Subject: Scripts.dll 3.1 is out.

Posted by jonwil on Thu, 21 Dec 2006 14:50:48 GMT

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Scripts.dll 3.1 is out.
Get it from http://www.sourceforge.net/projects/rentools/

Complete changelog:
Added code to only load post process shaders if the graphics card supports the right shader version
Added new post process shader for monochrome effect
Added new post process shader for invert effect
Change postproccess to postprocess throughout the code
Improvements to post process shaders (including fixes for the square sun halo/lens flare effect)
Bumped version up to 3.1
A bug fix to *DataSafeClass::Set to make it actually work
Improvements to SimpleDynVecClass
Documented the fields in OBBoxClass
Added a band-aid fix to solve the cinematic sniper issue, a proper fix is still being worked on
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 shader state manager
Code to handle scope changes in shaders
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 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.

Fixed a bug where the shader version was being incorrectly detected by bhs.dll causing shaders.dll to be loaded for people with cards it shouldnt be being loaded on.

note that the normal map shader fixes and anti-aliasing did not make 3.1 due to time constraints. They will be fixed for 3.2

Note that I am going away for xmas starting friday afternoon and getting back after new years.