Subject: scripts.dll 3.0 is finally out

Posted by jonwil on Thu, 14 Dec 2006 02:53:30 GMT

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After a lot of work, scripts.dll 3.0 is finally out.
Get it from http://www.sourceforge.net/projects/rentools/

Final changelog for scripts.dll 3.0
Migrated everything up to Visual C++ .NET 2005
Fixed the messagebox displayed if scripts.dll cant find a function in bhs.dll to display the correct message.
Fixed the "bhs.dll didnt load" and "scripts2.dll didnt load" messageboxs to display the correct message.
Fixed the "bhs.dll version mismatch" messagebox to display the correct message.
Increased the version to 3.0
new hook to detect players leaving the game
new engine call to display the "you dont have the required security to access this terminal" dialog for a given player.
new engine call to send a number to shaders.dll (e.g. to trigger or turn off a given post process shader effect) for a given player
JFW_Cinematic_Attack_Command (clone of M00_Cinematic_Attack_Command_DLS)
JFW_Cinematic (clone of Test_Cinematic)
JFW_Cinematic_Kill_Object (clone of M00_Cinematic_Kill_Object_DAY)
JFW_Reflect_Custom_Delay (this script will send any message it recieves back to whatever object sent it with a delay)
JFW_Radar_Jammer (script to disable the radar when a "jammer" unit is close to the radar dome)
JFW_Sonar_Pulse (script for a sonar pulse)
JFW_Global_Stealth_Controller (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)
JFW_Stealth_Generator_Building (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)
JFW_Stealth_Generator_Vehicle (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)
JFW_Stealth_Generator_Ignored (scripts based off the gap generator scripts intended for use as a stealth generator by e.g. reborn)
There is one script for a global controler, one for a stealth generator building, one for a mobile stealth generator vehicle and one that goes on stuff
that should not be made stealth (such as stealth tanks)
JFW_Sidebar_Key_2 (script to display the sidebar when a key is pressed)
JFW_Sidebar_PT (triggers the sidebar when poked)
JFW_2D_Sound_Startup (script to play a 2D sound on startup)
JFW_Time_Remaining_Sounds (script to play 2D sounds to indicate time remaining in the game)
JFW_Vehicle_Lock (script to manage vehicle locking including theft by spies)
A small bug fix to JFW_Nod_Turret
A small bug fix to JFW_Nod_Obelisk
A small bug fix to JFW_Advanced_Guard_Tower_Missile
A small bug fix to JFW_Advanced_Guard_Tower_Gun
JFW_Disable_Loiter (clone of M00_Disable_Loiter_DAY)

JFW_InnateIsStationary (clone of M00_InnateIsStationary)
JFW_Generic_Conv (clone of M00_Generic_Conv_DME)
JFW_Disable_Hibernation (clone of M07_Disable_Hibernation)
JFW_Radar_Spy_Zone (script to cover putting a spy in the enemy radar dome/com center and having the radar come back on if yours is gone)
JFW_2D_Sound_Zone_Team (plays a 2D sound for a team after a timer has expired)
JFW_Repair_Zone_2 (script for a repair zone that costs money)
JFW_Infantry_Force_Composition_Zone (script to display enemy infantry composition for the spy)
JFW_Vehicle_Force_Composition_Zone (script to display enemy vehicle composition for the spy)
Kamuix_Death_Team_Win (new script by Kamuix)
Kamuix_Kill_Change (new script by Kamuix)
MDB_Set_Ammo_Granted_Weapon_On_Pickup (new script by WhiteDragon to set ammo on pickup)
MDB_Set_Ammo_Current_Weapon_On_Pickup (new script by WhiteDragon to set ammo on pickup)
MDB_Set_Ammo_On_Pickup (new script by WhiteDragon to set ammo on pickup)
RA_Vehicle_Regen (script to handle vehicle regeneration)
RA_Thief (script for a thief)
RA_Credit_Theft_Zone (script for a thief)
RA_DestroyNearest_OnDeath (script to destroy the nearest instance of a preset when the object with it attached is killed)
RA_Ore_Truck (script for a player controled ore truck)
RA_Ore_Field (script for a player controled ore truck)
RA_Ore_Delivery_Zone (script for a player controled ore truck)
RA_Vehicle_Team_Set (script to make a vehicle remain owned by the team for a little while when the driver gets out)
RA_Vehicle_Team_Timer (script to make a vehicle remain owned by the team for a little while when the driver gets out)
RA_Visible_Driver (makes a person model show up in a vehicle when someone is inside it)
RA_Vision_Control (controls vision such as Set_Screen_Fade_Opacity and Set_Screen_Fade_Color and fog)
RA_Fog_Level_Settings (controls fog settings for the level)
SH_Spawn_Difficulty (script to spawn a different object depending on the current difficulty level)
RA_Global_Gap_Controller (scripts for a gap generator)
RA_Gap_Generator_Building (scripts for a gap generator)
RA_Gap_Generator_Vehicle (scripts for a gap generator)
RA_Gap_Generator_Ignored (scripts for a gap generator)
There is one script for a global controler, one for a gap generator building, one for a mobile gap generator vehicle and one that goes on stuff
that should not be cloaked (such as phase tanks if they get implemented)
Changes to the ExpVehFac scripts to send a custom to the vehicle letting the vehicle know who its owner is (only if its flying or naval, ground is handled elsewhere)
void Destroy_Connection(int PlayerID); //Drop a player from the game by cutting off their network link
Fixes to a few engine calls (e.g. memory leak fixes and changes to go through the new class clones)
Removal of the GetMaxPlayerID engine call (it was broken and didnt work)
Removal of the Change_String engine call (now that we have a proper implementation of

StringClass, you can use StringClass::Operator= instead

FileClass *Get_Data_File(const char *file); //Open a file using the mix file opening logic

void Close_Data_File(FileClass *file); //Close a file that was opened with Get_Data_File

bool Is_Unit_In_Range(const char *preset,float range,Vector3 location,int team); //Is the given unit type in range of a location

void Set_Ladder_Points(int PlayerID,int amount); //Set the ladder points of a player

void Set_Rung(int PlayerID,int amount); //Set the rung of a player

int Get_Current_Weapon_Style(GameObject *obj); //Get weapon style for an objects current gun

int Get_Position_Weapon_Style(GameObject *obj,int position); //Get weapon style for an objects gun at a specific position

int Get_Weapon_Style(GameObject *obj,const char *weapon); //Get weapon style for a specific gun (if the object doesnt have the gun, return is zero)

const char *Get_Powerup_Weapon_By_Obj(GameObject *Powerup); //Get the name of a powerup weapon given a PowerupGameObj

void Disable_Preset_By_Name(unsigned int Team,const char *Name); //Disable a preset by name

void Disable_Enlisted_By_Name(unsigned int Team,const char *Name); //Disable an enlisted unit by name

void Create_Effect_All_Of_Preset(const char *object,const char *preset,float ZAdjust,bool ZSet); //Create an object above all objects of a given preset, also set the facing to match the object its being created over.

float Steal_Team_Credits(float percentage, int team); //Steal credits from a team

GameObject *Find_Nearest_Preset(Vector3 position, const char* preset); //find the nearest preset

GameObject *Find_Random_Preset(const char* preset, int min, int max); //find a random preset

void Ranged_Stealth_On_Team(Gap_ListNode* FirstNode); //Apply stealth to all units in the range of this on the relavent team

void Send_Custom_All_Players(int message,GameObject *sender,int team); //send a custom to all players

void Ranged_Gap_Effect(Gap_ListNode* FirstNode); //apply gap effect to all units of a team within a range

AmmoDefinitionClass *Get_Weapon_Ammo_Definition(const char *weapon,bool PrimaryFire); //Get the AmmoDefinitionClass of a weapon given its preset name

AmmoDefinitionClass *Get_Current_Weapon_Ammo_Definition(GameObject *obj,bool PrimaryFire); //Get the AmmoDefinitionClass of an objects current weapon

AmmoDefinitionClass *Get_Position_Weapon_Ammo_Definition(GameObject *obj,int position,bool PrimaryFire); //Get the AmmoDefinitionClass of an objects weapon at tbe specified position

WeaponDefinitionClass *Get_Weapon_Definition(const char *weapon); //Get the WeaponDefinitionClass of a weapon given its preset name

WeaponDefinitionClass *Get_Current_Weapon_Definition(GameObject *obj); //Get the WeaponDefinitionClass of an objects current weapon

WeaponDefinitionClass *Get_Position_Weapon_Definition(GameObject *obj,int position); //Get the WeaponDefinitionClass of an objects weapon at the specified position

ExplosionDefinitionClass *Get_Explosion(const char *explosion); //Get the ExplosionDefinitionClass of an explosion given its preset name

const char *Get_Translated_Definition_Name(const char *preset); //Get the translated name string for a preset name

const wchar_t *CharToWideChar(const char *str); //convert a char to a wide char

A small change to ActionParamsStruct

A fix to the definition of Get_Sync_Time
A complete clone of StringClass
A complete clone of ChunkLoadClass
A complete clone of ChunkSaveClass
Definitions of the remaining unknowns in cGameData
A complete clone of WideStringClass
A clone of FileClass
A clone of FileFactoryClass
A clone of ReferenceableClass
A clone of ReferencerClass
A clone of PlayerDataClass
Updates to the clone of NetworkObjectClass
A clone of Matrix4
A clone of ChunkHeader
A clone of MicroChunkHeader
A clone of IOVector2Struct
A clone of IOVector3Struct
A clone of IOVector4Struct
A clone of IOQuaternionStruct
A clone of RefCountClass
A clone of BaseGameObjDef
A clone of BaseGameObj
A clone of ScriptableGameObjDef
A clone of AudioCallbackClass
A clone of ScriptableGameObj
A clone of TransitionGameObjDef
A clone of TransitionGameObj
A clone of DamageZoneGameObjDef
A clone of DamageZoneGameObj
A clone of ScriptZoneGameObjDef
A clone of ScriptZoneGameObj
A clone of DefenceObjectDefClass
A clone of DamageableGameObjDef
A clone of DefenceObjectClass
A clone of DamageableGameObj
A clone of cPlayer
A clone of Vector2
A clone of RectClass
A clone of AmmoDefinitionClass
A clone of WeaponDefinitionClass
A clone of MuzzleFlashClass
A clone of WeaponClass
A clone of ExplosionDefinitionClass
A new dll, shaders.dll that provides hooks into the rendering engine to allow for custom shaders
(all the stuff below applies to shaders.dll):
Definition of ProgrammableShaderClass, the base class for all custom shaders
Definition of the shader factory system used to register custom shaders
Definition of ShaderManagerClass, the class that manages all the loaded custom shaders (loads

shader database files, unloads shader database files etc)

Definition of the base exported shaders.dll functions:

Release_Resources (called when the device is released or reset)

Reload_Resources (called after the device is reset)

Render (called to do actual rendering)

MapLoaded (called on map load)

MapUnloaded (called on map unload)

FrameStart (called on frame start)

FrameEnd (called on frame end before UI is drawn)

ScopeTrigger (called when scope is triggered or closed)

ScopeChange (called when scope is changed)

ShaderSet (called when set through engine call in bhs.dll, used to allow scripts to trigger specific stuff in shaders.dll)

New funcionality (in bhs.dll and shaders.dll) that overrides the drawing of most in-game meshes to add Tangent and Binormal data to them.

A series of engine calls (some copied from engine.h/engine.cpp) for shaders to use.

A clone of ShaderClass

A clone of several enums that apply to ShaderClass

A clone of the WW3DFormat enum

A clone of enums that apply to TextureClass and VertexMaterialClass

A clone of TextureMapperClass

A clone of FVFInfoClass

A clone of VertexBufferClass

A clone of IndexBufferClass

A clone of Vector4

A clone of VertexMaterialClass

A clone of TextureClass

A clone of RenderStateStruct

A clone of DX8Caps

A clone of VertexBufferLockClass

A clone of VertexBufferClass::WriteLockClass

A clone of VertexBufferClass::AppendLockClass

A clone of DX8VertexBufferClass

A clone of VertexFormatXYZNDUV2

A clone of SortingVertexBufferClass

extern unsigned int *render_state_changed; //Which render states are to be updated, uses ChangedStates enum

extern RenderStateStruct *render_state; //Current render state

extern myIDirect3DDevice8 **Direct3DDevice; //Current Direct3D8 Device

extern IDirect3DDevice9 *Direct3DDevice9; //Current Direct3D9 Device

extern myIDirect3D8 **Direct3D; //Current Direct3D Interface

unsigned long CRC_Memory(const unsigned char *data,unsigned long length,unsigned long crc); //Calculate the CRC of a block of memory

void TextureInitialize(unsigned int stage); //initialize and load a current state texture if it hasnt already been loaded

void TextureInitialize2(TextureClass *t); //initialize and load a texture if it hasnt already been loaded

void Draw(unsigned int primitive_type, unsigned short start_index, unsigned short polygon_count,

unsigned short min_vertex_index, unsigned short vertex_count); //Call this to do the normal rendering pipe
void Buffers_Apply(); //Apply the vertex and index buffers
bool Texture_Exists(char *texturename); //Does a texture exist
TextureClass *_stdcall Load_Texture(const char *path,MipCountType mip,WW3DFormat format, bool IsCompressionAllowed); //Load a texture
extern myIDirect3DTexture8 **Textures; //Pointers for current IDirect3DTexture interfaces
extern unsigned int *SyncTime; //Current sync time
extern bool *TexturingEnabled; //Is texturing enabled
extern DX8Caps *CurrentCaps; //Current caps bits
extern D3DCOLOR *AmbientColor; //current ambient color
void _stdcall Free_Texture(TextureClass *texture); //Free a texture
ShaderCaps, a class to retrieve capabilities relavent to shaders.
extern unsigned int *MinTextureFilters; //texture filter values
extern unsigned int *MagTextureFilters; //texture filter values
extern unsigned int *MipMapFilters; //texture filter values
extern unsigned int *RenderStates; //Current render states
extern D3DMATERIAL9 *DefaultMaterial; //default material structure
extern bool *CurrentDX8LightEnables; //current light enables
Vector4 *GetColorVector4(D3DCOLOR *color); //Converts a D3DCOLOR into a Vector4
extern unsigned int *ActiveDialog; //If this is non zero, there is a dialog on the screen otherwise there is no dialog on the screen
Matrix4* Get_Projection_Matrix(); //Get the projection matrix
void Set_Texture_Stage_State(DWORD Stage,D3DTEXTURESTAGESTATETYPE Type,DWORD Value); //Set a Texture Stage State Type
void Set_Render_State(D3DRENDERSTATETYPE State,DWORD Value); //Set a Render State Type
void Set_Light(int pos,D3DLIGHT8 *light); //Set a Light
void Draw_Skin(char *fvfcc); //draw skin models
void Draw_Rigid(char *fvfcc,char *MeshClass); //draw rigid models
extern unsigned int *_PolygonCullMode; //current polygon culling mode
extern ShaderCaps* TheShaderCaps; //ShaderCaps pointer
extern D3DPRESENT_PARAMETERS8 *parameters; //Presentation Parameters passed to CreateDevice and Reset
Vector3 *Get_Sky_Color(); //Get the current sky color
unsigned int Get_Registry_Int(const char *entry,int defaultvalue); //Get an int value from the renegade registry key
DWORD Get_Render_State(D3DRENDERSTATETYPE State); //Get a render state
Vector3 *GetColorVector3(D3DCOLOR *color); //Converts a D3DCOLOR into a Vector3
Vector3 *GetColorVector3(D3DCOLORVALUE *color); //Converts a D3DCOLORVALUE into a Vector3
A new class RenderQuadClass for drawing textured quads on the screen
extern RenderQuadClass *RenderQuad; // Textured Quad Drawing Class;
Classes and implementation for a Glow Shader including the shader database editor implementation so you can create this shader in a shader database plus shader code for the shader
Classes and implementation for a Glass Shader including the shader database editor implementation so you can create this shader in a shader database plus shader code for the

shader and some sample textures you can use

Classes and implementation for an Offset Map Shader including the shader database editor implementation so you can create this shader in a shader database plus shader code for the shader

Classes and implementation for a do nothing shader that is applied to objects that dont have any other shader applied and that passes through to the fixed function pipeline

Definition of the base, controler and rendering classes for post process shaders

Classes and implementation for a post process shader that takes no parameters

Classes and implementation for a tone map post process shader

Classes and implementation for a bloom post process shader

Classes and implementation for a bright pass post process shader

Examples (shader database and textures) for the example shaders

A new tool, the shader database editor. This edits shader databases.

Base implementation of the shader database editor, including resources

Definition of engine calls required for the shader database editor.

Definition of EditorShaderClass, the base classe for the editor components of a shader

Definition of the shader factory system used to register custom shaders in the editor

Definition of EditorShaderManagerClass which manages shaders (loads and saves databases etc) in the editor

Definition of the base and controler classes for post process shaders in the editor

Changes to the way renegade detects video cards so that it will detect more video cards (especially newer ones that arent detected by the old code).

Also, it will correctly detect more video card driver versions. Plus, if you have a newer NVIDIA card, it will enable and use DXT1 (whereas the old renegade code would disable it).

There is a new feature, d3d9. This consists of a dll called d3d9.dll that changes renegade so it talks to Direct3D9 instead of Direct3D8.

This replaces scorpio9a's old RenD3D9 (without the fancy options rend3d9 has and without the bugs rend3d9 has). This is a required part of scripts.dll, not using d3d8.dll (or using any other d3d8.dll such as scorpio9a's dll) will probobly lead to crashes.

This includes a feature whereby the size of the shadow texture is increased which leads to shadows that look better in game.

new console command VIEW that displays a dialog box containing a w3d file with an animation (similar to what the encyclopedia displays in SP).

new console command HUD that disables or enables the HUD.

A change to the way the player list is iterated (should fix the issues with some players not being displayed by the ID and PINFO console commands)

Cleanups to the way I patch memory that make applying patches and such easier and cleaner

Cleanups to bhs.dll as a result of the new class clones

Changes to how VehicleOwnershipDisable works so that when its enabled, it sends a custom to the vehicle letting the vehicle know who its owner is

New hud.ini keywords MenuHiliteColor to change the color you see when you mouse over a menu control.

MerchandiseTextColor for the color on a purchase button

ListColumnColor for changing the color for list controls

Removal of the StealthRenderState hud.ini keywords (which were broken and are made obsolete by shaders.dll anyway)

New keywords to give the sidebar seperate purchase sounds for refill, infantry and vehicles

New hud.ini keyword to change what registry key the renegade update/patching code reads the

version number from

New hud.ini keyword WeaponImageVisibleNonVehicle that disables the display of the weapon icon when you are not in a vehicle (i.e. you see the steering wheel, gun and seat icons but not the weapon icon)

New hud.ini keyword WeaponVisibleNonVehicle that disables the display of the weapon name when you are not in a vehicle (i.e. you see the vehicle name but not any weapon name)

New feature to make the radar map rotate when you have a texture as the background (i.e. an overhead view texture of the map you are on)

New feature so that the per-map settings that apply to the radar map can be specified through an ini file named <mapname.ini> (e.g. C&C_Islands.ini)

A fix from Black-Intel for the "vehicles getting stuck near ladders" problem

The Black-Intel wall lag fix

A change so that ::Created is called for C4 objects

A change so that the windows FDS doesnt try to write into the registry "RunOnce" key anymore.

A change so that the HUD is not affected by Set_Screen_Fade_Color or Set_Screen_Fade_Opacity anymore.

The black-intel turret lag fix.

A change to the edit box so that ctrl-x, ctrl-c and ctrl-v work for cut, copy and paste.

Cleanups/new info for the following classes:

DialogControlClass
Render2DClass
Render2DSentenceClass
ButtonCtrlClass
MerchandiseCtrlClass
ImageCtrlClass
ListIconMgrClas
ScrollBarCtrlClass
ListCtrlClass
DialogBaseClass
PopupDlgClass

Definitions of:

ListEntryClass
ListColumnClass
ListRowClass
AABoxClass
ViewerCtrlClass
InputCtrlClass
IMECandidateCtrlClass
EditCtrlClass
MenuEntryCtrlClass
CheckBoxCtrlClass
HealthBarCtrlClass
DropDownEntry
DropDownCtrlClass
ComboBoxCtrlClass
DialogTextClass
ChildDialogClass

A new dialog to configure bhs.dll features, it configures the following:

Client chat log enabled
Screenshot format
High quality shadows enabled
Shader rendering enabled
Also, it configures the extended keys.cfg keys in the way that keycfg.exe does.
However, you cant add keys to the list, only change the keys already in keys.cfg. If you wish to add
keys to the list, edit keys.cfg manually or use keycfg.exe
Hooks in bhs.dll to call shaders.dll
Changes to crashdump.txt to dump:
If appropriate, the current map, mod package, player count and time remaining
The CRC32 of all modules (not just a few)

With scripts.dll 3.0, you MUST put the d3d8.dll in your renegade folder along with bhs.dll,
scripts.dll and shaders.dll.
Not doing so (either on the client or the FDS) WILL cause problems. Using any other d3d8.dll
(such as rend3d9) other than the one in this zip file
WILL cause problems.

The reason 3.0 took a lot longer than I expected is because Saberhawk did not do what he was
supposed to do fast enough. Had he not messed around so much, 3.0 could have been out by
now and 3.1 could have been in mid stage development. Several deadlines for 3.0 came and went
and he continued to mess about and not do what he was supposed to do.

Subject: Re: scripts.dll 3.0 is finally out
Posted by [NE]Fobby[GEN] on Thu, 14 Dec 2006 03:13:58 GMT
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This is great news

Subject: Re: scripts.dll 3.0 is finally out
Posted by crazfulla on Thu, 14 Dec 2006 03:33:45 GMT
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huzzah! player controlled harvies

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Thu, 14 Dec 2006 03:47:53 GMT
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renegade wont work with 3.0, says "bhs.dll not found or didn't load correctly"

in the readme, you said that if I got that error, I should look for dllload.txt, well I have it and this is

what it says:

bhs.dll failed to load, error = 126
bhs.dll failed to load, error = 126
bhs.dll failed to load, error = 126
bhs.dll failed to load, error = 126
bhs.dll failed to load, error = 126
bhs.dll failed to load, error = 126
bhs.dll failed to load, error = 126

(I tried multiple times as you can see)

Subject: Re: scripts.dll 3.0 is finally out
Posted by [NE]Patriot on Thu, 14 Dec 2006 04:24:41 GMT
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Someone has been busy.

Very busy.

Great work

Now, go get some sleep

Subject: Re: scripts.dll 3.0 is finally out
Posted by Cat998 on Thu, 14 Dec 2006 04:29:57 GMT
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Yes, that's because you didn't read what jonwil wrote.
You have to copy all 4 dll files into your renegade folder !

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Thu, 14 Dec 2006 04:33:48 GMT
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I copied everything in the zip into my renegade folder.. EVERYTHING

yes... scripts.dll, bhs.dll, shaders.dll, d3d8.dll

Subject: Re: scripts.dll 3.0 is finally out
Posted by Canadacdn on Thu, 14 Dec 2006 05:03:58 GMT

Really top notch work Jonwil, just great. The menu option makes configuring the keys easier and more convenient. The new scripts are useful, and the high quality shadows look wonderful.

Although, it is time for a more user-friendly scripts.dll installation. I don't like wading through the dozens of readmes to install some files, the readme is out of date and I didn't know to install all the .dll files first.

You really should make an installshield application to just install the scripts and other essential files, and have a seperate file that contains all the readmes and other info.

Subject: Re: scripts.dll 3.0 is finally out
Posted by AmunRa on Thu, 14 Dec 2006 05:05:52 GMT

same problem for me.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Renx on Thu, 14 Dec 2006 07:36:56 GMT

So AA/AF is not enabled in this?

Why wouldn't you just make it so your d3d9 system can't just be disabled?

Subject: Re: scripts.dll 3.0 is finally out
Posted by IronWarrior on Thu, 14 Dec 2006 07:50:12 GMT

Ah awesome, looking forward to seeing what I can do with 3.0.

Subject: Re: scripts.dll 3.0 is finally out
Posted by danpaul88 on Thu, 14 Dec 2006 07:55:53 GMT

I tend to put a .dll file only zip on lmsbc.com for client downloads, but the domain is offline at the moment so I won't be able to yet....

Good work jonwil, can't wait to try out some of the new features

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Subject: Re: scripts.dll 3.0 is finally out
Posted by dudley on Thu, 14 Dec 2006 10:18:56 GMT
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"With scripts.dll 3.0, you MUST put the d3d8.dll in your renegade folder along with bhs.dll, scripts.dll and shaders.dll." <-- did that

"bhs.dll failed to load, error = 126" <-- result

Subject: Re: scripts.dll 3.0 is finally out
Posted by Cat998 on Thu, 14 Dec 2006 11:00:34 GMT
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That means bhs.dll is not in your renegade folder (don't put the files into your data folder).

Subject: Re: scripts.dll 3.0 is finally out
Posted by danpaul88 on Thu, 14 Dec 2006 11:26:48 GMT
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For anyone who would prefer not to download all the source code I have uploaded a zip containing the .dll files only, which also includes scripts2.dll, so that you dont have to worry about renaming files if this is the first time you are installing a custom scripts.dll

http://www.lmsbc.com/html_new/downloads.php?download=36

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Thu, 14 Dec 2006 11:29:49 GMT
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All the people getting that error should install this:
 http://www.microsoft.com/downloads/details.aspx?FamilyId=9226A611-62FE-4F61-ABA1
-914185249413&displaylang=en
3.0 requires d3dx9_30.dll which is included in that redistributable. (or if you dont want to install that you can google for d3dx9_30.dll and find that somewhere instead). I forgot that 3.0 requires that d3dx dll, for the next release (e.g. 994, 3.1 or whatever, I will include the proper microsoft redistributable piece that installs d3dx9_30.dll)

Subject: Re: scripts.dll 3.0 is finally out
Posted by Stumpy on Thu, 14 Dec 2006 12:46:29 GMT
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nice work

___

Subject: Re: scripts.dll 3.0 is finally out
Posted by zunnie on Thu, 14 Dec 2006 14:13:57 GMT
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You can download the D3DX9_30.dll file here:

http://www.dll-files.com/dllindex/dll-files.shtml?d3dx9_30

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Subject: Re: scripts.dll 3.0 is finally out
Posted by Kamuix on Thu, 14 Dec 2006 14:29:48 GMT
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Coo!

___

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Thu, 14 Dec 2006 20:36:25 GMT
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jonwil wrote on Thu, 14 December 2006 06:29All the people getting that error should install this:
   http://www.microsoft.com/downloads/details.aspx?FamilyId=9226A611-62FE-4F61-ABA1
-914185249413&displaylang=en
3.0 requires d3dx9_30.dll which is included in that redistributable. (or if you dont want to install
that you can google for d3dx9_30.dll and find that somewhere instead). I forgot that 3.0 requires
that d3dx dll, for the next release (e.g. 994, 3.1 or whatever, I will include the proper microsoft
redistributable piece that installs d3dx9_30.dll)

 Ahh I just realized.. recently I did a system restore, so I forgot to reinstall it

Edit, ok I installed it now I am getting a different error:
"Scripts2.dll not found or did not load correctly"

scripts2.dll failed to load, error = 1001

Yes I took the old scripts and renamed it Scripts2.dll but I am still getting the error..

___

Subject: Re: scripts.dll 3.0 is finally out
Posted by danpaul88 on Thu, 14 Dec 2006 20:54:46 GMT
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___

You took an old custom scripts.dll and renamed it to scripts2.dll?

You only rename scripts.dll to scripts2.dll the FIRST time you install a custom scripts.dll

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Thu, 14 Dec 2006 20:57:56 GMT
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Lol @ that, ok no problem

thanks

EDIT:

OMG WOW, everything looks so great!

Hey, to everyone who downloaded my map dust_storm_Redux_V2, play it with the new shaders.dll

WOW I don't like to brag.. but it looks amazing! (for those of you who don't have the missing stuff)

Subject: Re: scripts.dll 3.0 is finally out
Posted by Dan on Fri, 15 Dec 2006 00:08:51 GMT
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What the hell is this crap? This release brings a shitload of bugs and problems into the game. For example, decals have suddenly gotten violent and start z-fights for no reason, as shown by these screenshots:

(I move the camera ever so slightly)

No imagine that flickering for all decals (bullets, scorch marks etc...) hundreds of times as I move around. Annoying as fuck.

I did however notice the bloom:
(The bloom is roughly where I'm aiming)

No... wait. I moved my camera and it's gone again.

Again, popping in and out of existance.

So lets look at sdbedit.exe. I open it up, add a post processing shader with default settings, save and close. I open up Renegade and this happens:

WOAH SUPER AWESOME GRAFICKS!!!!!!!

Okay.. So obviously the default settings must be screwed up so I open up the .sdb file but wait...
where the hell have the shaders I made go? Great.. so now I can't delete them and revert back to
working settings.

All this at the low-low cost of just a ~50% frame rate hit...

I'm not against the idea of having shader support in Renegade, it's just a tad annoying that
someone would release something that works like shit and is very unstable. Couldn't you have
worked these bugs out before you released it?

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Fri, 15 Dec 2006 00:15:27 GMT
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I like the ability to changed the key configuration in game.
But I did notice that the script Reborn_MMK2_Turret has been changed, I like it on the warthog.
but I'm going to have to redo the bosses in Renhalo now, because some of the turrets need to be
attach (and have the same facing) as the object that they are attached to, so I guess I will have to
make a new script, unless the JFW_Turret script will do this?

And I thought you said we would be able to change the fog color?

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Fri, 15 Dec 2006 00:28:21 GMT
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OK, after playing around in renegade a bit, I noticed a few problems. Some textures are like..
gone and that WW logo texture is REALLY Bright and makes it look weird.

And another problem was that scorch marks and explosion marks have clipping errors with the
terrain. They like flicker back and forth between the terrain's ground and the mark. Kind of
annoying to look at, but other than that, everything works great.

Subject: Re: scripts.dll 3.0 is finally out
Posted by havoc9826 on Fri, 15 Dec 2006 00:42:34 GMT
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http://www.black-cell.net/~pub/havoc9826/Game%202006-12-14%2016-00-50-18.jpg
http://www.black-cell.net/~pub/havoc9826/Game%202006-12-14%2015-57-46-01.wmv

---

It seems it happened only with both Mobiuses on GDI (3rd person only), and not with GDI Petrova. It also happened with Nod Petrova (3rd person only) and the LCG (faster rate of horizontal movement, 1st person only), and the Chem Trooper and Initiate (slowest movement, 1st person only).

Subject: Re: scripts.dll 3.0 is finally out
Posted by saberhawk on Fri, 15 Dec 2006 01:29:30 GMT
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Dan: Adding a post process shader with no valid fragments will cause issues with the post processing code producing effects like that. Bloom was turned down considerably for the example scripts 3.0 release as to work without much performance impact on older hardware, such as the NVIDIA FX series. Post process shaders will NOT work in shaders.sdb currently, they have postproccess.sdb.
z-fighting should not be occuring with decals especially because they use the original fixed function rendering code. I'm sorry that this code isn't particularly friendly to new people, you can just imagine how unfriendly it was to me and jonwil!!!
havoc9826: Will look into that issue.

Subject: Re: scripts.dll 3.0 is finally out
Posted by nopol10 on Fri, 15 Dec 2006 02:13:42 GMT
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Uh what the hell?

The menu images and stuff are also gone. Only the text can be seen.
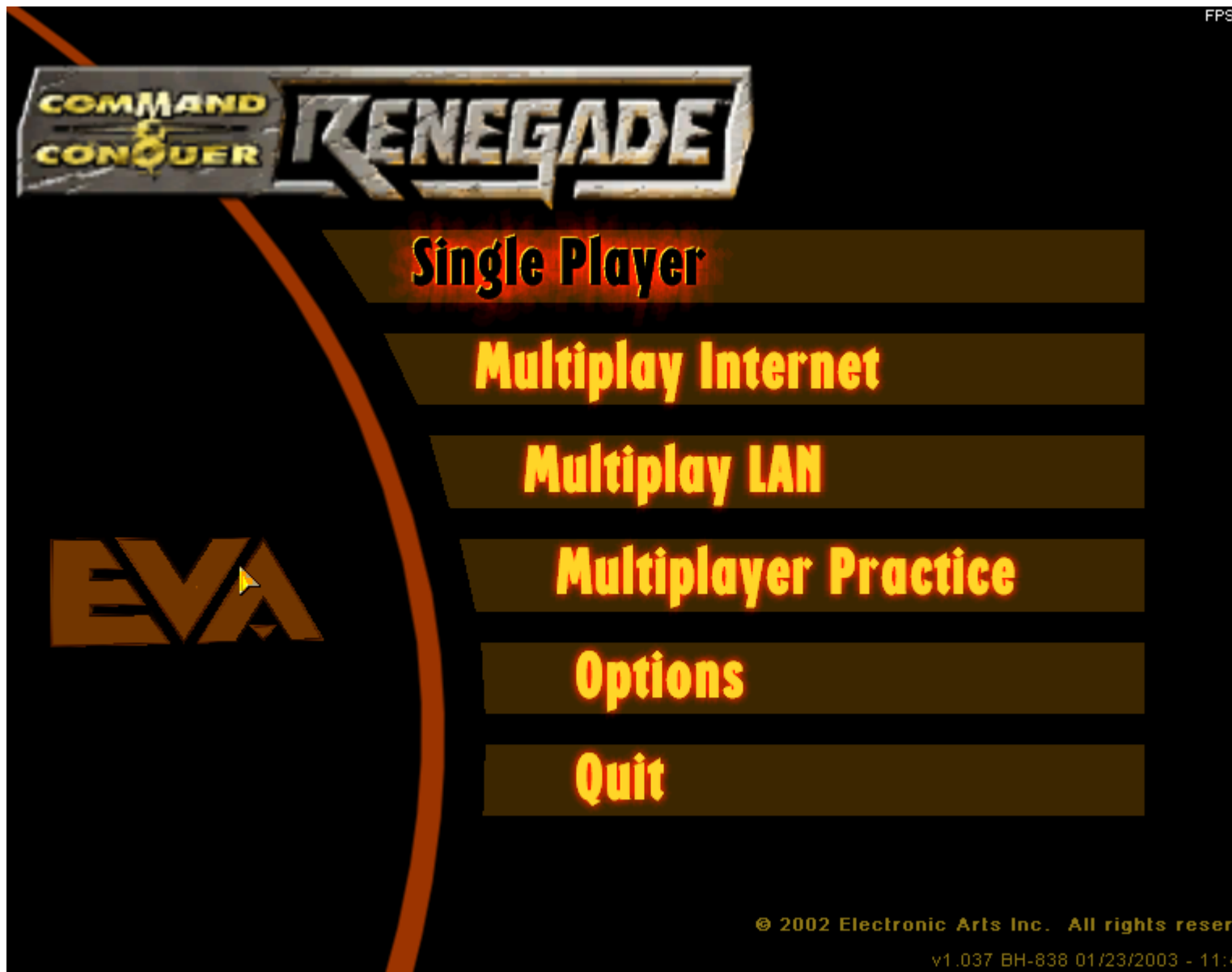When I turn shaders off Renegade goes back to normal.
Another abnormal thingy:

File Attachments
1) ScreenShot12.png, downloaded 902 times

2) screwed.PNG, downloaded 871 times

Subject: Re: scripts.dll 3.0 is finally out
Posted by vloktboky on Fri, 15 Dec 2006 02:49:48 GMT
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The complexity of 90% of these "features" ensure only the 5 people here know what they are, let alone what they do. The other 2 can pick up the rest. You're now introducing more problems than solutions. There are things that should never be made accesable to the public. I could lie to you and say I think you're doing a great service. But knowing that they have access to the d3d device scares the shit out of me. What the Hell are you thinking?

Subject: Re: scripts.dll 3.0 is finally out

Posted by R315r4z0r on Fri, 15 Dec 2006 03:37:22 GMT
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you guys should slap a disclamer on the shader thing... "do not use if you don't know what a shader is"

cause some people (like myself) will destroy the game for themselves.

Subject: Re: scripts.dll 3.0 is finally out
Posted by saberhawk on Fri, 15 Dec 2006 03:48:12 GMT
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vloktboky wrote on Thu, 14 December 2006 20:49The complexity of 90% of these "features" ensure only the 5 people here know what they are, let alone what they do. The other 2 can pick up the rest. You're now introducing more problems than solutions. There are things that should never be made accesable to the public. I could lie to you and say I think you're doing a great service. But knowing that they have access to the d3d device scares the shit out of me. What the Hell are you thinking?

Wow, it takes no time at all to find the device. And if they are incompetent enough to not find it via assembly, they can just as simply google for a direct3d proxy. Or for the way to hook Direct3d calls.

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Fri, 15 Dec 2006 03:51:57 GMT
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I havent changed anything on the Reborn_MMK2_Turret script.

Subject: Re: scripts.dll 3.0 is finally out
Posted by vloktboky on Fri, 15 Dec 2006 05:54:46 GMT
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Any child can find a piece of glass to play with. That doesn't excuse you for handing it to them. It's a cruddy analogy, but it serves its purpose. If your mission for this project is still to offer people tools with which to build their ideas on top of this game, that noise you hear is the shoulder. Look, if you are going to put so much focus on shader implementation, help them make/put them in the game. Your current means have the impression of you throwing them into the lion's den. And the above cries enforce that. Don't try to dismiss this garbage like it's no big deal. If you want to be a phony, go to town. But don't bring these people with you. Let them play their games. I don't know what you think, but that is sort of the whole point of them running Renegade.exe. Saberhawk: fix problems. Don't introduce them. Damn it, that's first grade shit.

Hide it and aid them with special procedures and arguments. If you had taken the time to do that in the first place, you may not be seeing so many unhappy faces.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Tunaman on Fri, 15 Dec 2006 06:29:10 GMT
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havoc9826 wrote on Thu, 14 December 2006
19:42http://www.black-cell.net/~pub/havoc9826/Game%202006-12-14%2016-00-50-18.jpg
http://www.black-cell.net/~pub/havoc9826/Game%202006-12-14%2015-57-46-01.wmv

It seems it happened only with both Mobiuses on GDI (3rd person only), and not with GDI Petrova. It also happened with Nod Petrova (3rd person only) and the LCG (faster rate of horizontal movement, 1st person only), and the Chem Trooper and Initiate (slowest movement, 1st person only).
that happens to my reticle on mesa 85% of the time..

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Fri, 15 Dec 2006 07:08:29 GMT
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I have had no problems at all on any of my computers with this, except the turrets that I have attached to vehicles are acting funny. Did they change anything that might effect this when they were doing the turret fixes?

Subject: Re: scripts.dll 3.0 is finally out
Posted by Canadacdn on Fri, 15 Dec 2006 07:20:43 GMT
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Yeah, I get a lot of z-fights now also. On every map I play on, in fact. What the shit?

The screenshot feature also has problems. When I hit print screen to take a shot, the screen freezes for about 2 seconds, and when I am playing in windowed mode (always) it takes a picture of the entire desktop, not just Renegade.

Also, things like the lights on lampposts in single player do not show up, instead they appear as faintly transparent white boxes.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Fri, 15 Dec 2006 07:30:58 GMT
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When I was going through my campaign earlier, I had a y-fight (this usually appeared on client side computers, but never the host, but sure as heck it was appearing on the host now to)! And the only other problem is that some transparent objects show through nontransparent objects. But I love the new shadows !!!!

Subject: Re: scripts.dll 3.0 is finally out
Posted by Blazea58 on Fri, 15 Dec 2006 07:40:00 GMT
View Forum Message <> Reply to Message

I am not having many problems with this at all. The only single bug i have is flickering graphics which seem to happen only in heavy alpha blended areas. The bullet marks dont flicker if you run your graphics card on full i have found.

 I would say it makes renegade look by far the best it ever has, so i am happy with it. Bugs there is always a way to fix, so atleast we have a start.

 The shadows i never remember them being so real and actually cast when they are supposed to. The overall detail is amazing.

 Pics i got

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Fri, 15 Dec 2006 07:44:12 GMT
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Perhaps screen resolution is a factor with the flickering graphics?

Subject: Re: scripts.dll 3.0 is finally out
Posted by nopol10 on Fri, 15 Dec 2006 08:05:26 GMT
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Is this HDR? It looks a bit like HDR but shaders is off.

Oh can someone post an image of what the sky bloom looks like?

One last thing: scripts 3.0 also screws my APB when I turn shaders on.

File Attachments

Subject: Re: scripts.dll 3.0 is finally out
Posted by Zion on Fri, 15 Dec 2006 11:06:59 GMT
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My Renegade won't even boot up, it loads to a temporary black screen (since i disabled intro vids) and then back to the desktop.

I think i'll be going back to 2.9.2 untill you actually start doing something about these bugs.

PS: Adding the d3d8.dll file with 2.9.2 will give you the 'cool' shadows. Shaders will not since there's a peice of code to stop people using different bhs.dll's with scripts.dll, now that code is in shaders.dll but not d3d8.dll so you can still get the shadows (not sure about bloom, never checked).

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Fri, 15 Dec 2006 12:51:39 GMT
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Using the d3d8.dll from 3.0 with 2.9.2 may well break stuff. If that happens, dont come crying to me

---

Subject: Re: scripts.dll 3.0 is finally out
Posted by Zion on Fri, 15 Dec 2006 17:56:56 GMT
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I've been using it since i got them from paradox and nothing has happend at all (nothing bad anyway)

Subject: Re: scripts.dll 3.0 is finally out
Posted by saberhawk on Fri, 15 Dec 2006 21:33:32 GMT
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Any crashes, upload the crashdump.txt and the sysinfo.txt. That means you Mero. As for various graphical glitches, contact me via email, MSN or AIM. My MSN and email address is saberhawk@4camp.net and my AIM screename is saberhawkapb.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Slave on Fri, 15 Dec 2006 22:19:14 GMT
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it's always uncool to criticize amazing work...
but here i go

lets start at the beginning. First of all i took me
a little while to figure out where to put wich file
and wich files were unneeded when youre not into coding.

eventually i got it right, but im also in for a noob

---

friendly installer like application. You could argue
that if you dont know how to use it you don't deserve
to use it, but an installer is more convenient for
everyone (/most of us).

on to ingame, the moment of exitement:

the game seems to randomly crash at mapload sometimes. I would
guess it happens about 10% of the time for me. I don't have
to twiddle with any settings, when i try to load it again,
it works. This happens both with and without shaders.

So i start out in front of a glowing terminal, look around a
bit, and stare at all the cool glowing stuff. Since i like
everything that glows and looks pimp, this is awesome.

im confirming havoc9826's scrolling dazzle problem.
not just the standard map dazzles are scrolling, but also
headlights i made up with a custom dazzle.ini

On some maps (of the few maps i tested Under shows it the most
 obvious) overbrightening causes a red bloom on the terrain.

While driving away from blooming objects, the bloom doesn't
fade out, but flicker out. The further you go away, the less
Hz. Eventually reaching 0.

(My adventure continued, to the nod base)

the obi seems to have some difficulties aiming, after the 3rd try he finally got it right .
Interesting detail might be the fact that at the second shot i noticed black smoke
comming from the invisible obelisk's gun controller at top. No screenshot of that tho...

Inside the HON, some shader responsible for reflection effect
seems to be messed up a little. Its like some old tv on snow
 mode. It does this at a rate of like 20 hz and every now and
then it gets a frame right.

After this fired some bullets against a wall, and didn't get any Z problems. YAY

Also i wonder what defines wich surface gets the pimped out
glow effect? I noticed my sbh skin gets overruled by the
 default skin, wich gets bloom applied.
Is the bloom/gloom/glow/whatever related to thr EDGE vertex
material in the W3D tools?

I totally lost track of my post now, so ill stop.
This is what i found out in my 1st 10 minutes of testrunning,
so i wouldnt be surprised if more bugs would pop up.
If those bugs get ironed out, ill provide everyone with cookies.

Once again, tnx for the hard work

[edit:minor cosmetic update]

Subject: Re: scripts.dll 3.0 is finally out
Posted by SlikRik on Fri, 15 Dec 2006 22:34:16 GMT
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Lol, I d/led the scripts, but didn't install them because I have a strange premonition about new versions of things and bugs, so I read through the forum, and found, well, some complaints, most of them complaining about stuff I don't even know what it is, so I think for now I'll just stick with 2.90 or 2.9.2, watever I got, until some stuff is fixed, cuz I mean, I really do appreciate you're trying to revamp a decreasingly popular game, but I'd rather have it just plain work than try to increase the look while risking bugs.

So update me when bugs are fixed, and then I'll considering checkin out 3.0

Subject: Re: scripts.dll 3.0 is finally out
Posted by EvilWhiteDragon on Fri, 15 Dec 2006 23:01:25 GMT
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Slave wrote on Fri, 15 December 2006 23:19
cut

the obi seems to have some difficulties aiming, after the 3rd try he finally got it right .
Interesting detail might be the fact that at the second shot i noticed black smoke
comming from the invisible obelisk's gun controller at top. No screenshot of that tho...

cut

If you are using this dll to host a game (lan or on wol, without fds) then you might experience this.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Blazea58 on Sat, 16 Dec 2006 00:12:59 GMT
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What file is edited to change the bloom ammount ? Can anyone point me to the correct file so i could try increasing or decreasing the ammount?

Tad confused on which file would be the one as many of the files have code for the shaders. I just want to change the reflectivity etc.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Slave on Sat, 16 Dec 2006 00:36:43 GMT
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This might be useful...

The scrolling dazzles seem to go in perfect sync with the
standard stealth effect. As soon as something stealthy is on
your screen, the scroll'n'roll starts. Even the sun, wohoo...

Also, in adition to my previous post, the pipeing of the obelisk
clips off way too realy. When you're about 35 meters away from it, it dissapears.

Thats about it,
oh yeah whitedragon, thanks for telling

Subject: Re: scripts.dll 3.0 is finally out
Posted by EvilWhiteDragon on Sat, 16 Dec 2006 00:40:22 GMT
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Im not whitedragon

Subject: Re: scripts.dll 3.0 is finally out
Posted by Slave on Sat, 16 Dec 2006 00:47:51 GMT
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Sorry, it's my job to hurt you.

Subject: Re: scripts.dll 3.0 is finally out
Posted by saberhawk on Sat, 16 Dec 2006 02:19:51 GMT
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SlikRik19 wrote on Fri, 15 December 2006 16:34Lol, I d/led the scripts, but didn't install them because I have a strange premonition about new versions of things and bugs, so I read through the forum, and found, well, some complaints, most of them complaining about stuff I don't even know what it is, so I think for now I'll just stick with 2.90 or 2.9.2, watever I got, until some stuff is fixed, cuz I mean, I really do appreciate you're trying to revamp a decreasingly popular game, but I'd rather have it just plain work than try to increase the look while risking bugs.

So update me when bugs are fixed, and then I'll considering checkin out 3.0

Wrong way to think about things. If you download it now and find any issues, we will have them fixed for you.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Renx on Sat, 16 Dec 2006 03:19:11 GMT
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What happens when someone who wants to update to 3.0 only has a DX8 capable card?

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Sat, 16 Dec 2006 05:32:21 GMT
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Renx wrote on Fri, 15 December 2006 22:19What happens when someone who wants to update to 3.0 only has a DX8 capable card?

that person shouldn't install shaders.dll

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Sat, 16 Dec 2006 05:34:36 GMT
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Even if the card is only a "DX8" card or whatever, DX9 should still run on it but without any of the fancy features (which 3.0 will not use if the graphics card cant support them).

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Sat, 16 Dec 2006 05:38:30 GMT
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EvilWhiteDragon wrote on Fri, 15 December 2006 16:01Slave wrote on Fri, 15 December 2006 23:19
cut

the obi seems to have some difficulties aiming, after the 3rd try he finally got it right .
Interesting detail might be the fact that at the second shot i noticed black smoke
comming from the invisible obelisk's gun controller at top. No screenshot of that tho...

---

cut

If you are using this dll to host a game (lan or on wol, without fds) then you might experience this.

I hate to say this but this happened last night when I was playing multiplayer practice, it only missed once but it was way off.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Renx on Sat, 16 Dec 2006 07:34:25 GMT
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Alt-tabbing will cause a crash, each and every time for me.

Also noticed at one point I was able to see certain effects through walls. Like the shaders on the MCT and the repair effect on players. I only noticed this in one game so far.

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Sat, 16 Dec 2006 08:34:36 GMT
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renx, do the crashes you get when alt-tabbing generate a crashdump.txt? If so, please post it here.
Also, post your sysinfo.txt.

Subject: Re: scripts.dll 3.0 is finally out
Posted by StealthEye on Sat, 16 Dec 2006 11:34:23 GMT
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The obelisk targeting bug having to do with the turret lag fix has been fixed and will probably be implemented in 3.1. It is only a problem for games hosted by game(2).exe instead of a fds. On fds hosted games you will only see the obelisk miss you, but it will still do damage.

Subject: Re: scripts.dll 3.0 is finally out
Posted by TSS888 on Sat, 16 Dec 2006 16:21:00 GMT
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jonwil wrote on Fri, 15 December 2006 23:34Even if the card is only a "DX8" card or whatever, DX9 should still run on it but without any of the fancy features (which 3.0 will not use if the graphics card cant support them).

Look, I have a sucky graphics card , which I think obviously can't support the shaders(it lags on

---

the best setting for the original renegade), but since you said that 3.0 won't use the fancy features if the graphics card can't support it, why does my rene not even load?

If you need the log files, I will try my rene again with 3.0 and tell u what the log files contain, I am back to 2.9.2 for now.

Also, if you want me to put 3.0 and test it again, pls tell me what to put in and what to remove at the end!

Cause I did not know what to remove, cause there were simply toooo many files and I had to reinstall rene.

My specs:
Intel Extreme Graphics (Intergrated with up to 64mb)
512mb ram
2.4ghz pentium 4 processor
And the usual Windows XP Home Edition SP2

Subject: Re: scripts.dll 3.0 is finally out
Posted by SlikRik on Sat, 16 Dec 2006 17:43:03 GMT
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saberhawk wrote on Fri, 15 December 2006 21:19SlikRik19 wrote on Fri, 15 December 2006 16:34Lol, I d/led the scripts, but didn't install them because I have a strange premonition about new versions of things and bugs, so I read through the forum, and found, well, some complaints, most of them complaining about stuff I don't even know what it is, so I think for now I'll just stick with 2.90 or 2.9.2, watever I got, until some stuff is fixed, cuz I mean, I really do appreciate you're trying to revamp a decreasingly popular game, but I'd rather have it just plain work than try to increase the look while risking bugs.

So update me when bugs are fixed, and then I'll considering checkin out 3.0

Wrong way to think about things. If you download it now and find any issues, we will have them fixed for you.
Well then if you want me to think "ok lemme go mess up one of my favorite games then "try" and describe the problems," I don't think that's gonna happen.

I'm just saying, when new things come out, like scripts for Ren, which in my own personal experience have a small history of bugs or something malfunctioning, I generally like to check up on it before installing it. So I did, and I'm finding out lots of people have bugs. So rather than try it myself, have it not work, and try and describe that not working to you, which because of my experience and limited knowledge will probably not help you, I'd rather just see other people's problems fixed first, and maybe that fix will cover me.

Plus at the moment, I'm in no need of any kind of Ren fixing, at least not for my needs, meaning 2.9 is perfectly suitable for me.

Again, jonwil or whoever else worked on them, I'm not tryin to dis your scripts, just sayin fix em up and I'll check em out.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Sat, 16 Dec 2006 17:46:54 GMT
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TSS888 wrote on Sat, 16 December 2006 09:21jonwil wrote on Fri, 15 December 2006 23:34Even if the card is only a "DX8" card or whatever, DX9 should still run on it but without any of the fancy features (which 3.0 will not use if the graphics card cant support them).

Look, I have a sucky graphics card , which I think obviously can't support the shaders(it lags on the best setting for the original renegade), but since you said that 3.0 won't use the fancy features if the graphics card can't support it, why does my rene not even load?

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Intel Extreme Graphics (Intergrated with up to 64mb)
512mb ram
2.4ghz pentium 4 processor
And the usual Windows XP Home Edition SP2

Here, these are the files you put in the Renegade folder.
One is for 2.92
Two are for 3.00

File Attachments
1) Scripts 292.zip, downloaded 147 times
2) Scripts 30 Part 1.zip, downloaded 134 times
3) Scripts 30 Part 2.zip, downloaded 151 times

Subject: Re: scripts.dll 3.0 is finally out
Posted by Kanezor on Sat, 16 Dec 2006 18:58:47 GMT
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SlikRik19 wrote on Sat, 16 December 2006 12:43saberhawk wrote on Fri, 15 December 2006 21:19SlikRik19 wrote on Fri, 15 December 2006 16:34Lol, I d/led the scripts, but didn't install them

because I have a strange premonition about new versions of things and bugs, so I read through the forum, and found, well, some complaints, most of them complaining about stuff I don't even know what it is, so I think for now I'll just stick with 2.90 or 2.9.2, watever I got, until some stuff is fixed, cuz I mean, I really do appreciate you're trying to revamp a decreasingly popular game, but I'd rather have it just plain work than try to increase the look while risking bugs.

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Again, jonwil or whoever else worked on them, I'm not tryin to dis your scripts, just sayin fix em up and I'll check em out.
No one is (should be) forcing you to use Scripts.dll 3.0. There are some of us (myself included) that believe that all the graphics "enhancements" (shaders, d3d9, etc) that Scripts.dll 3.0 has included are completely and utterly unneeded.

I cannot stress that enough.

Nonetheless, they are here, and therefore, they need to be tested.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Renx on Sat, 16 Dec 2006 20:01:39 GMT
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jonwil wrote on Sat, 16 December 2006 04:34renx, do the crashes you get when alt-tabbing generate a crashdump.txt? If so, please post it here.
Also, post your sysinfo.txt.

It does not

Subject: Re: scripts.dll 3.0 is finally out
Posted by _ToXiN_ on Sat, 16 Dec 2006 23:08:43 GMT

I haven't heard of other people having this issue, well not so much an issue, but just a bug...
(Honestly, it looks sort of cool ingame.)

On the map RA_HostileWaters_1 when I'm in a submarine and when I get the camera at certain
angles, it gives me a ghost image of the submarine and the map around it. Like so:

I can recreate it in LAN, but I can't make it happen on RA_shallowgrave, so I think it's something
to do with the map (combination of fog and the water effect, perhaps)

I've got an nVidia Geforce 7800 GTX and I have the latest drivers installed.

File Attachments
1) ghostsubmarine.jpg, downloaded 1353 times

Subject: Re: scripts.dll 3.0 is finally out
Posted by [NE]Patriot on Sat, 16 Dec 2006 23:52:26 GMT
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jonwill88 wrote on Thu, 14 December 2006 05:26All the people getting that error should install this:
  http://www.microsoft.com/downloads/details.aspx?FamilyId=9226A611-62FE-4F61-ABA1
-914185249413&displaylang=en
3.0 requires d3dx9_30.dll which is included in that redistributable. (or if you dont want to install that you can google for d3dx9_30.dll and find that somewhere instead). I forgot that 3.0 requires that d3dx dll, for the next release (e.g. 994, 3.1 or whatever, I will include the proper microsoft

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redistributable piece that installs d3dx9_30.dll)

Does this mean that those of us running DX10 can't use Scripts 3.0? Or does the .DLL just go in the Renegade folder?

I'm confused.

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Sun, 17 Dec 2006 00:59:49 GMT
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basicly, if you dont already have D3DX9_30.dll on your system, you need to install it from somewhere.

Subject: Re: scripts.dll 3.0 is finally out
Posted by [NE]Patriot on Sun, 17 Dec 2006 01:14:42 GMT
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Yes!
Wonderful, that worked. Thanks jon.

Let it be known that anyone using Vista needs to install d3dx9_30.dll to their Windows > system directory.

Also, I haven't noticed any bugs other than the drunken-obelisk thing. And the flickering bullet-holes. Although, My bullet holes are smiley faces, and the flickering actually makes then look better, in a way. Other than that, I haven't noticed anything wrong, but I'm not exactly looking for bugs, those are just what I've seen everyday gameplay. And yeah, I run Vista RC1 Build: 5600 [32-bit].

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Sun, 17 Dec 2006 01:45:12 GMT
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Renx, I have no idea why alt-tab is crashing for you. Is it crashing for anyone else?

Subject: Re: scripts.dll 3.0 is finally out
Posted by Zion on Sun, 17 Dec 2006 02:05:04 GMT

No.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Canadacdn on Sun, 17 Dec 2006 02:16:03 GMT

I noticed that 3.0 adds new sounds in the buildings, the newscasts in the Hand of Nod are cool.

Sadly, I am getting this a lot when I start up Renegade, and will have to restart for it to look normal again.

I think I will uninstall 3.0 for now, the extra features are nice, but it is too buggy.

In my opinion, scripts.dll 3.0 is a step in the right direction...with about a mile to go.

Subject: Re: scripts.dll 3.0 is finally out
Posted by PaRaDoX on Sun, 17 Dec 2006 04:10:34 GMT

ToXiN wrote on Sat, 16 December 2006 18:08I haven't heard of other people having this issue, well not so much an issue, but just a bug... (Honestly, it looks sort of cool ingame.)

On the map RA_HostileWaters_1 when I'm in a submarine and when I get the camera at certain angles, it gives me a ghost image of the submarine and the map around it. Like so:

I can recreate it in LAN, but I can't make it happen on RA_shallowgrave, so I think it's something to do with the map (combination of fog and the water effect, perhaps)

I've got an nVidia Geforce 7800 GTX and I have the latest drivers installed.

That is a post possessing error. disable it and it'll work right.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Sun, 17 Dec 2006 05:22:35 GMT

3.0 really messes with the sniper view in cinematics.

Like for example, if the camera fades the sniper reticle and stuff in the movie still stay in.
And if you end a movie in sniper view, you will spend the rest of the game with a messed up zoom.
This is a MUST fix (beings it used to work in Renegade it probably should be reset)!

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Sun, 17 Dec 2006 05:30:26 GMT
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Can you confirm that this problem has only just started in 3.0?
Also, can you post a working example that shows this problem?

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Sun, 17 Dec 2006 06:17:10 GMT
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jonwil wrote on Sat, 16 December 2006 20:45Renx, I have no idea why alt-tab is crashing for you.
Is it crashing for anyone else?

It isn't crashing me, BUT I remember when I had that other patch that used d3d9 and made renegade run Directx9.0c that when ever I would minimize the game, it would crash.

It has something to do with my graphics card, because for others it worked fine.

Maybe the same problem here?

Subject: Re: scripts.dll 3.0 is finally out
Posted by AmunRa on Sun, 17 Dec 2006 07:29:22 GMT
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I'd like a new command added for the next release.
Basically want it the same as tmsg, except to make the user speak in all chat.
and i would like cmsg to be written to renlog.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Sun, 17 Dec 2006 07:39:56 GMT
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I might be able to provide video examples tomorrow, and yes it is only with 3.0, because I made the cinematics with 2.92. And it worked fine on all the test computers then, now it doesn't. But it

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will have to wait for after work.

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Sun, 17 Dec 2006 10:26:26 GMT
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I need to see actual cinematic .txt files so I can debug directly
If you can make one that shows the bug (preferably with as little else in it as possible), that would really help me out.

Subject: Re: scripts.dll 3.0 is finally out
Posted by StealthEye on Sun, 17 Dec 2006 13:05:51 GMT
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I used to have the alt+tab crash too, it was related to a video card driver for me.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Sun, 17 Dec 2006 16:06:25 GMT
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Okay you will need these two files to do it. And try it with scripts 2.92 in your Renegade folder, and then try it with 3.00 in the Renegade folder. It would be nice if the hole screen would flash in sniper mod.
It will play automatically when the nod harvester is going to be dropped off.

File Attachments
1) level9ccamera.W3D, downloaded 149 times
2) CnC_C130Drop.txt, downloaded 132 times

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Sun, 17 Dec 2006 18:10:01 GMT
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One has been downloaded 4 times and the other 1 (Without the .w3d file it will crash)! These numbers should be the same.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Canadacdn on Sun, 17 Dec 2006 19:18:51 GMT
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That's a pretty cool cinematic, I'd like to know how to make one of those. But you are right, the zoom did get screwed up after it was finished.

Subject: Re: scripts.dll 3.0 is finally out
Posted by JeepRubi on Mon, 18 Dec 2006 02:31:32 GMT
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Just got my renny back, looks awesome. Great work guys!

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Mon, 18 Dec 2006 04:10:14 GMT
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Canadacdn wrote on Sun, 17 December 2006 12:18That's a pretty cool cinematic, I'd like to know how to make one of those. But you are right, the zoom did get screwed up after it was finished.

And it only happens with 3.0! I wonder what happens to Renegade's Level 3 sniper movie!

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Mon, 18 Dec 2006 04:36:02 GMT
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someone said they wanted to see the sky bloom effect. Well I got the perfect map to test it on. My map, duststorm (use search)

http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/DSbloom.png

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Subject: Re: scripts.dll 3.0 is finally out
Posted by nopol10 on Mon, 18 Dec 2006 08:50:28 GMT
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I forgot but what does normal pre 3.0 sun look like? Nice screenie by the way.

Subject: Re: scripts.dll 3.0 is finally out
Posted by TSS888 on Mon, 18 Dec 2006 13:43:47 GMT
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nopol10 wrote on Mon, 18 December 2006 09:50I forgot but what does normal pre 3.0 sun look like? Nice screenie by the way.

The pre-3.0 sun looks like this (Map: Islands):

Subject: Re: scripts.dll 3.0 is finally out
Posted by Nightma12 on Mon, 18 Dec 2006 17:07:48 GMT
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bhs.dll not found or did not load correctly - it is in the correct place and its from 3.0 =/

Subject: Re: scripts.dll 3.0 is finally out
Posted by Nightma12 on Mon, 18 Dec 2006 17:57:09 GMT
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sorry about the double post but theres seems to be no edit button on my post

heres the error from dllload.txt bhs.dll failed to load, error = 126

Subject: Re: scripts.dll 3.0 is finally out
Posted by IronWarrior on Mon, 18 Dec 2006 21:18:05 GMT
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Well.. new stuff installed.. everytime I try to start the game up, it just relaunchs the renguard window... never had this problem before.

Anyway just to install all the new stuff without the shader crap?

Subject: Re: scripts.dll 3.0 is finally out
Posted by nopol10 on Tue, 19 Dec 2006 00:17:58 GMT
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Does this mean that this is bloom?

File Attachments
1) ScreenShot17.png, downloaded 567 times

Subject: Re: scripts.dll 3.0 is finally out
Posted by IronWarrior on Tue, 19 Dec 2006 00:36:31 GMT
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Fucking great, I cant even re-install the fucking game due to this.. gonna have to format my fucking xp drive.

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Tue, 19 Dec 2006 00:57:09 GMT
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Nightma12 wrote on Mon, 18 December 2006 12:57sorry about the double post but theres seems to be no edit button on my post

heres the error from dllload.txt bhs.dll failed to load, error = 126

Someone already posted what you need to download to get it working in this thread. http://www.dll-files.com/dllindex/dll-files.shtml?d3dx9_30

Subject: Re: scripts.dll 3.0 is finally out
Posted by TSS888 on Tue, 19 Dec 2006 02:04:26 GMT
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A suggestion, Jonwill, there would be a simple and easy method to make your scripts easy to install enough for most people who don't know a thing about shaders (including me)

Just make folders like these in your archive:
"Copy to Rene folder"
"Copy to data folder"
"Copy to XXXX folder" (if any)
"Source files"
"Readmes"

I believe this would make everything much more simpler .

Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Tue, 19 Dec 2006 02:41:04 GMT
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TSS888 wrote on Mon, 18 December 2006 21:04A suggestion, Jonwill, there would be a simple and easy method to make your scripts easy to install enough for most people who don't know a thing about shaders (including me)

Just make folders like these in your archive:
"Copy to Rene folder"
"Copy to data folder"
"Copy to XXXX folder" (if any)
"Source files"
"Readmes"

I believe this would make everything much more simpler .

or simply make an installer..

Subject: Re: scripts.dll 3.0 is finally out
Posted by Canadacdn on Tue, 19 Dec 2006 04:08:10 GMT
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I already brought this up, it should be in 3.1, which supposedly is coming out in a week.

I can't believe we need a 3.1 already though.

Subject: Re: scripts.dll 3.0 is finally out
Posted by Jerad2142 on Tue, 19 Dec 2006 04:09:54 GMT
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Or just put the .dll files in the Renegade folder! That is all you have to do, unless you are going to modify Renegade.

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Tue, 19 Dec 2006 04:18:02 GMT
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Saberhawk said he is looking into making an installer for scripts.dll which would do all the needed things including installing d3dx9_30.dll as appropriate.

Subject: Re: scripts.dll 3.0 is finally out
Posted by IronWarrior on Tue, 19 Dec 2006 05:18:34 GMT
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Also make a unstaller.exe that will remove all the added scripts.

Subject: Re: scripts.dll 3.0 is finally out
Posted by PaRaDoX on Tue, 19 Dec 2006 05:41:38 GMT
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I don't see how you guys are getting some many errors... =\

and yeah, it's buggy But it works

Subject: Re: scripts.dll 3.0 is finally out
Posted by icedog90 on Tue, 19 Dec 2006 08:44:40 GMT
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It's really nice so far... like the improved shadow resolution:

But just like what everyone else is reporting, there are post-processing bugs. I only tried the game for about 5 minutes, so this is the first one I've encountered:

I noticed that a few other people had this same problem with this. Overall though, I think you guys did some great work here. Just fix the bugs.

File Attachments
1) shadow.jpg, downloaded 710 times

2) glitch.jpg, downloaded 704 times

Subject: Re: scripts.dll 3.0 is finally out
Posted by Cat998 on Tue, 19 Dec 2006 09:47:49 GMT
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Result: the new shadow effects are pretty nice,
but it needs allot of more work to get them ready for effectively playing with script.dll 3.0 on the
client Jonwil.

nice features, but the bugs are worse.

Subject: Re: scripts.dll 3.0 is finally out

Posted by [Jerad2142](#) on Tue, 19 Dec 2006 18:08:32 GMT
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Jerad Gray wrote on Sun, 17 December 2006 09:06Okay you will need these two files to do it.
And try it with scripts 2.92 in your Renegade folder, and then try it with 3.00 in the Renegade
folder. It would be nice if the hole screen would flash in sniper mod.
It will play automatically when the nod harvester is going to be dropped off.

Did you look at what 3.0 did to the cinemnatics, it messes with Renegade's single player level 3 it,
it screws up the camera zoom distance, and fades in sniper zoom wrong. You must fix this, it work
fine in 2.92.

Subject: Re: scripts.dll 3.0 is finally out
Posted by [EvilWhiteDragon](#) on Tue, 19 Dec 2006 19:59:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Tue, 19 December 2006 19:08Jerad Gray wrote on Sun, 17 December 2006
09:06Okay you will need these two files to do it. And try it with scripts 2.92 in your Renegade
folder, and then try it with 3.00 in the Renegade folder. It would be nice if the hole screen would
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it screws up the camera zoom distance, and fades in sniper zoom wrong. You must fix this, it work
fine in 2.92.
He doesn't have to do anything, just be glad he puts this much time into it already. And I can
imagen that he doesnt really have high priority on something that just screws a cinematic.
Which I'm very happy about, because there are worse bugs in this release, like the one that can
crash your server when someone joins.

Subject: Re: scripts.dll 3.0 is finally out
Posted by [Jerad2142](#) on Tue, 19 Dec 2006 20:35:29 GMT
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EvilWhiteDragon wrote on Tue, 19 December 2006 12:59Jerad Gray wrote on Tue, 19 December
2006 19:08Jerad Gray wrote on Sun, 17 December 2006 09:06Okay you will need these two files
to do it. And try it with scripts 2.92 in your Renegade folder, and then try it with 3.00 in the
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imagen that he doesnt really have high priority on something that just screws a cinematic.
Which I'm very happy about, because there are worse bugs in this release, like the one that can

crash your server when someone joins.

It does not screw up the cinematic it self,it just makes it so after the cinematic it dose not zoom out all the way ever again. But I will put it simply, it makes it easier to cheat (you could fire up a cinematic and have an enhanced zoom for the rest of the game). And I doubt he is trying to make more bugs/cheats in Renegade, but if he is then he will not fix this.

Subject: Re: scripts.dll 3.0 is finally out
Posted by JasonKnight on Thu, 21 Dec 2006 04:01:00 GMT
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Largest problem I am having, I see no rocket's, i see no shells, i see half of the laser shots, i dotn see half of the explosions, I dont hear half of the gun shots now, ALOT of shit is really screwed up. shaders are all great, but something really got messed up with this update.

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Thu, 21 Dec 2006 04:10:16 GMT
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I have what should hopefully be a band-aid fix for the sniper zoom issue (a proper fix will come in 3.2).
As for the problems JasonKnight is having, nothing I have done in 3.0 should affect sounds or audio. Do you have an ATI graphics card Jason?

Subject: Re: scripts.dll 3.0 is finally out
Posted by JasonKnight on Thu, 21 Dec 2006 05:36:01 GMT
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no i dont, Nvidia GeForce 6200 512MB. I used to use an ATi card. Sounds and Audio im not too worried about, that I can modify and fix, but what about the other stuff? not seeing explosions and atry shells, missles, rockets... i see them some times, but not all, most of the time i just get hurt, see nor hear nothing, though the guy is standing right in front of me...

Subject: Re: scripts.dll 3.0 is finally out
Posted by jonwil on Thu, 21 Dec 2006 05:54:18 GMT
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You should upgrade to the latest graphics drivers.

Subject: Re: scripts.dll 3.0 is finally out
Posted by JasonKnight on Thu, 21 Dec 2006 15:45:08 GMT
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latest video drivers dont work right... Like i said, with the version before 3.0 i saw the stuff, after i didnt, maybe 3.1 will work... dowloading that now.

Subject: Re: scripts.dll 3.0 is finally out
Posted by ghost0cnc on Thu, 21 Dec 2006 22:33:24 GMT
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Hi,
how can I "attach" the normal map shader?