
Subject: scripts.dll 3.2 WIP update

Posted by [jonwil](#) on Sat, 10 Feb 2007 09:21:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is what is currently in scripts.dll 3.2:

added code to coreshader.cpp to explicitly unset pixel and vertex shaders

replaced code to handle the "current Direct3D textures" array with new code so we can store Direct3D9 textures as well as Direct38 textures

split engine.cpp and shadereng.cpp up into multiple files and did cleanups/fixes on stuff that I cant remember anymore

cleaned up the way initialization of engine stuff and detection of if we are FDS or client is handled

cleanups to the way shaders are defined and such (especially the handling of ID3DXEffect)

shader state manager cleanups

fixed a bug in the code for calculating CRC32

bug fixes to the implementation of DynamicVBAccessClass and friends

working clone of the base code that renders a skin mesh

Improvements to the code for drawing non skin meshes

added code from bhs.dll into relevant places in new engine_* files

added new engine call to send a particular integer to the custom HUD code of a given player from a script

Making all calls to SetRenderState and SetTextureStageState made by renegade or by bhs.dll go through the code in shaders.dll and the new state manager code

cloned ShaderClass::Apply

Cleanups to the definition of TextureMapperClass

added access to the current light direction vector

added code to make the screen fade rendering go through shaders.dll (the intent is that if shaders is off, screen fade works as it does now, if shaders is on, custom screen fade can be provided by post process shaders)

added access to the detection flags for SSE and 3DNow (i.e. code can see if the current machine has a CPU supporting either of those instruction sets)

fixed a bug with Get_Armour_Name

Cleaned up the definitions of myIDirect3D* (as formerly defined in shadereng.h and now defined in engine_d3d.h)

New code so that if your CPU supports SSE instructions, some matrix/vector math operations will be faster

Added various functions to various math classes

Fixed 2 bugs with the definition of ScriptableGameObj which caused a crash on the RH8 LFDS

Corrected the definition of Get_Vehicle_Seat_Count

Added definitions for reading the current player list

Changed Get_GameObj_By_Player_Name, Send_Custom_All_Players, Steal_Team_Credits and the new Get_Team_Credits engine call to read the player list

added a new engine call float Get_Team_Credits(int team); //Count the total credits for a team

fixed a bug with Get_GameObj

fixed a bug with the definition of PlayerDataClass that broke stuff on the LFDS

new scripts, JFW_Kill_Message and JFW_Kill_Message_Display which handle displaying new kill messages. JFW_Kill_Message goes on all the objects and then sends a message to

JFW_Kill_Message_Display to actually display the kill message.

added an improved version of JFW_Resource_Collector known as JFW_Resource_Collector_2,

changes also by zunnie

new script JFW_2D_Sound_Death_Team which plays a 2d sound to the team when an object dies (e.g. for "unit lost" sounds)

new script JFW_Vehicle_Full_Sound that, when created, starts a timer. When the timer goes off, it restarts the timer.

Also, when the timer goes off, if the vehicle is full, it plays a 2d sound for the team of the vehicle and displays a message for the team of the vehicle.

The message will be of the form <driver>'s <vehicle> is now full where <driver> is the name of the driver and <vehicle> is the name of the vehicle.

new script, JFW_Vehicle_Effect_Animation. This basically plays an animation whenever there is at least one person in the vehicle.

For example, a spinning radar dish on top of a radar truck.

Added sound that is played when the radar spy zone triggers and gives the allies radar

Fixed a bug with JFW_Infantry_Force_Composition_Zone and

JFW_Vehicle_Force_Composition_Zone

new script, JFW_Cash_Spy_Zone which is used to display the enemies cash reserves when the spy enters a silo or refinery spy zone

new script, JFW_Power_Spy_Zone which brings down the enemy power for a period of time when the spy enters the power plant spy zone

Improvements to scripts by Kamuix

New scripts by Kamuix

added some scripts by zunnie

bumped version number to 3.2 and copyright year to 2007

slight improvements to the win32 build process and compiler options for all projects in the scripts.dll and bhs.dll

Changed the ExpVehFac scripts to call Enable_Engine on flying units that are flying in (should make the rotor blades spin)

small typo fix to Reborn_IsDeployableMech

cleanup to some parts of bhs.dll

Fixed a bug to do with the nickname exploit fixes that caused the LFDS to crash when people joined

Multisample Anti-Alias

Changes so that certain non-shaders code in shaders.dll gets run even with "shaders off" ("shaders off" basically means no loading databases and no creating shader objects)

Moved large parts of the custom hud code to shaders.dll

new hud.ini keyword to disable kill messages

Crashdumps are now output with sequential filenames much like screenshots

Changed the bhs.dll configuration dialog to be more consistent with the other configuration dialogs

Added new console command to check if a given client has a given file in their data folder (e.g. a map)

bug fixing to the handling of D3DRS_ZBIAS to hopefully fix all the ZBIAS problems (i.e. flickering bullet holes etc)

bug fixing for npatch handling so that npatches will work again

turret lag fix improvements

fixed a bug with the cmsgp and cmsgt console commands

Added a hud.ini keyword so you can have 2 armour types that are unsquishable

fixed a typo with Set_Obj_Radar_Blip_Shape_Player and Set_Obj_Radar_Blip_Color_Player

fixed a bug causing the LFDS to crash anytime a player disconnected without properly leaving the

server

Added debug output to d3d8.dll to print if any functions are being called that dont have implementations.

Still to do:

New scripts to send messages to various players (one example would be a "when a player enters this zone, play an optional sound and send a message similar to what cmsgp does)

A new script which is a clone of JFW_Blow_Up_On_Enter but with a delay

Check that the spy power plant script actually works and if necessary, add any required hacks

Make sure that Set_Obj_Radar_Blip_Color and Set_Obj_Radar_Blip_Shape work correctly

Make sure that Disable_All_Collisions works correctly

Finish the aforementioned kill message scripts

Code to allow buildings to be brought back to life (requires code on the client)

Change the skin rendering code to spit out tangent and binormal data (required for the offset normal map shader)

Patch the bump map texture mapper to go through the new code and not to call SetRenderState or SetTextureStageState in d3d8.dll anymore

Investigate the RA_xxx scripts which need changing for 994 and see if I can make any of those changes (or if I need NeoSaber to do it since they are his scripts)

Find a solution to the problem of multisample anti-alias not working correctly with the shadow render targets

Further improvements to the shader state manager

Add code to disable use of state blocks by ID3DXEffect

Finish the new shader stuff (such as the new EffectClass class)

Redo the shaders to use the new system

Add zbias to whichever texture mappers require it in order to fix the problem jerard was having with his doors

More SSE math code

Fix the normal map shader to use the correct light direction

Some of this stuff such as all the great shaders.dll work is being done by SaberHawk

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Ryu](#) on Sat, 10 Feb 2007 10:33:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sexy.

Subject: Re: scripts.dll 3.2 WIP update

Posted by [IronWarrior](#) on Sat, 10 Feb 2007 11:24:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Slave](#) on Sat, 10 Feb 2007 14:17:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've been wondering, how close to impossible would ogg vorbis audio support be? It would definently give some huge advantages over mp3 and wav in all kinds of mods.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Tankkiller](#) on Sat, 10 Feb 2007 14:25:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome. Peirod.

On a side note, I wonder how EA is going to feel we are putting so much in a stoneaged enigne.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [jonwil](#) on Sat, 10 Feb 2007 14:27:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

The problem is that Miles Sound System doesn't support OGG Vorbis (at least the version renegade uses) so we cant do it unless we completely rip Miles out and replace it its not going to happen.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [jnz](#) on Sat, 10 Feb 2007 16:08:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

i gotter ask, how are you going to manage the player info thing?

eg i want an array of all the player in game, can i do something like:

```
GameObject **pArr = Get_All_Players();
```

and mabe things like:

GameObject **pArr = Get_All_Team_Players(1);

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Jerad2142](#) on Sat, 10 Feb 2007 16:48:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sat, 10 February 2007 02:21 Add zbias to whichever texture mappers require it in order to fix the problem jerad was having with his doors

I am so happy, I am currently working on level 11 and I wasn't going to make anything shiny, but now. Thanks!!!!

tankkiller wrote on Sat, 10 February 2007 07:25

On a side note, I wonder how EA is going to feel we are putting so much in a stoneaged enigne. Who cares what EA thinks, they killed Renegade 2.

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Tankkiller](#) on Sat, 10 Feb 2007 18:43:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, you're right, but EA may laugh at all of us for all the trouble we [the renegade community] gone through to restore a really pleasing game to modern status.

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Carrierll](#) on Sat, 10 Feb 2007 19:10:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

I take it simply using a different audio driver "rips" Miles out in the sense it's not being used isn't the case?

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Slave](#) on Sat, 10 Feb 2007 23:10:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

it that some sort of Grammer 2.0 youre using there?

Subject: Re: scripts.dll 3.2 WIP update

Posted by [jonwil](#) on Sat, 10 Feb 2007 23:43:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you look in engine.cpp at any of the GameObject lists (i.e. SmartGameObjList, BuildingGameObjList, BaseGameObjList) and see how the code iterates through those, thats how the player list works.

Basicly is declared as `SList<cPlayer *> *PlayerList`

From there you can iterate through it and look at player names, what team they are on, get their GameObject etc.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [jnz](#) on Sun, 11 Feb 2007 01:14:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sat, 10 February 2007 23:43

Basicly is declared as `SList<cPlayer *> *PlayerList`

From there you can iterate through it and look at player names, what team they are on, get their GameObject etc.

thats ok, but why like that?

Subject: Re: scripts.dll 3.2 WIP update
Posted by [jonwil](#) on Sun, 11 Feb 2007 01:27:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its like that because thats how it is in the game.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Gen_Blacky](#) on Sun, 11 Feb 2007 10:01:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: scripts.dll 3.2 WIP update
Posted by [jnz](#) on Sun, 11 Feb 2007 11:40:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, ill make a converter script

Subject: Re: scripts.dll 3.2 WIP update
Posted by [OWA](#) on Sun, 11 Feb 2007 16:30:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work guys, you're the real heroes of Renegade.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Alexraptor](#) on Mon, 12 Feb 2007 19:23:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

any chance of making the next version Singleplayer compatible? because right now when i try to play the campaign i cant get any further than the 1st mission, any other missions and the game CTD's

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Jerad2142](#) on Mon, 12 Feb 2007 20:21:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you using the latest scripts?

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Alexraptor](#) on Mon, 12 Feb 2007 21:25:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, but ive had the problem ever since 3.1 or whatever the first version with shaders was

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Jerad2142](#) on Mon, 12 Feb 2007 22:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you want me to list all the texture settings that the cause the graphics glitches to occur on on my doors?

Subject: Re: scripts.dll 3.2 WIP update
Posted by [rm5248](#) on Sat, 24 Feb 2007 18:50:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay, two questions and a problem for you jonwil.

I'm just curious if these are possible:

1. 3rd person reload animations

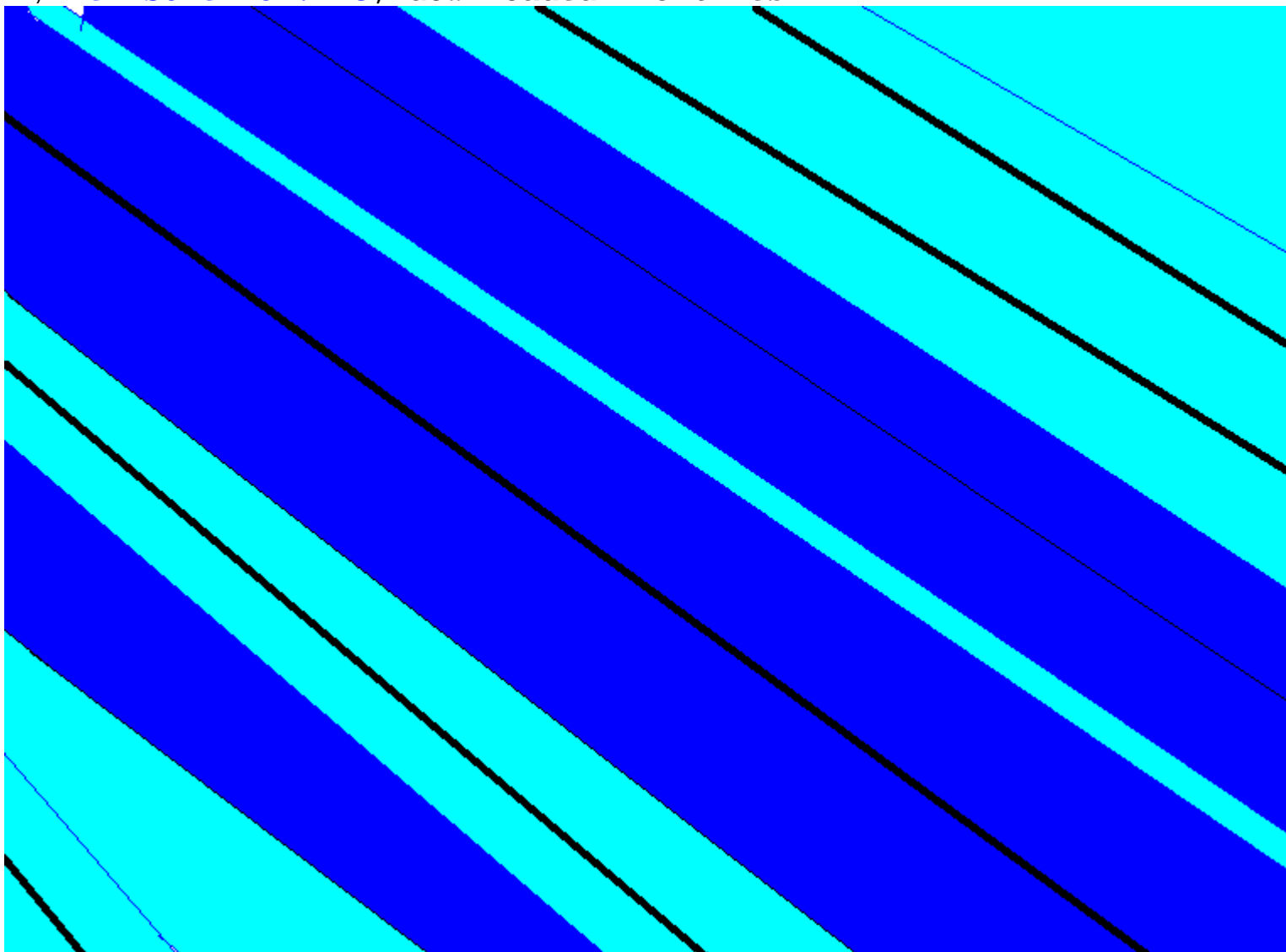
2. showing more than one gun on a person. Like in Counter-Strike source, you can see all the weapons a person has, pistol, rifle, etc. Renegade only shows the next weapon in your inventory.

Also, a slight problem. When playing normal Renegade, I sometimes get weird diagonal lines. I can clear this by Alt-tabbing out of Renegade, and then going back in. I'm pretty sure that this is a scripts problem because when I upgraded to the most recent version for APB, it now happens in APB and the game crashes when I try to alt-tab out of the game. It looks like this:

I have no idea what the problem is. I tried updating my video card drivers, but that didn't fix it.

File Attachments

1) [renBSODerror.PNG](#), downloaded 445 times



Subject: Re: scripts.dll 3.2 WIP update
Posted by [Zion](#) on Sat, 24 Feb 2007 22:47:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is it just me or does that look like something done in paint?

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Cpo64](#) on Sat, 24 Feb 2007 22:56:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

It really does. My guess tho was that it is a visual representation of what it looks like, instead of a screenshot.

Subject: Re: scripts.dll 3.2 WIP update

Posted by [jnz](#) on Sun, 25 Feb 2007 00:08:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sat, 10 February 2007 09:21Code to allow buildings to be brought back to life (requires code on the client)

i have 2 questions:

1) what will happen if you bring a building back to life, and a player doesn't have the latest version of the scripts? will they not be able to use the building? will stuff still cost double(if pp is down) or, if the enemys base defence is down. will it kill them?

2) what are all the clones for?

Subject: Re: scripts.dll 3.2 WIP update

Posted by [Jerad2142](#) on Sun, 25 Feb 2007 00:18:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

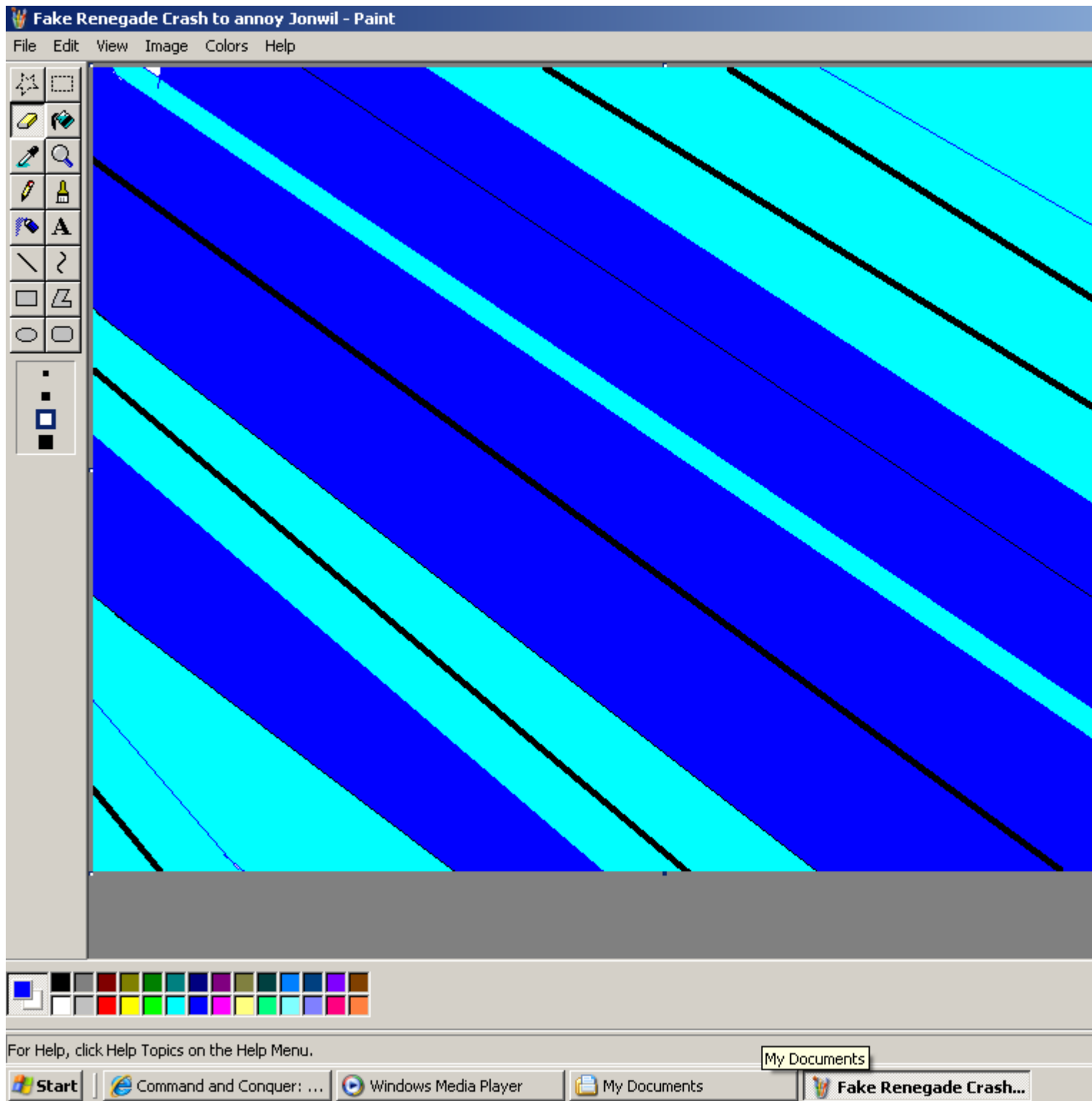
Merovingian wrote on Sat, 24 February 2007 15:47Is it just me or does that look like something done in paint?

No it can't be because I just got the same problem:

Don't be dumb, you could have at least made the top left corner better.

File Attachments

1) [Fake Renegade Crash to annoy Jonwil.png](#), downloaded 270 times



Subject: Re: scripts.dll 3.2 WIP update
Posted by [rm5248](#) on Sun, 25 Feb 2007 16:24:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248 wrote on Sat, 24 February 2007 12:50It looks like this:

I tried taking a screens shot but it didn't work.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Jerad2142](#) on Sun, 25 Feb 2007 16:33:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did hit the "Print Scrn" button and then try to past into pain?

Subject: Re: scripts.dll 3.2 WIP update
Posted by [GEORGE ZIMMER](#) on Sun, 25 Feb 2007 16:54:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, try using windowed mode then using print screen button.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Jerad2142](#) on Sun, 25 Feb 2007 17:07:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I works for me in full screen mode.

Subject: Re: scripts.dll 3.2 WIP update
Posted by [Jerad2142](#) on Sun, 25 Feb 2007 18:07:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jonwil, I have sent you a PM containing the RP2 scripts source to be added into you scripts package. I am hoping you will added them into you scripts package anyways. Ignore the first PM as those are out dated.