Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by jonwil on Wed, 20 Dec 2006 13:49:19 GMT
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Here is a current list of what is fixed in 3.1 so far:
Bumped version up to 3.1
Some improvements to SimpleDynVecClass
Documented the members of OBBoxClass
A band-aid fix that should solve the cinematic sniper problem, a proper fix will be looked at for 3.2.

Added scripts to send shader customs to shaders.dll triggering on:
Zone entry and exit (send to the player who entered/exited the zone)
Vehicle entry and exit (send to the player who entered/edited the vehicle)
Player creation/spawn/character purchase (send to the player who just bought the character/spawned/whatever)
Poke (send to the player who poked the object)
A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.
A script JFW_Resize_Zone which takes an x,y,z size and a z rotation angle and when its created, resizes the script zone its attached to. The size specifies how far on each side of the centerpoint the zone should go and the angle specifies the rotation about the z axis for the object.
A major bug fix to the ExpVehFac scripts that could cause the server to crash.
Improvements to the offset normal lighting shader to make the lighting issues go away (well mostly anyway)
Improvements to the shader state manager
Improvements to the post process code (including bug fixes)
Fixed the RenAlert repair script so that it can repair the mobile gap generator.
Fixed a bug with the Display_Security_Dialog engine call that could cause the client to crash.
Fixed a bug with the nickname exploit fixes that could cause a crash and another bug with the fixes that could cause players who join a server, leave the server and rejoin with the same nickname to be kicked out by mistake.
Also fixed bugs where the pinfo and id console commands would display player data for a player who isnt in the server (the same one causing the accidental kickouts mentioned above)
Fixed a big bug to do with the new shaders that can cause graphical glitching (such as disappearing or glitching bullet holes) for people with ATI graphics cards.
Added vsync support. This defaults to on but can be turned off via the bhs.dll config dialog.
Added anti-aliasing support. Defaults to "none" and can be configured via the bhs.dll config dialog to other values (such as 2x, 4x, 8x etc depending on what your graphics card can do)
Added code to the sidebar so that if the power plant is down and DisableCostMultiplier=yes has not been added to hud.ini, the costs displayed on the sidebar will correctly reflect the 2x cost multiplier.
Added code to disable the display of "The Version of player 1 is 3.0" dispays for the client, they now only happen on the FDS.
Added some code to prevent crashes in d3d9 if something is accidently Release()ed too many times.

Still planned:
Further improvements to the shader state manager
Fixing any bugs to do with shaders being loaded on cards that they shouldnt be being loaded on
Better version checking for post process fragments (to make sure that your video card can actually handle the fragment)
Updates to the post process fragments and example as required to support the other changes
A few new post process fragments.
Any further work requred on the normal map shader
Any fixes for the Glass shader that can be done in time
Any further bug-fixing (e.g. making sure that AA, vsync and the version mismatch bug fix are all working 100%)

Note that the turret lag changes were a bigger job than I thought and I just dont have the time for 3.1 given the strict deadline. They will definatly be in 3.2 though

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