMs and emails as well as all the IM addresses listed in their profiles)

Subject: Re: scripts.dll 4.3 progress update
Posted by PGS-PC on Thu, 15 Dec 2016 13:29:36 GMT
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jonwil wrote on Wed, 14 December 2016 15:25If anyone knows of any way to contact either of those guys, feel free to let me know (already tried IRC, forum PMs and emails as well as all the IM addresses listed in their profiles)

Try the CnCIRC network (irc.cncirc.net). They are both on there.
EvilWhiteDragon under nick WD or WD2.

Subject: Re: scripts.dll 4.3 progress update
Posted by iRANian on Thu, 15 Dec 2016 14:30:30 GMT
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isn't that the nicks WhiteDragon uses? Not EvilWhiteDragon?

Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Thu, 15 Dec 2016 15:27:44 GMT
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I got a response from StealthEye who pointed me in the direction of someone called Trace (who is the actual server admin for this stuff) but the only details I have are some mentions on the BlackIntel web pages and a pointer to the BlackIntel forums (which are currently down)

Subject: Re: scripts.dll 4.3 progress update
Posted by [-HOH-]szymek777 on Thu, 15 Dec 2016 16:43:59 GMT
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Update DA for me please   or help me how can i do it

Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Sat, 17 Dec 2016 06:34:24 GMT
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You will need to talk to WhiteDragon (creator of DA) to get an update. Updating DA is not my job...

Subject: Re: scripts.dll 4.3 progress update
Posted by Trace on Sat, 17 Dec 2016 11:18:52 GMT
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Apparently sites run better when the database server is running as well
It is up again now.

Subject: Re: scripts.dll 4.3 progress update
Posted by [-HOH-]szymek777 on Sat, 17 Dec 2016 13:05:49 GMT
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jonwil wrote on Sat, 17 December 2016 07:34Updating DA is not my job...

I know its not your job but dragon is offline everyday or he doesnt care about da anymore

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Subject: Re: scripts.dll 4.3 progress update
Posted by Whitedragon on Thu, 22 Dec 2016 14:57:03 GMT
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Try using the 4.3 bandtest.dll with DA's scripts.dll. Should work as that's how my test server is setup.

Subject: Re: scripts.dll 4.3 progress update
Posted by dblaney1 on Fri, 06 Jan 2017 16:41:56 GMT
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Just announcing that in the next 4.3 update there is huge improvements to the netcode and latency issues particularly involving AI soldiers. The lag issues when they change direction is completely fixed. They also no longer walk around aiming at the ground when in a non-local game. (they worked properly on the fds, the clients just didn't get the right bits) This should provide a huge benefit to the coop servers out there as well as regular servers that use AI controlled infantry.

The aiming at ground fix requires both the server and client to be updated for the fix to work.

The changing direction code however only requires the client to be updated as it actually didn't involve any netcode changes. The problem was in the clientside code.

Additionally there is some pretty substantial improvements to the sound code. No longer is there

an issue with sounds playing at full volume when outside the dropoff radius. This was particularly noticeable with the obelisk chargeup sound, ion cannon beacon chargeup, and vehicle engine sounds.

I don't have an estimate on when 4.3 RC3/final will be rolling out.

Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Fri, 06 Jan 2017 20:07:23 GMT
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4.3 RC3 will be released once the server move is complete and the site is working again.

Subject: Re: scripts.dll 4.3 progress update
Posted by iRANian on Fri, 06 Jan 2017 22:49:46 GMT
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Cool updates, hopefully this will make some of the AI usable for minor mods that can be run on AOW/marathon servers.

Subject: Re: scripts.dll 4.3 progress update
Posted by dblaney1 on Sat, 07 Jan 2017 02:33:49 GMT
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iRANian wrote on Fri, 06 January 2017 15:49Cool updates, hopefully this will make some of the AI usable for minor mods that can be run on AOW/marathon servers.

Yup it absolutely does. The difference is night and day.

Subject: Re: scripts.dll 4.3 progress update
Posted by Gen_Blacky on Sun, 22 Jan 2017 02:41:21 GMT
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Very cool