Subject: scripts.dll 3.2.3 is out

Posted by jonwil on Sat, 26 May 2007 10:08:41 GMT

View Forum Message <> Reply to Message

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

Changelog for scripts.dll 3.2.3

Updated all dlls to fix errors reported by the PREFast static code analysis tool

(such as potential buffer overflows, crashes and other potential issues)

fixed a potential bug in the wall lag fix

Fixed a crash in the Random texture mapper

Fixed a possible bug that could cause a crash on exit

Added code to delete the extra Message console command that was on the list (it was on the list because my code overrides the Message console command to allow for hooking it)

Fixed a bug to do with Set_Vehicle_Is_Visible on linux RH8 not working correctly Changed the way bhs.dll version checking takes place. GetBHSVersion in bhs.dll is now only for checking that the bhs.dll version used to build this scripts.dll is the same one present at runtime.

the BHS_VERSION #define in engine_common.h is the correct way to detect the scripts.dll/bhs.dll version in your own code

Further fix to the normal map shader/tangent/binormal code (it is now as good as its going to get unless some math guru can help, not that its all that bad in any case)

Fix to ShaderClass::Apply (causing the "alpha blend" issues people reported before)

Bug fixes to SimpleDynVecClass, SimpleVecClass, and DynamicVectorClass

Bug fix to Get_Beacon_Owner, it doesn't hang anymore

Fixed some off-by-one errors to do with Text_File_Get_String

Corrected my email address in readme.txt

Fixes to some stuff to do with Scene Shaders that could cause crashes

Fixes to the code that saves and restores fog settings for SM3.0 cards

(no it doesn't correctly fog shadered vehicles yet, we are working on that though)

Fixed a bug in the stacking scene shader code for sdbedit.exe

I expect Saberhawk will make an installer for 3.2.3 as soon as he can

Subject: Re: scripts.dll 3.2.3 is out

Posted by Canadacdn on Sat, 26 May 2007 15:30:24 GMT

View Forum Message <> Reply to Message

Subject: Re: scripts.dll 3.2.3 is out

Posted by IronWarrior on Sat, 26 May 2007 16:18:16 GMT

Nice, downloaded.

But, will wait for the .exe

Subject: Re: scripts.dll 3.2.3 is out

Posted by saberhawk on Sat, 26 May 2007 17:51:37 GMT

View Forum Message <> Reply to Message

http://4camp.net/scripts323.exe

Enjoy

Subject: Re: scripts.dll 3.2.3 is out

Posted by icedog90 on Sat, 26 May 2007 18:01:22 GMT

View Forum Message <> Reply to Message

Just a suggestion, is it possible that you can add an adjustment for bloom? I like to have it on, but I think it's currently too bright as I'm totally blinded when a tank shell hits the ground and smokes up.

Subject: Re: scripts.dll 3.2.3 is out

Posted by saberhawk on Sat, 26 May 2007 18:47:02 GMT

View Forum Message <> Reply to Message

Kinda hard to add an adjustment option as there are actually a couple of values that need to be adjusted. You can take a look for yourself by installing the "Developer Tools", and using sdbedit.exe to open sceneshaders.sdb and taking a look at the bright pass and bloom shaders under the only defined scene shader. The bright pass value controls what level of brightness gets allowed through, and the bloom scale value controls the multiplier for those values.

Subject: Re: scripts.dll 3.2.3 is out

Posted by BlueThen on Sat, 26 May 2007 19:10:37 GMT

View Forum Message <> Reply to Message

I may be a total n00b when it comes to this but...

The shaders make everything go black during gameplay. How do I fix that?

Posted by saberhawk on Sat, 26 May 2007 19:14:21 GMT

View Forum Message <> Reply to Message

Screenshot please, and your sysinfo.txt (Renegade directory)

Subject: Re: scripts.dll 3.2.3 is out

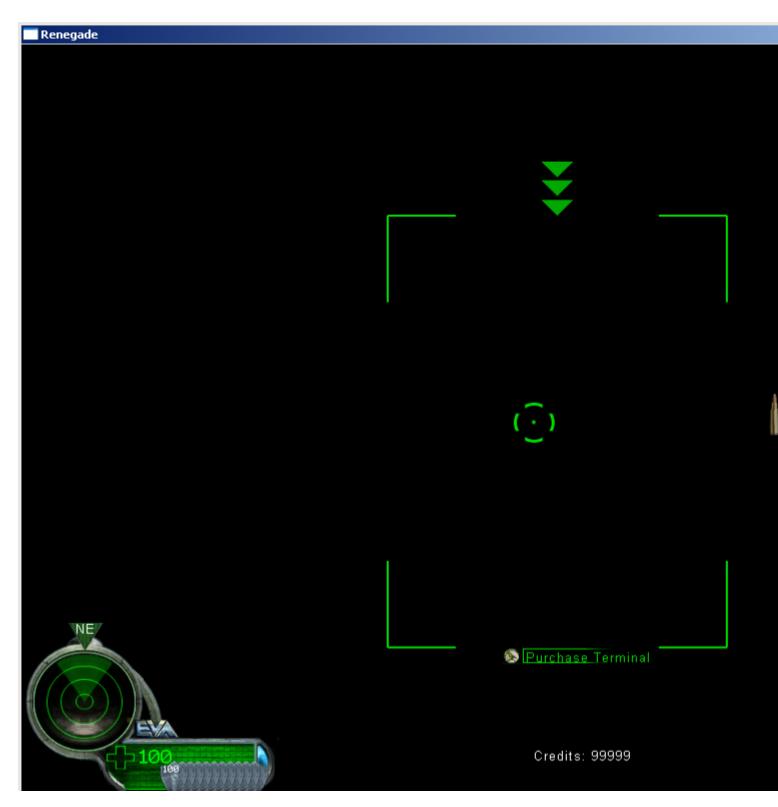
Posted by BlueThen on Sat, 26 May 2007 19:26:13 GMT

View Forum Message <> Reply to Message

File Attachments

1) Ohnoes.png, downloaded 301 times

Page 3 of 13 ---- Generated from Command and Conquer: Renegade Official Forums



2) sysinfo.txt, downloaded 205 times

Subject: Re: scripts.dll 3.2.3 is out

Posted by Carrierll on Sat, 26 May 2007 19:42:12 GMT

icedog90 wrote on Sat, 26 May 2007 13:01Just a suggestion, is it possible that you can add an adjustment for bloom? I like to have it on, but I think it's currently too bright as I'm totally blinded when a tank shell hits the ground and smokes up.

Surely if a tank shell did that, you would be blinded? lol

Seriously, it is a little too bright.

As ever, wonderful work. (I'll install it later, I'm trying to get onto -my- PC... damn siblings)

Subject: Re: scripts.dll 3.2.3 is out

Posted by slavik262 on Sat, 26 May 2007 21:21:25 GMT

View Forum Message <> Reply to Message

Saberhawk, what do you use to make the scripts installers?

Subject: Re: scripts.dll 3.2.3 is out

Posted by saberhawk on Sat, 26 May 2007 23:14:02 GMT

View Forum Message <> Reply to Message

bluethen: Is AA on by any chance, and at what level?

slavik: Read the bottom left corner on any installer page (except the first one) and your answer

shall be revealed.

Subject: Re: scripts.dll 3.2.3 is out

Posted by JohnDoe on Sat, 26 May 2007 23:20:25 GMT

View Forum Message <> Reply to Message

Nice, but the 3x and 4x anti-aliasing still crashes.

File Attachments

- 1) crashdump16.txt, downloaded 223 times
- 2) crashdump17.txt, downloaded 201 times

Subject: Re: scripts.dll 3.2.3 is out

Posted by BlueThen on Sat, 26 May 2007 23:24:49 GMT

saberhawk wrote on Sat, 26 May 2007 18:14bluethen: Is AA on by any chance, and at what level?

What is AA?

Subject: Re: scripts.dll 3.2.3 is out

Posted by saberhawk on Sat, 26 May 2007 23:29:32 GMT

View Forum Message <> Reply to Message

Well, JohnDoe, if you had posted these crashdumps when we asked for them... *grumble grumble*

Subject: Re: scripts.dll 3.2.3 is out

Posted by saberhawk on Sun, 27 May 2007 00:06:32 GMT

View Forum Message <> Reply to Message

bluethen wrote on Sat, 26 May 2007 18:24saberhawk wrote on Sat, 26 May 2007 18:14bluethen: Is AA on by any chance, and at what level?

What is AA?

Okay, guess it's not then. Why scene shaders fail to function on that card, I don't know. What I recommend for now is to delete the sceneshaders.sdb file in your data directory so you can play.

Subject: Re: scripts.dll 3.2.3 is out

Posted by BlueThen on Sun, 27 May 2007 00:19:55 GMT

View Forum Message <> Reply to Message

saberhawk wrote on Sat, 26 May 2007 19:06bluethen wrote on Sat, 26 May 2007 18:24saberhawk wrote on Sat, 26 May 2007 18:14bluethen: Is AA on by any chance, and at what level?

What is AA?

Okay, guess it's not then. Why scene shaders fail to function on that card, I don't know. What I recommend for now is to delete the sceneshaders.sdb file in your data directory so you can play.

I know how to get ren to work, but I don't know how to get shaders to work.

Oh well. I'll live.

Subject: Re: scripts.dll 3.2.3 is out

Posted by nopol10 on Sun, 27 May 2007 00:38:39 GMT

View Forum Message <> Reply to Message

bluethen wrote on Sun, 27 May 2007 03:10l may be a total n00b when it comes to this but...

The shaders make everything go black during gameplay. How do I fix that?

I think its because:

- 1. No Hardware T&L, my other laptop has Inte GMA 915 and it supports Shader 2.0. No Hardware T&L and when shaders is turned on, Renegade just runs normally (without scene shaders dunno if it has shaders). Some stuff seemed to be half-bloomed (same with the one I'm using now) and way too bright and it doesn't have the bleeding out effect.
- 2. You may need to update your drivers.

Subject: Re: scripts.dll 3.2.3 is out

Posted by John Doe on Sun, 27 May 2007 09:44:40 GMT

View Forum Message <> Reply to Message

saberhawk wrote on Sat, 26 May 2007 16:29Well, JohnDoe, if you had posted these crashdumps when we asked for them... *grumble grumble*

My upload was fucked...the page would time-out every time I posted. No big deal, I don't have a problem having to wait for the next scripts.

Subject: Re: scripts.dll 3.2.3 is out

Posted by Yrr on Sun, 27 May 2007 22:07:47 GMT

View Forum Message <> Reply to Message

engine_weap.cpp, line 1416 if (o3->Attached.Reference) should be if (o3->Owner.Reference)

jmgrp2.cpp, line 14 #include "jmgRP2.h" should be #include "jmgrp2.h"

Posted by icedog90 on Sun, 27 May 2007 22:51:19 GMT

View Forum Message <> Reply to Message

JohnDoe wrote on Sun, 27 May 2007 02:44saberhawk wrote on Sat, 26 May 2007 16:29Well, JohnDoe, if you had posted these crashdumps when we asked for them... *grumble grumble*

My upload was fucked...the page would time-out every time I posted.

Happens to me a ton too. Just happen to post while the server is backing up.

Subject: Re: scripts.dll 3.2.3 is out

Posted by JohnDoe on Mon, 28 May 2007 13:52:12 GMT

View Forum Message <> Reply to Message

Well, it seems like the AA options work fine for resolutions 1024x768 and lower.

I was using 1280x1024 when it kept crashing, but my monitor is only a 17" CRT so perhaps it has problems coping with the AA due to that...is it possible to implement even smoother AA modes in future releases?

Subject: Re: scripts.dll 3.2.3 is out

Posted by EvilWhiteDragon on Mon, 28 May 2007 14:14:57 GMT

View Forum Message <> Reply to Message

AA doesnt have to do with the monitor. Resolutions do, but if you use the resolution you normally use, use AA then it should work.

Subject: Re: scripts.dll 3.2.3 is out

Posted by JohnDoe on Mon, 28 May 2007 14:34:17 GMT

View Forum Message <> Reply to Message

My desktop = 1024x768, so I guess that's it.

Subject: Re: scripts.dll 3.2.3 is out

Posted by PsuFan on Mon, 28 May 2007 14:37:11 GMT

View Forum Message <> Reply to Message

PsuFanYou can also use the script installer to install newest version of Core Patch 1, To Renegade & FDS.

All You have to do is download the Script Installer once, Then you can click install to renegade & click cp1. It will always download the newest version (maybe few days lag on newest version), But anyways it will download the newest version, & you will never have to download the Script

Installer Again. The script installer with download the newest version of CP1 without having to download the script installer again!

http://www.psumaps.co.nr/p/scriptinstaller.htm

The Script Installer Has Been Updated To v3.2.3 (5/28/07)

Unlike the other installer, This will install the newest version without downloading another installer!

[Said In Another 3.2.3 Topic]

Subject: Re: scripts.dll 3.2.3 is out

Posted by Viking on Tue, 29 May 2007 20:45:12 GMT

View Forum Message <> Reply to Message

THANK YOU NOW I CAN MINIMIZE RENEGADE AND BRING IT BACK UP AND IT DOSE NOT CRASH HOLY SHIT YES!!!

Yes, it needed to be big.

Subject: Re: scripts.dll 3.2.3 is out

Posted by nopol10 on Thu, 31 May 2007 00:55:32 GMT

View Forum Message <> Reply to Message

Something is wrong, my Renegade crashes when I ALT-Tab out and try to go back in.

No error message. Here's the crashdump and sysinfo.

[EDIT]Weird... The crashes are now random...

File Attachments

- 1) crashdump3.txt, downloaded 196 times
- 2) sysinfo.txt, downloaded 199 times

Subject: Re: scripts.dll 3.2.3 is out

Posted by jonwil on Thu, 31 May 2007 01:25:30 GMT

View Forum Message <> Reply to Message

nopol10, do you have a d3derr.log file?

Posted by nopol10 on Thu, 31 May 2007 01:34:49 GMT

View Forum Message <> Reply to Message

Here:

File Attachments

1) d3derr.log, downloaded 138 times

Subject: Re: scripts.dll 3.2.3 is out

Posted by Cunin on Thu, 31 May 2007 18:00:59 GMT

View Forum Message <> Reply to Message

Just want to say that version 3.2.2 fixed my low fps of version 3.2.1.

Maybe the:

jonwilCode to correctly disable backbuffer locking (fixes a couple of ATI issues)

fixed it?

Tried v3.2.3 too and I got no problems with fps.

Also, it seems that I got less crashes at exit now, but I'm not sure as I haven't played so much.

Thanks for the update!!

Subject: Re: scripts.dll 3.2.3 is out

Posted by Jerad2142 on Fri. 01 Jun 2007 15:05:49 GMT

View Forum Message <> Reply to Message

YAY!!!!!

While playing with scripts 3.2.3 I get a FPS up to 353, it never used to go above 100.

Thank you Jonwil!

Subject: Re: scripts.dll 3.2.3 is out

Posted by Slave on Fri, 01 Jun 2007 17:56:26 GMT

View Forum Message <> Reply to Message

Yeah, did v-sync die or anything? Mine also exeeds my screen's refresh rate.

To be honest, I don't really care, since I've downgraded to 2.92. The flickering of most alpha blended textures was driving me crazy. Such a shame.

Subject: Re: scripts.dll 3.2.3 is out

Posted by jonwil on Sat. 02 Jun 2007 00:24:28 GMT

We fixed the alpha blending textures issue in 3.2.3

Subject: Re: scripts.dll 3.2.3 is out

Posted by Carrierll on Sat, 02 Jun 2007 11:56:05 GMT

View Forum Message <> Reply to Message

Alt-Tab Crash, this is the first time I've had it with any scripts version ever.

no d3derr file found, just noticed it only breaks if I alt-tab out of a game, not from any pre-game menu (Pressing Esc ingame and alt-tabbing doesn't work)

Debug.rar

Should open with WinRAR.

You've already got my email if you want me on MSN etc...

Subject: Re: scripts.dll 3.2.3 is out

Posted by Yrr on Sat, 02 Jun 2007 18:33:33 GMT

View Forum Message <> Reply to Message

Just found another bug.

```
scriptfactory.cpp -> ScriptFactory::SetNext

void ScriptFactory::SetNext(ScriptFactory *link)
{
   if (next)
        link->SetNext(next);
   next = link;
}

should be

void ScriptFactory::SetNext(ScriptFactory *link)
{
   next = link;
}
```

The same bug is in the original Renegade function.

Posted by jonwil on Mon, 04 Jun 2007 12:01:30 GMT

View Forum Message <> Reply to Message

To the people having crashes with 3.2.3 (nopol10, mammutpanzer and anyone else), please make sure you are running the latest drivers for your graphics card.

If you are not running the latest drivers, upgrade and see if you still get crashes.

Subject: Re: scripts.dll 3.2.3 is out

Posted by Ghostshaw on Mon, 04 Jun 2007 12:58:06 GMT

View Forum Message <> Reply to Message

My rene always crashes when i play a game, and then quit. It locks up completely and i cannot alt-tab out or anything. Some times pressing esc a second time does work, and my quick fix is locking the PC (win + L, thx to danpaul88 for this) which forces rene to minimize.

-Ghost-

Subject: Re: scripts.dll 3.2.3 is out

Posted by =HT=T-Bird on Mon, 04 Jun 2007 17:32:10 GMT

View Forum Message <> Reply to Message

Ghostshaw wrote on Mon, 04 June 2007 07:58My rene always crashes when i play a game, and then quit. It locks up completely and i cannot alt-tab out or anything. Some times pressing esc a second time does work, and my quick fix is locking the PC (win + L, thx to danpaul88 for this) which forces rene to minimize.

-Ghost-

Yeah...Renny does crash sometimes when you exit, and the crash occurs before the D3D9/DDraw9 info gets freed, which means that Windows can't repaint the screen for much of anything...I'll try the Win+L trick...

Subject: Re: scripts.dll 3.2.3 is out

Posted by Yrr on Mon, 04 Jun 2007 18:23:56 GMT

View Forum Message <> Reply to Message

It's just an unlikely guess, but does the crash occurr in common with Resurrection too?

Subject: Re: scripts.dll 3.2.3 is out

Posted by =HT=T-Bird on Mon, 04 Jun 2007 19:41:12 GMT

Yrr wrote on Mon, 04 June 2007 13:23It's just an unlikely guess, but does the crash occurr in common with Resurrection too? No clue.

Subject: Re: scripts.dll 3.2.3 is out

Posted by Yrr on Mon, 04 Jun 2007 20:29:26 GMT

View Forum Message <> Reply to Message

Test it.

Subject: Re: scripts.dll 3.2.3 is out

Posted by Jonty on Mon, 04 Jun 2007 20:38:35 GMT

1) error.PNG, downloaded 323 times

View Forum Message <> Reply to Message

jonwil wrote on Sat, 02 June 2007 01:24We fixed the alpha blending textures issue in 3.2.3

Does this count?

File Attachments