Subject: scripts.dll 2.3 is out
Posted by jonwil on Sun, 29 Jan 2006 11:51:19 GMT
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It contains a bunch of bug-fixes, some new stuff for Reborn by script guru WhiteDragon, and a couple of things WD wanted.

The 2 biggest changes are the new code for per-weapon scope support (instead of them being just per-unit) and the new code to change which texture is used instead of HUD_MAIN.TGA for each unit (I was origonally going to make it per-team but making it per-unit set via a script was actually easier to do)

The nickname exploit fix should be working 100% now, if it isnt, well, thats what 2.3.1 is for

get it from http://www.sourceforge.net/projects/rentools/

The plan is to let people test this release, if bugs show up, I will fix them and release a 2.3.1 release. Otherwise, I will put 2.3 into Core Patch 2 and we can start beta testing that (a readme file is still needed though

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Subject: Re: scripts.dll 2.3 is out
Posted by TD on Sun, 29 Jan 2006 17:15:45 GMT
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Hmm, is it me or does that website not load?

Subject: Re: scripts.dll 2.3 is out
Posted by bisen11 on Sun, 29 Jan 2006 18:14:16 GMT
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Says it's currently down for maintenance.

Subject: Re: scripts.dll 2.3 is out
Posted by TD on Sun, 29 Jan 2006 18:15:13 GMT
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It did not load for me at all at the time I posted. Now it says under maintenance. Something probably went wrong. Can you upload it somewhere else? Like www.rapidshare.de or www.yousendit.com

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Subject: Re: scripts.dll 2.3 is out

Posted by Canadacdn on Sun, 29 Jan 2006 19:29:02 GMT
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Yeeehaw! It works now!

Subject: Re: scripts.dll 2.3 is out
Posted by TD on Sun, 29 Jan 2006 20:02:06 GMT
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Yeah, it does.

Subject: Re: scripts.dll 2.3 is out
Posted by theplague on Mon, 30 Jan 2006 00:07:30 GMT
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How may i inportQuote:Code to output the windows version and the current date and time to
crashdump.txt files (the last bit is great for matching crashes back to server log files to find out if
any events happened that might be the cause of the crash) and the nickfix into SSAOW 1.4? just
point me in the direction, file and line :S

Subject: Re: scripts.dll 2.3 is out
Posted by =HT=T-Bird on Mon, 30 Jan 2006 00:30:15 GMT
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CRASH! with brand new scripts on BCServ5...null ptr dereference

crashdump attached

File Attachments
1) crashdump.txt, downloaded 233 times

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Mon, 30 Jan 2006 01:19:04 GMT
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With respect to SSAOW, yuou should just wait for SSAOW 1.4.1 which will contain all the fixes in
scripts.dll 2.3 (or 2.3.1), I will work with WD to get that out.

Thanks for the crashdump, I will look into it ASAP.
Do you have any information on what you were doing at the time or what might have happened

(e.g. did something specific on the server happen when you crashed?)
Is that the only crash you have had so far or did you have more crashes with 2.3? (or did you roll back to 2.2.2?)
What is that xfire thing I see listed in the stack backtrace?

If anyone else has any bug reports (crashdumps etc) for 2.3, please post them here, I plan to release 2.3.1 (with whatever fixes are required) early this week.

Subject: Re: scripts.dll 2.3 is out
Posted by =HT=T-Bird on Mon, 30 Jan 2006 02:49:33 GMT
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jonwil wrote on Sun, 29 January 2006 19:19With respect to SSAOW, yuou should just wait for SSAOW 1.4.1 which will contain all the fixes in scripts.dll 2.3 (or 2.3.1), I will work with WD to get that out.

Thanks for the crashdump, I will look into it ASAP.
Do you have any information on what you were doing at the time or what might have happened (e.g. did something specific on the server happen when you crashed?)
Is that the only crash you have had so far or did you have more crashes with 2.3? (or did you roll back to 2.2.2?)
What is that xfire thing I see listed in the stack backtrace?

If anyone else has any bug reports (crashdumps etc) for 2.3, please post them here, I plan to release 2.3.1 (with whatever fixes are required) early this week.

xfire thing=xfire in-game bits, etc...i was simply playing in BCServ5

Subject: Re: scripts.dll 2.3 is out
Posted by Goztow on Mon, 30 Jan 2006 09:04:04 GMT
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Good job mate. (y)

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Mon, 30 Jan 2006 10:48:02 GMT
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ok, I just looked at that crashdump and I cant match it back to anything I recognize.

If I get any further crash reports, I will look into them as well but I dont see anything that would cause that crash.
Anyone who gets a crash with 2.3 should post the crashdump.txt in this thread.

The plan right now is to get the readme for CP2 done and get CP2 assembled and get a beta-testing system in place somehow.
Then, I will go into beta testing of CP2.
Should any further bugs to fix show up, I will fix them, release 2.3.1 and add it to CP2.

Subject: Re: scripts.dll 2.3 is out
Posted by Canadacdn on Tue, 31 Jan 2006 01:41:45 GMT
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CRASH!

File Attachments
1) crashdump.txt, downloaded 216 times

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Tue, 31 Jan 2006 11:25:21 GMT
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Were you using a mod package when that crash happened?
I think that what may have happened is that the game is using the scripts.dll from the mod package (the _mod_scripts.dll file) instead of the scripts.dll from 2.3

Subject: Re: scripts.dll 2.3 is out
Posted by Canadacdn on Wed, 01 Feb 2006 16:20:27 GMT
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Yeah, I was using a mod package at the time.

Subject: Re: scripts.dll 2.3 is out
Posted by Canadacdn on Sat, 04 Feb 2006 02:49:29 GMT
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CRASH!

This happened on UNRULES.com GSA server twice.

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Sat, 04 Feb 2006 07:37:02 GMT
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Canadacdn please send me your scripts2.dll file.
Also, please tell me what was happening at the time the crash occured.
Did the crash happen in the same place in both cases?

Subject: Re: scripts.dll 2.3 is out
Posted by Canadacdn on Sat, 04 Feb 2006 07:59:04 GMT
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It happened about 10 or so seconds after I'd get in the server. Nothing different was happening.

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Sat, 04 Feb 2006 08:56:49 GMT
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ok, I cant see any direct culprit for that crash, let me know if it happens again and I will see what I can do.

Subject: Re: scripts.dll 2.3 is out
Posted by Daze on Sat, 04 Feb 2006 09:25:06 GMT
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Crash,

Happens everytime a Nod building is destroyed for me. Just freezes while the "Nod <building> destroyed" message is played, and then the game dies.

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Sat, 04 Feb 2006 12:41:52 GMT
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Both that last crash and the other one seem to be the same thing.
Are the servers that they happen on running SSAOW?
I havent been able to reproduce this problem yet but it might be because I am playing on servers
that dont trigger whatever event causes this crash (its happening when the server sends some
command to the client which doesnt match with what the client is expecting & as such, it crashes)

Can someone who can reproduce it please try this bhs.dll and then play and do whatever makes it
crash.
Then, upload both the crashdump.txt and the data.log files to here so I can take a look at them
(the data.log just logs whatever the server sends to the client so I should be able to see the bad
data hopefully.

File Attachments
1) bhs.zip, downloaded 148 times

Subject: Re: scripts.dll 2.3 is out
Posted by =HT=T-Bird on Sat, 04 Feb 2006 13:06:52 GMT
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jonwil wrote on Sat, 04 February 2006 06:41Both that last crash and the other one seem to be the
same thing.
Are the servers that they happen on running SSAOW?
I havent been able to reproduce this problem yet but it might be because I am playing on servers
that dont trigger whatever event causes this crash (its happening when the server sends some
command to the client which doesnt match with what the client is expecting & as such, it crashes)

Can someone who can reproduce it please try this bhs.dll and then play and do whatever makes it
crash.
Then, upload both the crashdump.txt and the data.log files to here so I can take a look at them
(the data.log just logs whatever the server sends to the client so I should be able to see the bad
data hopefully.

Am I getting the same crash as the last one, or is my crash a different issue?

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Sat, 04 Feb 2006 13:43:55 GMT
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=HT=T-Bird, the crashdump you posted before is not related to this (as far as I can tell).

Are you still getting crashes?

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Sat, 04 Feb 2006 14:11:10 GMT
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I have just fixed some further problems caused if the ID command is used and there are players with no name on the server.

If =HT=T-Bird's problem turns out to be something I can reproduce and/or fix, I will do that.

I will also do my best to fix this other issue (the one to do with destroying buildings).

And then I will release scripts.dll 2.3.1 It looks like only bhs.dll will change so you could just replace bhs.dll or bhs.so of scripts.dll 2.3 or SSAOW 1.4.1. If you are running scripts.dll earlier than 2.3, you will need to replace both scripts.dll and bhs.dll (as normal). If you are running SSAOW < 1.4.1, you will need to upgrade to 1.4.1 then put the new bhs.dll/bhs.so in place.

Both Core Patch 2 and Server Side Core Patch 2 will contain 2.3.1 and the fixes contained therein.

Subject: Re: scripts.dll 2.3 is out
Posted by =HT=T-Bird on Sun, 05 Feb 2006 00:46:19 GMT
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jonwil wrote on Sat, 04 February 2006 07:43=HT=T-Bird, the crashdump you posted before is not related to this (as far as I can tell).
Are you still getting crashes?

Actually, no...

Subject: Re: scripts.dll 2.3 is out
Posted by jonwil on Sun, 05 Feb 2006 01:51:32 GMT
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I am about to release scripts.dll 2.3.1 which will fix the ID console command crash that someone gave me a log for and will fix it so that the malformed data being sent in the other crashdumps (the 2 that are the same) wont crash the client anymore (I hope)