Subject: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 07:55:47 GMT
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As you have no doubt heard, a new scripts.dll release is being made.
This will contain a bunch of new features and fixes written by the Tiberian Technologies team including code from Renegade Resurrection (and written by YRR), code by our shader and graphics expert Saberhawk and code from/written by the Black-Intel Team
Here is a list of changes already made to scripts.dll 4.0
Add newer nvidia cards to the graphics card list
Fix detection of zbias/depthbias
Change shader enable flag to a new "shader detail" slider (with 0 meaning "no shaders")
new memory manager, makes tracking down memory issues (memory leaks etc) easier (including leaks in renegade itself)
Change the name of bhs.dll to tt.dll to reflect the new name of the group.
Changes to the way d3d8.dll is loaded (its no longer called d3d8.dll) to fix issues with programs like TeamSpeakOverlay
Change to load the map mix file at map load time (allows adding new maps to the game/server without restarting)
Fix a crash that could occur on Vista/Server 2008
Fix a number of memory leaks in renegade
If you have a mouse with more than 3 buttons, you can now assign buttons 4 and 5 to any keyboard key in the same way
as you can assign buttons 1/2/3
Renamed "bhs.dll options" to "extended options"
Many bug fixes and cleanups to the code (too many for me to mention them all here)
Improvements to shaders.dll (less FPS drops, less "lag", less crashes etc)
Rewritten shader support (the old shader database editor and shader databases are going away, a new shader database editor with a new better shader database format will be added).
A number of new shaders form Saberhawk (I will let him go into details of the shaders)
This will be optional but if you want to and if you have the graphics hardware for it, you will get better looking vehicles than you get previously (and a better looking stealth effect)
advanced guard tower and obelisk script improvements to correct various bugs and issues
Some new scripts by campa.
New console command to reset shaders.dll (used for certain debugging and test purposes)
Major improvements to the screenshot code including getting rid of 99.99% of the "screenshot lag" (PNG is now the only supported screenshot format)
Support for remote screenshots for anti-cheat purposes
Cleanups to the exception handling (instead of generating a crashdump.txt, it now generates a windows Minidump which contains a lot more information about what caused the crash)
New engine call Get_Fog_Range which retrieves the current fog range
New engine call Do_Objectives_Dlg which displays a dialog similar to the existing chat history dialog but with the contents of a text file passed to the engine call. This is to be used to display e.g. objectives for a map that is different to "shoot the other guy"
New engine calls that do the same as the PLIMIT, MAXPLIMITD and PLIMITD console commands
Improvements to the shader state manager to make it faster
New engine calls and items in engine_3d.cpp

D3DCOLOR GetD3dColor(Vector3& color); // Converts a Vector3 into a D3DCOLOR
D3DCOLOR GetD3dColor(Vector4& color); // Converts a Vector4 into a D3DCOLOR
TextureClass *Create_Render_Target(int width, int height, WW3DFormat format); //Create a render target
void Set_Transform(D3DTRANSFORMSTATETYPE transform,Matrix4& m);
extern bool *FogEnable; //current fog enable value
extern bool FogCustomColor; //is current fog color custom
void ApplyZBias(unsigned int level); //set zbias
void Clear(bool clear_color,bool clear_z_stencil,Vector3& color,float z,unsigned int stencil); //clear device
New engine calls and items in engine_3dre.cpp
extern ShaderCaps* TheShaderCaps; //ShaderCaps pointer
extern FontCharsClass **Fonts; //fonts for StyleMgrClass
Replaced old THUNK and IMPLEMENT_THUNK with better ways of doing the same thing
Added clamp and wrap to engine_math.h
New engine calls and items in engine_net.cpp
void Server_Kill_Connection(int PlayerID); //Drop a player from the game by cutting off their network link
void Cleanup_After_Client(int PlayerID); //Cleanup after a player has been dropped
New engine calls and items in engine_obj2.cpp
int Get_Human_State(GameObject *obj); //Get the current state for a human object
Improve the way the stealth state (i.e. that set by Commands->Enable_Stealth) is sent over the network
to reduce network bandwidth use
Cleanups to the code for sending Set_Model and Set_Animation over the network, the code behind this now has less bugs
Made the HUD console command turn off the player and team info, the custom HUD code HUD elements and the credits/time display
Created new ini file called tt.ini. Pretty much all items from hud.ini except the custom HUD stuff and the custom dialog box color stuff is now in tt.ini.
This allows the file check anti-cheat code to check tt.ini (which contains all the sensitive stuff) and not prevent use of custom HUDs
Improvements to the custom scope code
Changes to JFW_Jetpack and JFW_Jetpack_Model to play an animation when in flying mode
Change to JFW_Escort_Poke to only apply the shield changes for a certain player type
Bug fixes to the ExpVehFac scripts
Improved the custom keyboard config dialog to better match the way the normal renegade key config works
Improved the nickname exploit fixes
New hud.ini keyword DisableVehicleFlipKill which disables vehicle death when they flip over
In hud.ini, as well as setting QuadXPos and QuadYPos, you can now set QuadXCenter and QuadYCenter. These new keywords
allow you to create a quad that is positioned a certain number of units from the center of the screen (in x or y axis) e.g. for creating a box to go over where the time
and credits are normally drawn. This (and the other changes made to the custom HUD code) should eliminate the need to produce HUDs that work at only one screen resolution.
Fixed a buffer overflow in the custom HUD code related to the size of the section variable being too small.

Changed the custom HUD radar code to make it operate more like the renegade radar code. As a result, the RadarRotate, DrawCompassLine, CompassLineColor and CompassLineWidth keywords are no longer supported.

RadarRotate is now permanently on and the CompassLine functionality is no longer supported at all.

Also, objects that are further away from you in the Z axis will now be drawn with a small blip, just like renegade.

Plus, radar markers and objectives will be drawn.

Changed the way shaders get applied to models. You can now apply shaders either via an extra "mapper argument" in the texture mapper (even for items with UV as the mapper) or you can match texture names to shader names.

ShaderCheckMaterial is no longer supported.

Dropped all support for shader plugins

Corrected a crash/bug where having a custom weapon name/image and getting into a vehicle caused problems

Corrected the credits display for the custom HUD when inside a vehicle

Corrected the display of your bullets when inside a vehicle

A fix for weapon animations for flying infantry so that it works properly

A fix for a bug with setting the soldier state when inside a vehicle

A fix for the PT chatbox so it wont scroll down when new chat is added unless you are already at the bottom of the box

Fixes for bugs that could allow someone to buy items they werent supposed to (server and client)

Removed the Toggle_Sorting console command (as it can be used to cheat and has no real purpose otherwise)

A fix so that the list boxes on the "team information" and "battlefield information" screens now have working scrollbars

Fix bug on maps with a repair bay where C4 gets stuck to the repair bay arc

Make the repair bay arc effect work correctly on maps wth a repair bay (no more arc in the middle of the level)

A better fix for making the harvester not spawn invisible if the power plant is down and a harvester flys in. This means no more ugly wheels sticking out of the cargo plane.

A fix to make the "harvester under attack" sound play correctly

Better fixes to make the harvester harvesting arms animation play

Make the location you spawn at more random

Bluehell fix

Fix so that you wont die if you are standing right next to the weapons factory construction zone on some maps and someone buys a vehicle

A fix so you cant use a PT from inside a vehicle

Fix a bug where proximity C4 can blow up if placed next to a dead enemy soldier

A fix for C4 disappearing if attached to a vehcle

Fix "obelisk walk"

A fix for a bug where sometimes it is possible to switch into sniper mode at the same time as you switch weapons.

A fix for a crash to do with calling certain console engine commands with certain strings.

A fix for some possible crashes caused by bad (or too many) network packets (the UDP fix)

A change to the loading of mix files on startup. As of now, any mix file without C&C_ on the front will be loaded as will any of the stock westwood C&C_ maps if they exist.

Add hud.ini keyword so that mods like Reborn and RA:APB can specify a new prefix instead of

C&C_ to be used by the above mentioned mix file load code (does not affect the code that displays the list of valid maps in the map list)

Anti-cheat to detect damage related hacks

A fix to stop the client from using weapons they dont have

A fix to make explosions faster on the client

The Black-Intel points fix (not sure exactly how to describe this one)

Various fixes to the "weapon bag" code (i.e. the list of weapons that every vehicle and soldier has)

A fix for the bug where weapons with infinate ammo (e.g. the pistol in normal renegade) do not start loaded

A bug fix for an issue that happens if you join a server after it has just gameovered

A bug fix for an issue with the amount of starting credits you get when you join

A change to the "next weapon" and "previous weapon" code so it will skip weapons that are empty. You can still use the number keys (1 for pistol, 2 for rifle etc) to access these weapons. This code will also not skip weapons that have a zero ammo count (e.g. a mod that has binoculars)

new script JFW_3D_Sound_Custom_2 Like JFW_3D_Sound_Custom but it uses the position of the player who sent the message to this script as the position to play the sound at.

new script JFW_Custom_Objectives_Dlg which uses the new do_objectives_dlg engine call to display an objective for the player that sent the custom to this script

new script JFW_Send_Self_Custom_On_Key Same as MDB_Send_Custom_On_Key but sends to the object with JFW_Send_Self_Custom_On_Key on it.

new script JFW_Custom_Send_Random_Custom Same as JFW_Custom_Send_Custom except it only sends the custom if a random calculated percentage is greater than a specified percentage

new script JFW_C4_Explode A script that goes on a C4 object and, if the soldier who placed the C4 is of a certain preset, it creates a certain explosion preset

new script JFW_Set_Info_Texture A script to set the "info texture" (a texture displayed as a full screen texture similar to a scope that is used to provide information to the player) for the player that sent the custom to this script

new script JFW_Clear_Info_Texture A script to clear the "info texture" for the player that sent the custom to this script

new script JFW_Set_Time_Custom Sets the game time when sent a custom

new script JFW_Set_Time_Limit_Custom Sets the time limit when sent a custom

new script JFW_C4_Sound_2 same as JFW_C4_Sound except it plays the sound when damage > 0 instead of damage >= 0

new script JFW_Empty_Vehicle_Timer> JFW_Empty_Vehicle_Timer_Registrant("JFW_Empty_Vehicle_Timer","Time:float,TimerNum:int ");

new script JFW_Heal_Zone_2 Will heal objects of a certain preset whilst they are in the zone

new script Reborn_IsDeployableTank_2 same as Reborn_IsDeployableTank but does not change the weapon settings for the object at all

Fix for JFW_Health_Regen so it wont heal objects that are dead

Fix a bug with JFW_Message_Send_Custom and JFW_Message_Send_Custom_Team so the scripts send the correct message

Correct a bug with JFW_Time_Remaining_Sounds

Make JFW_Vehicle_Lock only kick someone out if that person is the driver (corrects issues with transports)

Correct a bug with RA_Helipad_Zone where it was possible to hover up and down and refill faster than you were supposed to be able to

The old RenAlert file checking code is gone, as is the old hud.ini CRC check, to be replaced by the new file checking anti-cheat code mentioned below

In addition to this list of changes already made, the following changes are currently planned/in progress for 4.0
New file checking anti-cheat code
Further work to track down and eliminate as many memory leaks as possible
Resource downloader
A new shader database editor
Support for all the new features on linux
Fixed broken connection message on linux.
Fix auto player renaming on linux
Fix any remaining crashes or slowdowns or other issues related to people with old PCs/graphics cards
Ship the First Decade renegade EXE file as a no-cd crack to avoid copy protection issues.
Add any scripts by Jerad2142 that are done in time
Add any scripts by Danpaul88 that are done in time
Finish the Scene Shader support (i.e. bloom etc)
A new shader database, normal maps and shader files so that the new shaders are actually used in normal renegade.
Further new shaders from saberhawk (some of which are for normal renegade, some of which are for mods like APB and Reborn)
Finish the fog code
Finish the "shader level of detail" system
A change to stop objects that are 100% hidden by other objects from being drawn (something called Occlusion Culling)
A set of hooks and patches to allow objects in w3dview to have shaders applied to them (so you can preview shader settings without opening the game)
A fix to the code that handles D3DRS_ZBIAS to make it better
A change to make every object in the game world have a shader applied to it (similar to what C&C3 and other games do). And for those who say "that will make things slower", it wont, its actually going to be a speed improvement.
A fix for the "sniper scope lag" on the client
A change to prevent the issue where a player can get out of a vehicle just before its killed and deny the other team/player some of the points for the kill

Note that I do not have any ETA for when 4.0 will be released (or when it will enter beta testing) so dont ask.

Any questions about this changelog or any requests for features not on the list should be posted here if you want the TT team to see (and possibly act) on them.

Subject: Re: Changelist for scripts.dll 4.0
Posted by TruYuri on Sun, 22 Jun 2008 08:09:56 GMT
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It's...it's beautiful.

EDIT: Okay, said these in the other thread, but these:

Remove the "Curved Surfaces Support" thing in the graphical options. I don't think that has EVER been able to be enabled by anyone anywhere.

Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason. It is personally annoying, and should be considered a bug that should be fixed if it is not already.

Animations, when switching from third to first person, go out of sync with their sound. Not a biggie, but if anything can be done about it, awesome.

Apparently when you have a low framerate, the physics tend to be messy. Such can be seen with the APC in A Path Beyond, it begins to rock back and forth. Seeing as it's physics, I'm not sure if it can be fixed via scripts.dll. A confirmation on this would be great though.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 08:15:10 GMT
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Based on the other topics, here is a list of the stuff people have mentioned for 4.0 that isn't already on our radar along with whether its going to be done or not:

Stuff we dont plan to fix as of this point (or that doesn't need a scripts.dll change to fix and will be done by other methods if its done):
the "new account"-button should redirect to a working page. God knows how many people never tried this game because of that error the "recruit" tag in-game is annoying to say the least
the 'news' button in the bar where u also have "my information" could redirect to rencommunity.com?
maybe a small fix so more than 5 pages per 10 seconds from outside a server are ignored
extend the buddy list to more than 20 persons
add the extended options list to the options tab so we can skip the quit button
skip intro button in the ingame menu would be nice.
In Multiplayer Practice mode(i think in SP too) when enter the pts or hit Esc, after then when u want to get ingame, u have to wait few seconds.
it would be nice if they could make it so if you like host a game, it lets you choose a game mode
ConsoleCommandRegistrant<>
Remove the "Curved Surfaces Support" thing in the graphical options
The issue with it taking longer to join the game when you access "advanced game listings"
Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason
Animations, when switching from third to first person always go out of sync with their sound
The custom HUD is not supposed to work inside a .pkg so its not a bug.
add custom building icons feature into main game screen.

Stuff that is going to be investigated and implemented if possible:
quick match game doesn't work anymore

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it is quite easy to make it so your times c4 cannot be disarmed
Hud images for weapons (top of screen) in packages and mixs don't load correctly the first time they are updated. You have to collect another weapon first, and then the new weapon has the same problem
New hud.ini keyword to let you change the color of the main weapon list weapon icons

Also, note that I do not represent Tiberian Technologies officially and do not pretend to speak for the rest of the team, this information is just based on my own thoughts.

EDIT: One thing I forgot from the changelog was that the host hook and chat hook now let you return a value to say "dont send this chat message" (usefull if you want to implement chat muting or chat commands and not have them sent to the players/team/etc)

Subject: Re: Changelist for scripts.dll 4.0
Posted by nopol10 on Sun, 22 Jun 2008 08:21:13 GMT
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That's a very comprehensive and cool list of changes!

What exactly does Get_Human_State return?

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 08:24:45 GMT
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This one "Apparently when you have a low framerate, the physics tend to be messy" I dont think we will be fixing. (we will certainly be fixing a bunch of things that could be causes of the low framerate in the first place though)

Get_Human_State returns an int which matches to one of these:
#define STATE_DEFAULT 0
#define STATE_LANDING 1
#define STATE_ANIMATION 2
#define STATE_WOUNDED 3
#define STATE_LOITER 4
#define STATE_JUMPING 5
#define STATE_DIVING 6
#define STATE_DEAD 7
#define STATE_ONLADDER 8
#define STATE_INVEHICLE 9
#define STATE_INTRANSITION 10
#define STATE_TRANSITIONCOMPLETE 11
#define STATE_DESTROYED 12
#define STATE_FLYING 13

```
#define STATE_ONFIRE 14
#define STATE_ONCHEMICAL 15
#define STATE_ONELECTRIC 16
#define STATE_ONCNCFIRE 17
#define STATE_ONCNCCHEMICAL 18
#define STATE_LOCKEDANIMATION 19
```

Subject: Re: Changelist for scripts.dll 4.0
Posted by Ghostshaw on Sun, 22 Jun 2008 08:53:40 GMT
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Also I rewrote parts of engine_obj.cpp so the As_* and Is_* calls can no longer cause crashes.

Subject: Re: Changelist for scripts.dll 4.0
Posted by CarrierII on Sun, 22 Jun 2008 08:59:26 GMT
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Something really should be done about that new account button. Otherwise we'll lose players who assume the online's dead.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Veyrdite on Sun, 22 Jun 2008 09:09:44 GMT
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A few more suggestions.

 Add an option to the JFW_Flying_Infantry script to select an animations twiddler for movement
 Advertise extra undocumented keys (EG the "Q" vehicle gunner switch and the "Shift" Vtol
strafing key) and the 3rd-party keys (mine-limit, bind vehicle etc) in the multi player help (F1)
image.
 Add the option for object rotation to the JFW_Vehicle_Buy_Poke script
 Add the ability for servers to disable certain aspects of TT via a configuration file on their server
 Fix the sniper-scope uncloaking bug
 Fix weapon projectiles so that they display where they are actually calculated to hit
 Stop players from deploying beacons higher than X units above the nearest buildings MCT (X
changes on maps with flying buildings)
 Add engine hook HOOK_PLAYER_DRUGS

Subject: Re: Changelist for scripts.dll 4.0
Posted by Caveman on Sun, 22 Jun 2008 09:17:54 GMT
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Dthdealer wrote on Sun, 22 June 2008 10:09
[*] Fix the sniper-scope uncloaking bug

I have NO problem staying cloaked while in scope mode with a SBH and sniper rifle.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Veyrdite on Sun, 22 Jun 2008 09:19:02 GMT
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Caveman wrote on Sun, 22 June 2008 19:17Dthdealer wrote on Sun, 22 June 2008 10:09
[*] Fix the sniper-scope uncloaking bug

I have NO problem staying cloaked while in scope mode with a SBH and sniper rifle.
Are you running resurrection? They may have fixed that already

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Subject: Re: Changelist for scripts.dll 4.0
Posted by Caveman on Sun, 22 Jun 2008 09:32:03 GMT
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Dthdealer wrote on Sun, 22 June 2008 10:19Caveman wrote on Sun, 22 June 2008
19:17Dthdealer wrote on Sun, 22 June 2008 10:09
[*] Fix the sniper-scope uncloaking bug

I have NO problem staying cloaked while in scope mode with a SBH and sniper rifle.
Are you running resurrection? They may have fixed that already

Nope just normal renegade with scripts 3.4.4

Subject: Re: Changelist for scripts.dll 4.0
Posted by Ghostshaw on Sun, 22 Jun 2008 09:33:39 GMT
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CarrierII wrote on Sun, 22 June 2008 10:59Something really should be done about that new
account button. Otherwise we'll lose players who assume the online's dead.

We will just update the WOL URL's and redirect to some pages of our own with the

installer/patcher. Also I think we will hide/remove the Quick Match button (to prevent people from bouncing off on that).

Subject: Re: Changelist for scripts.dll 4.0
Posted by cAmpa on Sun, 22 Jun 2008 09:53:00 GMT
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A fix for some possible crashes caused by bad (or too many) network packets (the UDP fix)

Is it against UDP flooder too?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Ghostshaw on Sun, 22 Jun 2008 10:05:33 GMT
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If you send enough packets you will always be able to flood the server unfortunately. However the flood fix has been improved over the original one released by BI quite a while ago.

Subject: Re: Changelist for scripts.dll 4.0
Posted by CarrierII on Sun, 22 Jun 2008 10:07:15 GMT
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The last I heard you had it so the server could only be flooded by packets of the right size ("The server now ignores packets that aren't the right length")

Anything beyond that?

Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Sun, 22 Jun 2008 10:15:50 GMT
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CarrierII wrote on Sun, 22 June 2008 12:07The last I heard you had it so the server could only be flooded by packets of the right size ("The server now ignores packets that aren't the right length")

Anything beyond that?

Yes, and even our (BI) oldest udp flood fix was more advanced than just the right length.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 11:16:30 GMT
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Add an option to the JFW_Flying_Infantry script to select an animations twiddler for movement, not sure on this one, most likely no (unless its covered by the already done JFW_Jetpack fixes)
Advertise extra undocumented keys (EG the "Q" vehicle gunner switch and the "Shift" Vtol strafing key) and the 3rd-party keys (mine-limit, bind vehicle etc) in the multi player help (F1) image. Not going to be done
Add the option for object rotation to the JFW_Vehicle_Buy_Poke script. Not going to be done.
Add the ability for servers to disable certain aspects of TT via a configuration file on their server. What options would you want to disable?
Fix the sniper-scope uncloaking bug. Don't know if this will be fixed or not. Depends on if we can reproduce it in the current code or not.
Fix weapon projectiles so that they display where they are actually calculated to hit. Don't know about this one.
Stop players from deploying beacons higher than X units above the nearest buildings MCT (X changes on maps with flying buildings). This one isn't going to be fixed I dont think.
Add engine hook HOOK_PLAYER_DRUGS. What should this do?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Adad on Sun, 22 Jun 2008 11:18:12 GMT
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Will soldier move speed sync with server in game client?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Lone0001 on Sun, 22 Jun 2008 11:57:31 GMT
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Will there be a newer gameplay pending patch that doesn't have the bug of when you join the server it goes to the end screen and you have to rejoin the game?

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 12:21:52 GMT
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Dthdealer, can you explain what an animation twiddler is and how you make one in leveledit/renx/whatever?

Also, "Will soldier move speed sync with server in game client" is likely no.
"Will there be a newer gameplay pending patch" is also no (there is no gameplay pending patch in scripts.dll at all and no plans for one as far as I know)

Subject: Re: Changelist for scripts.dll 4.0
Posted by =HT=T-Bird on Sun, 22 Jun 2008 12:26:37 GMT
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Will this work properly with current BIATCH releases (1.0x/1.1RC1)?

Also, I think we (BI) need to put our heads together and figure out a few bugs...

Subject: Re: Changelist for scripts.dll 4.0
Posted by TruYuri on Sun, 22 Jun 2008 12:41:04 GMT
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jonwil wrote on Sun, 22 June 2008 07:21Dthdealer, can you explain what an animation twiddler is
and how you make one in leveledit/renx/whatever?

As far as I know, it is a "randomizer" of a happening, usually with sound, that activates at a certain
event. For example, you would get shot and your character would yell "ow!", and he would do this
all the time unless a twiddler was there to randomly choose between "Ow!", "Ah!", "Youch!", and
"That tickles!". Of course, he wants this with animation instead, and by that I think he either means
he wants seperate flying animations to be chosen by random, or he wants random events such as
a character scratching his head or stretching his arms to be activated when a user is idle ingame,
as the current characters do. I think he just wants seperate flying animations though.

Of course, that all is only true if that's what a twiddler is. I'm not exactly sure.

Subject: Re: Changelist for scripts.dll 4.0
Posted by IronWarrior on Sun, 22 Jun 2008 13:50:02 GMT
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What about a server information menu`?

If you click on a server, you can get a pop up box with information about it, introduction to the
server, rules, players, official website, irc address, ts, etc, shit like that?

Also, what about including a inbuilt voip program?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Ghostshaw on Sun, 22 Jun 2008 14:26:40 GMT
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If you click on a server, you can get a pop up box with information about it, introduction to the
server, rules, players, official website, irc address, ts, etc, shit like that? <-- would be tricky as

XWIS/WOL has no support for such a thing

And buildin voip is all good and well but we would need some sort of open source voip library and those are generally shit.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Sun, 22 Jun 2008 14:37:48 GMT
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I think you should keep to fixing existing stuff for this patch .

Subject: Re: Changelist for scripts.dll 4.0
Posted by TruYuri on Sun, 22 Jun 2008 16:40:33 GMT
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If there isn't a way already, could you make a script for weapons to attach a custom Reticle for each, or do this somehow in the custom hud stuff? I think reticles have two pieces though, the center and the surrounding of it, in case you do decide do do this.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Sun, 22 Jun 2008 17:02:43 GMT
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TruYuri, per-weapon reticles is possible, just like per-weapon scopes, via a custom script. I dont have plans to write that script at this point though.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Naamloos on Sun, 22 Jun 2008 17:37:31 GMT
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Very impressive work! I got a few questions though.

Quote:A change to stop objects that are 100% hidden by other objects from being drawn (something called Occlusion Culling)

Ok, I just want to be sure here. This is basically VIS without having to manually set up VIS sectors? If so, exactly what "objects" are affected by this? Terrain, characters, vehicles, projectiles, particles? And how well has this been tested?

Quote:A change to the loading of mix files on startup. As of now, any mix file without C&C_ on the front will be loaded as will any of the stock westwood C&C_ maps if they exist.

Add hud.ini keyword so that mods like Reborn and RA:APB can specify a new prefix instead of C&C_ to be used by the above mentioned mix file load code (does not affect the code that displays the list of valid maps in the map list)

Got a question which is a little related to this. Will it be possable to make map names appear different ingame (loading screens, ect) and completely ignore the filename, and look somewhere else instead? Basically if a map file was named "RA_NorthByNorthwest.mix", have it appear ingame as "North by North-west"?

Quote:Bluehell fix

I disagree with removal of key game features!

Subject: Re: Changelist for scripts.dll 4.0
Posted by _SSnipe_ on Sun, 22 Jun 2008 18:47:33 GMT
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they need to fix the bugs in the creat_lighnting or w/e it is reborn knows what im talking about along with the set wire mode in 3x

---

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Sun, 22 Jun 2008 19:38:33 GMT
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Naamloos wrote on Sun, 22 June 2008 12:37
Ok, I just want to be sure here. This is basically VIS without having to manually set up VIS sectors? If so, exactly what "objects" are affected by this? Terrain, characters, vehicles, projectiles, particles? And how well has this been tested?

It culls by first attempting to draw the AABB (worldbox?) of a PhysClass onto the already drawn scene with color and depthbuffer writes off. It then counts the pixels that would have been rendered, if above 0 it would draw the object regularly. It'd cull basically anything you can set a physics type on. However, it's not ment as a complete replacement for VIS, and depending on how the map is set up may cull very little.

Subject: Re: Changelist for scripts.dll 4.0
Posted by =HT=T-Bird on Sun, 22 Jun 2008 19:56:13 GMT
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Things I want to see:

The rest of current BIATCH functionality incorporated into TT. (There are fixes for some low-probability/high-consequence netcode exploits in recent versions of BIATCH as well as the handy AntiBigHead feature and the PT hack detection. Also, this would be a good time to release our RoF detector.)

Integration between tt.dll and BI's work on plugins (at the very least the two should both be able to be loaded and running at the same time, at best TT.dll should be able to take advantage of our (BI's) work and use it to implement its hook API calls when running on a suitably equipped FDS, and this would allow it to include support for server-side console-command creation and other useful server-side hooks that TT.dll could not provide by itself for client-side security reasons).

Enhanced chathooking (not only chat filtering capabilities, but the ability to obtain the destination of dark blue pages and teamchat messages).

As part of the BI plugin integration, support for a "TT.dll loaded and ready" hook API that early-load DLLs can use to make calls into TT.dll. This will only work on the serverside, of course.

Subject: Re: Changelist for scripts.dll 4.0
Posted by _SSnipe_ on Sun, 22 Jun 2008 20:16:22 GMT
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John i got a few ideas

1)fix lightning (wont work via chat hook but turning if off does)
and wire mod (dont work with new 3x scripts iv heard and tryed to test and got nothing

2)(this is something iv been wanting for coop) when a player pass thru a zone pms them a message i type in serverside but ONLY one pm per player and when they pass thru again nothing happens so one pm per person one time only

3)make the jfw_custom_send_multiply_customs rest after being used
i tryed to make it loop but it only works once and then no longer works after the first time, i had post on it a while back

4)a better send custom on zone enter and make it so it dont do it again after passing thru the zone more then once.(like walk thru and sends a custom once and thats it)

5)when take ss make it show a small message on the side saying it was token

6)also make it so you can take ss of pt menu

thats all i got for now i hope you atleast take them into consideration

EDIT:dont forget you should try to have BIATCH read of the servers objects file i changed damage of a gun serverside and when i join to test it i got banned by my opwn server

Subject: Re: Changelist for scripts.dll 4.0
Posted by Scrin on Sun, 22 Jun 2008 20:33:39 GMT
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my main suggestion which should be added (with ss)
add True RGB collor (12) code inside hud..err.. TT.ini to main screen's (top) weapon image
icons...(default icons have green collor, 3.4.4.scripts got code to change collor for weapon icons
only for custom hud displaying (by default right corner on your game screen, whare you can see
your bullets amount, but havent code to do same feature with main weapon icons (i talk about
this---> (your 4.0 bug fix quote):   '' jonwil wrote on Sun, 22 June 2008 03:55
A change to the "next weapon" and "previous weapon" code so it will skip weapons that are
empty. You can still use the number keys (1 for pistol, 2 for rifle etc) to access these weapons.
This code will also not skip weapons that have a zero ammo count
 '''

to make clear what the hell i talked about i can say in easy form: when you have like all or half
weapons in wol game and you got all of weapons from bumber '7' and you need to swap like from
sbh laser rifle to railgun or repair gun,you look at small green weapon icons on your screen's top
(laser gun,laser chaingun/rail/pic/repair...) so this icons must have feature inside TT.ini to set
WeaponIconCollor=12 (true .dds RGB) (but keyword ''WeaponIconCollor'' already have in 3.4.4,
so you can create some new keyword...?)

here screenshot: (i send pm with that SS to Saberhawk and to Jerad Grey long time ago ,but i
have no answers. (these 2 dudes keep ignoring me for some fucking weird reason!)

why not add this good feature?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Naamloos on Sun, 22 Jun 2008 21:35:54 GMT
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Saberhawk wrote on Sun, 22 June 2008 21:38It culls by first attempting to draw the AABB
(worldbox?) of a PhysClass onto the already drawn scene with color and depthbuffer writes off. It
then counts the pixels that would have been rendered, if above 0 it would draw the object
regularly. It'd cull basically anything you can set a physics type on. However, it's not ment as a
complete replacement for VIS, and depending on how the map is set up may cull very little.

I'm not sure I fully understand the first part there, but you mean it will always still draw the 'box'
around a physical object and decide whether or not to render the object if anything at all of it is
visible?

Unless I'm getting it wrong this is basically what VIS does, just a different method. If so, why can't
this become a full replacement for VIS? Assuming it can be improved and all that...

I know many modern games use a script-side 'culling' method rather then Renegade's VIS as it simply takes too much time to do VIS. This is also why most maps in games are a bit maze-like with a lot of walls to optimize the use of these systems.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Mon, 23 Jun 2008 00:14:44 GMT
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Naamloos wrote on Sun, 22 June 2008 16:35Saberhawk wrote on Sun, 22 June 2008 21:38It culls by first attempting to draw the AABB (worldbox?) of a PhysClass onto the already drawn scene with color and depthbuffer writes off. It then counts the pixels that would have been rendered, if above 0 it would draw the object regularly. It'd cull basically anything you can set a physics type on. However, it's not ment as a complete replacement for VIS, and depending on how the map is set up may cull very little.

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Yes, it will always draw the bounding box and decide if it will be visible or not off of that. But that's just 20 polygons, and with no textures, lighting, or even actual rendering turned on, it's instantaneous.

Most modern games use occlusion culling to cut down on objects to render, *but* in those cases the engine was designed to take advantage of occlusion culling. Renegade wasn't. And we can't fake being designed for it either because we have no control over draw order. Because the draw order can be seriously messed up at times, occlusion culling can't be completely depended upon.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Mon, 23 Jun 2008 02:29:59 GMT
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No, we aren't going to change where it reads the map name (i.e. different name to the filename)
Lightning should work, if it doesn't, its not going to get fixed for 4.0.
Wireframe mode should work just fine with scripts.dll 4.0, I tested it myself and it works for me. These 2
when a player pass thru a zone pms them a message i type in serverside but ONLY one pm per

player and when they pass thru again nothing happens so one pm per person one time only
a better send custom on zone enter and make it so it dont do it again after passing thru the zone
more then once.(like walk thru and sends a custom once and thats it)
we cant do because of how the game detects that you have entered a zone and triggers the zone
entry function on the script.
I have added a new version of JFW_Custom_Multiple_Send_Custom, called
JFW_Custom_Multiple_Send_Custom_2 which resets.
As far as I know we are not going to make the screenshot code display a message or allow you to
take screenshots of anything you can't currently take screenshots of (i.e. menus)

Some other changes made since the big changelog was posted:
You can now set RadarWorldSize in the per-map scrolling radar map ini files, this is because you
cannot get a usable set of overheads where every map is at the same scale so you need to
change the RadarWorldSize per-map to make things fit.
Removed the recruit label.
Disabled the quickmatch button since quickmatch is broken.
Added a new hud.ini keyword to change the color of the weapon chart images (both the yellow
used for empty weapons and the green used for full weapons)
Changed the shadow code to force shadows to the largest square power of 2 texture size that is
smaller than the backbuffer size (previously the texture was being created too big and causing
issues)
We are also changing the WOL server listing to make it easier to find your favorite server (details
still being worked out)

Subject: Re: Changelist for scripts.dll 4.0
Posted by _SSnipe_ on Mon, 23 Jun 2008 02:40:44 GMT
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jonwil wrote on Sun, 22 June 2008 19:29No, we aren't going to change where it reads the map
name (i.e. different name to the filename)
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We are also changing the WOL server listing to make it easier to find your favorite server (details still being worked out)

im sorry john my mistake
i did not mean to type lighting im sorry i meant to say
clouds dont work....they dont turn on via chat hook but i can turn them OFF via chat hook

id type !clouds and nothing i got the para filled out right but looking at them in level edit like i did with war blitz and lighting and etc

but when i do !cloudsoff ALL the clouds go away that where they are the map to start with but i cant turn them on...

in the chat hook i made them more darker and gloomy and more clouyd cover but nothing works iv messed with it for a while and nothing and like i said !cloudsoff works....

i talked to reborn and he said its fucked up and to report it

---

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Mon, 23 Jun 2008 02:54:28 GMT
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Same thing. Any issues where weather related script commands dont work are not going to be fixed for 4.0 (the exception to this is the fog related changes being done for the shaders work but that is only intended to give shaders the same fog support as what you get with no shaders at all)

Subject: Re: Changelist for scripts.dll 4.0
Posted by _SSnipe_ on Mon, 23 Jun 2008 04:02:10 GMT
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jonwil wrote on Sun, 22 June 2008 19:54Same thing. Any issues where weather related script commands dont work are not going to be fixed for 4.0 (the exception to this is the fog related changes being done for the shaders work but that is only intended to give shaders the same fog support as what you get with no shaders at all)

why not?

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Mon, 23 Jun 2008 04:11:31 GMT
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Because we dont know the first thing about how the weather code works.

Subject: Re: Changelist for scripts.dll 4.0
Posted by _SSnipe_ on Mon, 23 Jun 2008 04:12:26 GMT
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o ok i understand now thanks

Subject: Re: Changelist for scripts.dll 4.0
Posted by Scrin on Mon, 23 Jun 2008 05:31:20 GMT
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jonwil wrote on Sun, 22 June 2008 21:29
Added a new hud.ini keyword to change the color of the weapon chart images (both the yellow used for empty weapons and the green used for full weapons)

Subject: Re: Changelist for scripts.dll 4.0
Posted by Naamloos on Mon, 23 Jun 2008 12:00:29 GMT
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Saberhawk wrote on Mon, 23 June 2008 02:14Naamloos wrote on Sun, 22 June 2008 16:35Saberhawk wrote on Sun, 22 June 2008 21:38It culls by first attempting to draw the AABB (worldbox?) of a PhysClass onto the already drawn scene with color and depthbuffer writes off. It then counts the pixels that would have been rendered, if above 0 it would draw the object regularly. It'd cull basically anything you can set a physics type on. However, it's not ment as a complete replacement for VIS, and depending on how the map is set up may cull very little.

I'm not sure I fully understand the first part there, but you mean it will always still draw the 'box' around a physical object and decide whether or not to render the object if anything at all of it is visible?

Unless I'm getting it wrong this is basically what VIS does, just a different method. If so, why can't

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Yes, it will always draw the bounding box and decide if it will be visible or not off of that. But that's just 20 polygons, and with no textures, lighting, or even actual rendering turned on, it's instantaneous.

Most modern games use occlusion culling to cut down on objects to render, *but* in those cases the engine was designed to take advantage of occlusion culling. Renegade wasn't. And we can't fake being designed for it either because we have no control over draw order. Because the draw order can be seriously messed up at times, occlusion culling can't be completely depended upon.

And there is no way to change the draw order at all unless you have *magic words* the W3D source code...

Hmm. Ok then here comes another question then. I'd like to know if anything is changable about LOD? (level of detail) It's currently based on both range AND a specific number of polygons being rendered. If it's possable to make it only range-dependant so let's say you get max detail objects within 100 meters, lesser between 100 and 400, and lowest detail at 400+. (possably a 4th where the model is removed completely). I'd like to hear your opinion on this being possable or not.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Mon, 23 Jun 2008 18:12:13 GMT
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Naamloos wrote on Mon, 23 June 2008 07:00Saberhawk wrote on Mon, 23 June 2008 02:14Naamloos wrote on Sun, 22 June 2008 16:35Saberhawk wrote on Sun, 22 June 2008 21:38It culls by first attempting to draw the AABB (worldbox?) of a PhysClass onto the already drawn scene with color and depthbuffer writes off. It then counts the pixels that would have been rendered, if above 0 it would draw the object regularly. It'd cull basically anything you can set a physics type on. However, it's not ment as a complete replacement for VIS, and depending on how the map is set up may cull very little.

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No, and that is counter-productive of LOD. Just tweak the static and dynamic LOD numbers (usually) located in HKLM/Software/Westwood/Renegade/System Settings/

Subject: Re: Changelist for scripts.dll 4.0
Posted by dr3w2 on Mon, 23 Jun 2008 23:00:23 GMT
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Will the new anticheat work with the hud.ini files?

For example, hud.ini , mapname.ini .

As of right now renguard rejects these files.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Tue, 24 Jun 2008 03:02:12 GMT
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The new anti-cheat wont reject hud.ini or the mapname ini files as they dont contain items that could be used to cheat.
tt.ini (which does contain potential cheat use items) will be checked though.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Tue, 24 Jun 2008 06:36:29 GMT
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jonwil wrote on Tue, 24 June 2008 05:02The new anti-cheat wont reject hud.ini or the mapname ini files as they dont contain items that could be used to cheat.

I beg to differ.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Tue, 24 Jun 2008 07:05:13 GMT
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What items in hud.ini can be used to cheat? They may be among the items moved to tt.ini.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Tue, 24 Jun 2008 07:22:57 GMT
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The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Tue, 24 Jun 2008 07:30:38 GMT
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Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.

hud.ini doesn't let you do that stock. They modified their shaders.dll to show the information.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Chuck Norris on Wed, 25 Jun 2008 03:32:17 GMT
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jonwil wrote on Sun, 22 June 2008 02:55advanced guard tower and obelisk script improvements to correct various bugs and issuesIs the problem where you're out of the Obelisk's sight for quite a long time (say, ten or more seconds) after it charged but it still fires without charging after you re-enter it's line of sight, such as after hiding behind a rock for that ten seconds, covered by this? Sometimes it holds it's charge longer than it should and doesn't cool down and will "hack" and kill you immediately after re-entering it's line of sight.

More importantly, is "Obelisk walking" fixed?

I also have a rather insignificant request if possible. What about giving each vehicle it's own creation sound? Ala, like Tiberium Wars. Of course, they could all actually still use the same "Unit Ready" sound by default, but by enabling them to be separate, we'd be able to customize them. I wanted to use "Mammoth Tank Assembled" for the Mammoth Tank, but they all use the same voice sound, so that'd obviously also make APCs and even the Harvester have the same sound. Perhaps also giving GDI and NOD separate radio commands for the same reason as well (again, they could remain unchanged by default)? If it's alot of work, don't worry about it, but if it's simple, it'd offer some flexibility.jonwil wrote on Sun, 22 June 2008 02:55A fix for the PT chatbox so it wont scroll down when new chat is added unless you are already at the bottom of the boxAwesome! That was so annoying.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Wed, 25 Jun 2008 03:42:06 GMT
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Obelisk walking is fixed. (or at least whatever RR labeled "obelisk walking", the fix comes from there)

Big thankyou goes out to all the people helping with scripts.dll 4.0 (code contributions have come from yrr and Renegade Resurrection, Black-Intel and the Black-Intel mods, Saberhawk, Sir Kane and others)

Subject: Re: Changelist for scripts.dll 4.0
Posted by _SSnipe_ on Wed, 25 Jun 2008 05:29:39 GMT
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jonwil wrote on Tue, 24 June 2008 20:42Obelisk walking is fixed. (or at least whatever RR labeled "obelisk walking", the fix comes from there)

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are you going to add sirkanes custom bandtest.dll in there to remove hud?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Samous Mods on Wed, 25 Jun 2008 05:59:48 GMT
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jonwil wrote on Tue, 24 June 2008 22:42, Sir Kane and others)

Subject: Re: Changelist for scripts.dll 4.0
Posted by jonwil on Wed, 25 Jun 2008 07:47:07 GMT
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the HUD console command (the same one as is in 3.4.4) has been improved and will disable the other HUD elements (player list,team list, credits and time as well as the custom HUD)

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Wed, 25 Jun 2008 07:48:06 GMT
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SSnipe wrote on Wed, 25 June 2008 13:29jonwil wrote on Tue, 24 June 2008 20:42Obelisk walking is fixed. (or at least whatever RR labeled "obelisk walking", the fix comes from there)

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are you going to add sirkanes custom bandtest.dll in there to remove hud?

No need, the hud command works flawlessly in 4.0

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Wed, 25 Jun 2008 11:38:40 GMT
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The bug where the ob did not discharge is indeed fixed.

Subject: Re: Changelist for scripts.dll 4.0
Posted by hatstand on Wed, 25 Jun 2008 15:22:29 GMT
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I had a really good idea... but I forgot it once I got out of the shower....

Subject: Re: Changelist for scripts.dll 4.0
Posted by wittebolx on Tue, 22 Jul 2008 19:04:38 GMT
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jonwil wrote on Wed, 25 June 2008 09:47the HUD console command (the same one as is in 3.4.4) has been improved and will disable the other HUD elements (player list,team list, credits and time as well as the custom HUD)

as for sir kanes bandtest.dll
is it also possible to do this serverside?

Subject: Re: Changelist for scripts.dll 4.0
Posted by BlueThen on Tue, 22 Jul 2008 19:30:55 GMT
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Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.
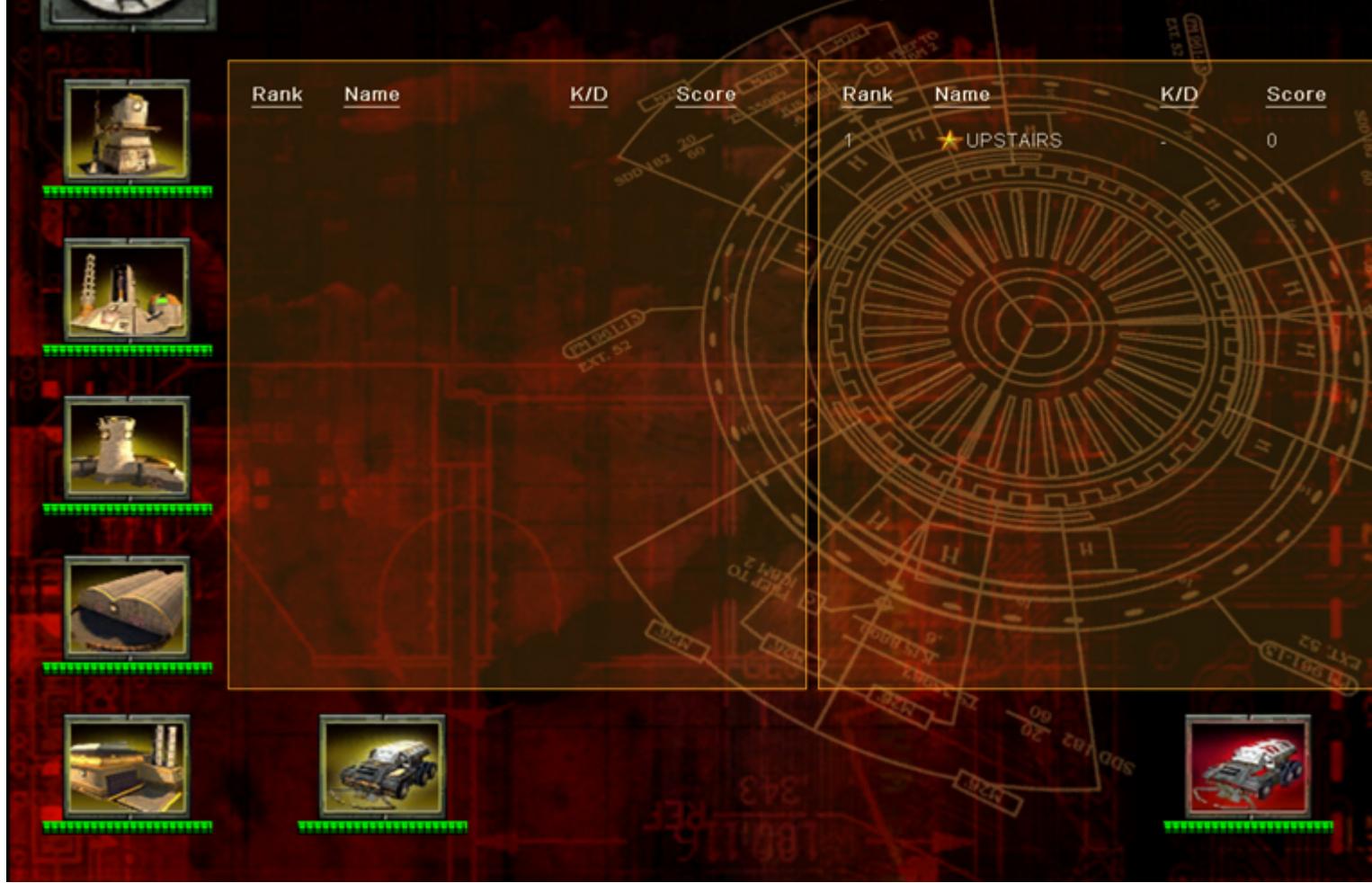You got to be kidding me.

File Attachments
1) information.jpg, downloaded 1502 times

Battlefield Information

Rank	Name	K/D	Score		Rank	Name	K/D	Score
					1	★ UPSTAIRS	-	0

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Tue, 22 Jul 2008 19:56:34 GMT
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wittebolx wrote on Tue, 22 July 2008 14:04jonwil wrote on Wed, 25 June 2008 09:47the HUD console command (the same one as is in 3.4.4) has been improved and will disable the other HUD elements (player list,team list, credits and time as well as the custom HUD)

as for sir kanes bandtest.dll
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Huh?

---

edit: 2^8 posts!

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Tue, 22 Jul 2008 19:58:07 GMT
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BlueThen wrote on Tue, 22 July 2008 21:30Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.
You got to be kidding me.

If you played a game even half competitively, then you know that you often need to make the choice between 'k'-button and shooting / looking.

Subject: Re: Changelist for scripts.dll 4.0
Posted by BlueThen on Tue, 22 Jul 2008 20:20:30 GMT
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Goztow wrote on Tue, 22 July 2008 14:58BlueThen wrote on Tue, 22 July 2008 21:30Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.
You got to be kidding me.

If you played a game even half competitively, then you know that you often need to make the choice between 'k'-button and shooting / looking.
If you tap the k button, you can see both the battlefield and the game information. Besides, it's barely a disadvantage.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Tue, 22 Jul 2008 20:24:26 GMT
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BlueThen wrote on Tue, 22 July 2008 22:20
If you tap the k button, you can see both the battlefield and the game information.
No, you cannot.

Subject: Re: Changelist for scripts.dll 4.0
Posted by cmatt42 on Tue, 22 Jul 2008 21:44:41 GMT

Goztow wrote on Tue, 22 July 2008 22:24BlueThen wrote on Tue, 22 July 2008 22:20
If you tap the k button, you can see both the battlefield and the game information.
No, you cannot.
It's not that difficult, you just need to know what you're looking for and repeatedly tap the key to have it flash back and forth.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Wed, 23 Jul 2008 06:17:51 GMT

cmatt42 wrote on Tue, 22 July 2008 23:44Goztow wrote on Tue, 22 July 2008 22:24BlueThen wrote on Tue, 22 July 2008 22:20
If you tap the k button, you can see both the battlefield and the game information.
No, you cannot.
It's not that difficult, you just need to know what you're looking for and repeatedly tap the key to have it flash back and forth.
Donno for you, but I can't use wasd at the same time as k, so you can't move during tapping the k key.

I invite everyone to just try it during a fierce battle, especially when you're defending a non base defense map, and you'll notice just how much of a cheat it is to have the building's health displayed at the sides.

Subject: Re: Changelist for scripts.dll 4.0
Posted by jnz on Wed, 23 Jul 2008 13:50:39 GMT

Jump before you press it, you keep moving.

Subject: Re: Changelist for scripts.dll 4.0
Posted by cmatt42 on Wed, 23 Jul 2008 18:16:57 GMT

Goztow wrote on Wed, 23 July 2008 01:17
Donno for you, but I can't use wasd at the same time as k, so you can't move during tapping the k key.

I invite everyone to just try it during a fierce battle, especially when you're defending a non base defense map, and you'll notice just how much of a cheat it is to have the building's health displayed at the sides.
He said seeing, not moving. But that's easily done as well.

Subject: Re: Changelist for scripts.dll 4.0
Posted by KobraOps on Wed, 23 Jul 2008 21:48:05 GMT
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Goztow wrote on Wed, 23 July 2008 01:17cmatt42 wrote on Tue, 22 July 2008 23:44Goztow
wrote on Tue, 22 July 2008 22:24BlueThen wrote on Tue, 22 July 2008 22:20
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Donno for you, but I can't use wasd at the same time as k, so you can't move during tapping the k
key.

I invite everyone to just try it during a fierce battle, especially when you're defending a non base
defense map, and you'll notice just how much of a cheat it is to have the building's health
displayed at the sides.

And teamspeak is a cheat because you can communicate faster than typing

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Wed, 23 Jul 2008 21:58:53 GMT
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Well yeah, if you allow teamspeak, u may as well allow radar hack... both allow you to spot people
faster...

Subject: Re: Changelist for scripts.dll 4.0
Posted by u6795 on Wed, 23 Jul 2008 22:52:59 GMT
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Goztow wrote on Wed, 23 July 2008 17:58Well yeah, if you allow teamspeak, u may as well allow
radar hack... both allow you to spot people faster...
You should also disallow people to be on the phone while ingame- they could be talking to
someone else on the other team and sharing information.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Wed, 23 Jul 2008 23:43:48 GMT
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u6795 wrote on Wed, 23 July 2008 17:52Goztow wrote on Wed, 23 July 2008 17:58Well yeah, if
you allow teamspeak, u may as well allow radar hack... both allow you to spot people faster...
You should also disallow people to be on the phone while ingame- they could be talking to
someone else on the other team and sharing information.

Yay, finally a use for my cellphone jamming code!

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Thu, 24 Jul 2008 06:58:00 GMT
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Saberhawk wrote on Thu, 24 July 2008 01:43u6795 wrote on Wed, 23 July 2008 17:52Goztow
wrote on Wed, 23 July 2008 17:58Well yeah, if you allow teamspeak, u may as well allow radar
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You should also disallow people to be on the phone while ingame- they could be talking to
someone else on the other team and sharing information.

Yay, finally a use for my cellphone jamming code!
1337n355!

Subject: Re: Changelist for scripts.dll 4.0
Posted by ErroR on Wed, 30 Jul 2008 15:37:14 GMT
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One more thing that should be fixed (i think) when u exit a vehicle it still goes forward (even if u
exit when it stoped) and that's preety annoyng when it can fall form somewhere and u need to
repair

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Wed, 30 Jul 2008 15:39:50 GMT
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Ehm, vehicles stop when you exit them...

Subject: Re: Changelist for scripts.dll 4.0
Posted by ErroR on Wed, 30 Jul 2008 15:46:18 GMT
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i remember them still going forward (or backward) slowly

Subject: Re: Changelist for scripts.dll 4.0
Posted by blly on Wed, 30 Jul 2008 16:07:53 GMT
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and get rid of the jumping out of heli with keys glitch where u dont get dmg.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Caveman on Wed, 30 Jul 2008 20:19:54 GMT
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blly wrote on Wed, 30 July 2008 17:07and get rid of the jumping out of heli with keys glitch where u dont get dmg.

Yes that was mentioned in the sticky

Subject: Re: Changelist for scripts.dll 4.0
Posted by zunnie on Thu, 14 Aug 2008 10:37:09 GMT
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Can you also add these scripts to the 4.0 version:
http://www.game-maps.net/staff/zunnie/hostagemode/scripts344/

Thanks

Subject: Re: Changelist for scripts.dll 4.0
Posted by Kholdstare on Thu, 14 Aug 2008 20:42:36 GMT
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Quote:Disabled the quickmatch button since quickmatch is broken.

This mode is not exactly broken. Unfortunately MatchBot and WDTBot do not exist on XWIS making quickmatch and world domination tour (TS & RA2) games impossible.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Fri, 15 Aug 2008 08:43:08 GMT
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Caveman wrote on Wed, 30 July 2008 22:19blly wrote on Wed, 30 July 2008 17:07and get rid of the jumping out of heli with keys glitch where u dont get dmg.

Yes that was mentioned in the sticky
What was mentioned is that it's a problem of SSGM and that these things are server side. I don't think they'll remove them 'cause it's SSGM adding them, so they can't remove them.

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Fri, 15 Aug 2008 11:48:16 GMT
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Kholdstare wrote on Thu, 14 August 2008 22:42Quote:Disabled the quickmatch button since quickmatch is broken.

This mode is not exactly broken. Unfortunately MatchBot and WDTBot do not exist on XWIS making quickmatch and world domination tour (TS & RA2) games impossible.Meaning they don't work and thus are broken. In a way we can't fix (we need XWIS to do that) so we decided to remove it instead. If one day XWIS will fix it, we'll readd the menu option for it.

Subject: Re: Changelist for scripts.dll 4.0
Posted by blly on Fri, 15 Aug 2008 15:16:17 GMT
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are all the buttons such as new account / clan ranks gonna work?

and is the little login screen ladder gonna work?

and are the clanwar games gonna be auto again?

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Sat, 16 Aug 2008 21:52:16 GMT
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zunnie wrote on Thu, 14 August 2008 05:37Can you also add these scripts to the 4.0 version:
http://www.game-maps.net/staff/zunnie/hostagemode/scripts344/

Thanks

Imported.

Subject: Re: Changelist for scripts.dll 4.0
Posted by trooprm02 on Wed, 20 Aug 2008 14:41:21 GMT
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Just remembered 2 things,

1)fixing the bug where you just "push" enemies and not actually kill/boink them, im guessing this is a lag related issues but sometimes you push em for a while (running in air animation?) and then they die, or sometimes they don't even die.

2)vehicles getting stuck (gdi apc between 2 rocks on base to get on wall, nod apc under near that rock near ob tunnel).

Subject: Re: Changelist for scripts.dll 4.0
Posted by blly on Wed, 20 Aug 2008 15:23:02 GMT
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trooprm02 wrote on Wed, 20 August 2008 09:41Just remembered 2 things,

1)fixing the bug where you just "push" enemies and not actually kill/boink them, im guessing this is a lag related issues but sometimes you push em for a while (running in air animation?) and then they die, or sometimes they don't even die.

2)vehicles getting stuck (gdi apc between 2 rocks on base to get on wall, nod apc under near that rock near ob tunnel).

and you get stuck on mesa inbetween rock and hon in arty

and walls, mammy sometimes gets stuck over the side.

Subject: Re: Changelist for scripts.dll 4.0
Posted by ErroR on Thu, 21 Aug 2008 10:49:12 GMT
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trooprm02 wrote on Wed, 20 August 2008 17:41
1)fixing the bug where you just "push" enemies and not actually kill/boink them, im guessing this is a lag related issues but sometimes you push em for a while (running in air animation?) and then they die, or sometimes they don't even die.
 This one is so ANNOYNG i simply hate that bug hard to squish sometimes

---

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 21 Aug 2008 11:56:08 GMT
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1) That's probably lag related, nothing much we can do about it. Also happens when you drive extremely slow, but that was intended.

2) I have no idea what the cause is or how to fix it. If/when we know we will fix it though.

Subject: Re: Changelist for scripts.dll 4.0
Posted by samous on Sat, 23 Aug 2008 03:53:41 GMT

Is 4.0 out yet? If it is can you tell me where to get it?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Craziac on Sat, 23 Aug 2008 04:15:38 GMT

No, it's not available yet.

Subject: Re: Changelist for scripts.dll 4.0
Posted by xpontius on Thu, 28 Aug 2008 10:19:08 GMT

It might be insignificant and possibly discussed elsewhere I didn't catch, but when about to buy something like a Medium Tank and I'm at 798 and the harv starts unloading, my credit flow halts abruptly. Its a small irritation when waiting all that time, one would assume that you should still get that flow while the Harv adds to it. In some instances it has denied me a vehicle when being rushed by the opposing team.

I'm also not sure by invisible Harv if you aslo mean the Harvester not driving after your PP dies, continuously dying and taking up valuable purchase time as Nod.

Also, I sometimes get a random fifth bullet in my sniper rifles that doesn't count against my remaining ammo. Does anyone else get that or is it just me?

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 28 Aug 2008 11:07:15 GMT

That's intended afaik. The ref is supposed to be too busy with unloading the harv I think.

Invisible harv fix includes basically everything relating to that bug. Both not being visible and not driving off the airstrip.

The sniper bug thing is probably hard to fix. My guess is that it is lag related and that you shot only 3 bullets at the server whereas you shot 4 on the server. That means you can still shot another (5th) bullet.

Subject: Re: Changelist for scripts.dll 4.0
Posted by xpontius on Thu, 28 Aug 2008 11:30:37 GMT

Ah ok sounds good. I bring up the 5th bullet issue because of numerous experiences on Walls Flying where I would be shooting an Apache/Orca with any sniper. I would let off all shots with the damage evident on the enemies aircraft but still have one round left over.

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Thu, 04 Sep 2008 07:20:53 GMT
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Please make it so that curved surfaces work again.

They no longer work past scripts 2.9 I believe.
I think I've mentioned something like this before.

I know it's tough to enable them, but they really make the models look better.

Truform makes the game look much better.

You need Catalyst 5.8, and an ATi x850xt-pe or older to enable them...but still.

They're the way to make the game look the best, and if these new scripts are going to be required, then they shouldn't be breaking anything.

I use truform, truform is awesome.
Don't take it away.

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Thu, 04 Sep 2008 07:38:05 GMT
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"A change to prevent the issue where a player can get out of a vehicle just before its killed and deny the other team/player some of the points for the kill"

Shouldn't that be considered "defensive skill?"

Subject: Re: Changelist for scripts.dll 4.0
Posted by CarrierII on Thu, 04 Sep 2008 11:36:27 GMT
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No, that should be considered exploiting the points engine.

Subject: Re: Changelist for scripts.dll 4.0

Posted by Goztow on Thu, 04 Sep 2008 12:36:13 GMT
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Well, you could consider it something the better players only would do, yes. But I don't mind it being fixed.

It'll also enable getting points for repairing an empty vehicle, I suppose? That's a good thing IMO: there's no reason to not get points for repairing your own vehicle.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Wiener on Thu, 04 Sep 2008 14:25:05 GMT
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ppl would damage-rep their own tanks to gain money/points

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 04 Sep 2008 14:36:45 GMT
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That's why they should lose money/score when they attack their own vehicles..

Subject: Re: Changelist for scripts.dll 4.0
Posted by Craziac on Thu, 04 Sep 2008 22:07:16 GMT
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It becomes a problem when no one is in the vehicle, though.

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Fri, 05 Sep 2008 16:13:06 GMT
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s0meSkunk wrote on Thu, 04 September 2008 03:20Please make it so that curved surfaces work again.

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I think I've mentioned something like this before.

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Truform makes the game look much better.

You need Catalyst 5.8, and an ATi x850xt-pe or older to enable them...but still.

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Don't take it away.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Fri, 05 Sep 2008 17:21:16 GMT

s0meSkunk wrote on Fri, 05 September 2008 11:13s0meSkunk wrote on Thu, 04 September 2008 03:20Please make it so that curved surfaces work again.

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Truform makes the game look much better.

You need Catalyst 5.8, and an ATi x850xt-pe or older to enable them...but still.

They're the way to make the game look the best, and if these new scripts are going to be required, then they shouldn't be breaking anything.

I use truform, truform is awesome.
Don't take it away.

Nothing in the code suggests that they are broken, and we don't have any hardware that can actually do TruForm

---

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Fri, 05 Sep 2008 17:46:42 GMT

I'll test again with latest scripts and double check/make sure.

  http://cgi.ebay.com/ATI-Radeon-X850-PRO-256mb-PCIe-DVI-VGA-video-card_W0QQitemZ290258544501QQihZ019QQcategoryZ3762QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

There's a card that supports truform.

And here's a really really cheap card
 http://cgi.ebay.com/ASUS-ATI-Radeon-9200-SE-8X-64MB-AGP-Video-Card-New_W0QQitemZ
250288991261QQihZ015QQcategoryZ3762QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

Really, any Radeon X850 or older supports truform with driver 5.8

If driver 5.8 worked with newer ATi cards, then all ATi card would support Truform, because it's just software emulated.

Only the Radeon 8500 had hardware ran Truform, and it sucked cause that card was slow, but truform had very little affect on FPS.
Still does through software.
And it makes the models look much much better.

And ATi cards can enable Anisotropic filtering for Renegade, something nVidia's cards can't do apparently.

nVidia's card are better for just about everything else IMHO, but ATi really had Renegade down.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Fri, 05 Sep 2008 18:32:26 GMT
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s0meSkunk wrote on Fri, 05 September 2008 12:46I'll test again with latest scripts and double check/make sure.

  http://cgi.ebay.com/ATI-Radeon-X850-PRO-256mb-PCIe-DVI-VGA-video-card_W0QQitemZ2
90258544501QQihZ019QQcategoryZ3762QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

There's a card that supports truform.

---

apparently.

nVidia's card are better for just about everything else IMHO, but ATi really had Renegade down.

1) No computer I have access to has an AGP port anymore (so that rules out the AGP version)
2) No computer I have access to has an operating system capable of running CATALYST 5.8 (They are all running Vista, and I am *not* going back to XP in any way)
3) Anisotropic filtering will be working just fine for nVidia cards under scripts 4 (Renegade itself does not currently because it tries to do anisotropic filtering on magnification as well as minification, which produces negligible results)

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Sat, 06 Sep 2008 03:27:11 GMT
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That's weak about XP.

I can't fathom anyone wanting to run Vista.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Sat, 06 Sep 2008 05:01:41 GMT
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s0meSkunk wrote on Fri, 05 September 2008 22:27That's weak about XP.

I can't fathom anyone wanting to run Vista.

Funny thing actually, Vista x64 runs on my hardware better than XP/Server2003 x86/x64 ever did

---

Subject: Re: Changelist for scripts.dll 4.0
Posted by PaRaDoX on Sat, 06 Sep 2008 10:19:19 GMT
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Tessellation would be a good replacement for that. Think that was what TrueForm was anyway.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Sat, 06 Sep 2008 18:37:45 GMT
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PaRaDoX wrote on Sat, 06 September 2008 05:19Tessellation would be a good replacement for

---

that. Think that was what TrueForm was anyway.

TruForm was exposed as "npatches" in Direct3D *shrug*

Subject: Re: Changelist for scripts.dll 4.0
Posted by XCorupt69 on Sat, 06 Sep 2008 21:59:35 GMT
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So with TT, AA won't work (on nvidia cards)?

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Sat, 06 Sep 2008 23:01:10 GMT
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XCorupt69 wrote on Sat, 06 September 2008 16:59So with TT, AA won't work (on nvidia cards)?

Huh!? How'd you come up with that? AA is working perfectly fine on NVIDIA cards as I just had it running at 8x MSAA with this damn fine 9800GT

Subject: Re: Changelist for scripts.dll 4.0
Posted by nopol10 on Sun, 07 Sep 2008 05:31:38 GMT
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I'm running it at 16xQ AA by forcing it thru nVidia Control Panel. Is using the in-game settings better than forcing it?

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Sun, 07 Sep 2008 05:43:19 GMT
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nopol10 wrote on Sun, 07 September 2008 00:31I'm running it at 16xQ AA by forcing it thru nVidia Control Panel. Is using the in-game settings better than forcing it?

Using the ingame settings doesn't trigger AA on things that shouldn't be AA'd (ie text/UI)

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Mon, 08 Sep 2008 02:11:18 GMT
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PaRaDoX wrote on Sat, 06 September 2008 06:19Tessellation would be a good replacement for

that. Think that was what TrueForm was anyway.

I think that's true.

In fact I don't think Truform is what doesn't work with the newer Scripts, I think it's the fact that the driver is just too damn old cause it's 5.8

Whatever's in the scripts that conflicts with that driver, should become optional.

Especially since the damn game was designed around ATI cards to begin with, and I only own an X850XT PE for Renegade specifically because that's what the game looks the best on.

Edit
Just tried the newest Scrips file with Catalyst 5.8 and the game simply goes to a blank screen.
I can hear the Renegade music playing.

Here are some screen shots to show how Truform makes the game look better.

Looking at them in a slide show gives the most dramatic affect.

File Attachments
1) Truform.zip, downloaded 367 times

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Mon, 08 Sep 2008 08:00:27 GMT
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s0meSkunk wrote on Sun, 07 September 2008 21:11PaRaDoX wrote on Sat, 06 September 2008 06:19Tessellation would be a good replacement for that. Think that was what TrueForm was anyway.

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I can hear the Renegade music playing.

Here are some screen shots to show how Truform makes the game look better.

Looking at them in a slide show gives the most dramatic affect.

Right, so we need to call up AMD's developer support and find out why Catalyst 5.8 (an ancient driver) doesn't work properly with a correctly-functioning Direct3D9 application? Do you expect us to get a result also? Besides the laughter from the other sides, of course... We have other far more important things to do. The code follows all of ATi's specifications for enabling TruForm, there is nothing more we can do.

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Mon, 08 Sep 2008 08:58:59 GMT
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Right but my point wasn't about truform not working, just the driver needed to enable truform.
You get a blank screen with Truform enabled or not.

Since it's stuff you're adding on top of the game, couldn't you find out what is causing the screen to appear blank????

Maybe the driver doesn't support bloom, or something along those lines.

I know the card doesn't support SM3, but I don't think that's what you're using nor would it be enabled for a menu.

Maybe the next version of scripts could have the graphics options newer than 2.9.2 optional/separate???
So then I wouldn't be forced to leave behind the better graphics I have now?

Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Thu, 11 Sep 2008 05:37:05 GMT
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s0meSkunk wrote on Mon, 08 September 2008 10:58Right but my point wasn't about truform not working, just the driver needed to enable truform.
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Maybe the next version of scripts could have the graphics options newer than 2.9.2 optional/separate???
So then I wouldn't be forced to leave behind the better graphics I have now?
In all honesty, it looks exactly the same as my renegade, and I have a nVidia card. Perhaps the same can be done with enabling AA and FSAA. That would make it look even better.
Or start by pointing out what is actually looking better according to you?

Subject: Re: Changelist for scripts.dll 4.0
Posted by s0meSkunk on Thu, 11 Sep 2008 06:48:40 GMT
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I posted the screen shots.

Look at the models of the character in the screen shots, that's where the real comparison is.

Maybe I'll take more while I'm playing to show what things Raveshaw's face looks like with Truform or something.

All the infantry look better, and your arms in the first person view look much better.

Other than that, nVidia cards all the way. (my real card is a Geforce 8800GTS 512, and I only put in the X850XT PE when I want to play Renegade)

I wonder if it's just the DX9 stuff making 5.8 not work...it'd be cool to have a DX8 version of Scripts 4.0 that just modifies things that aren't graphics.

Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Thu, 11 Sep 2008 07:18:55 GMT
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s0meSkunk wrote on Thu, 11 September 2008 02:48I posted the screen shots.

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I wonder if it's just the DX9 stuff making 5.8 not work...it'd be cool to have a DX8 version of Scripts 4.0 that just modifies things that aren't graphics.

Which simply can't happen

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Sun, 14 Sep 2008 21:52:38 GMT
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StealthEye wrote on Thu, 28 August 2008 05:07xpontius wrote on Thu, 28 August 2008 04:19It might be insignificant and possibly discussed elsewhere I didn't catch, but when about to buy something like a Medium Tank and I'm at 798 and the harv starts unloading, my credit flow halts abruptly. Its a small irritation when waiting all that time, one would assume that you should still get that flow while the Harv adds to it. In some instances it has denied me a vehicle when being rushed by the opposing team.

That's intended afaik. The ref is supposed to be too busy with unloading the harv I think.

He was talking about how sometimes when the harvester unloads you can watch your credits increase (like 10 a second or what ever it is) and other times when it unloads your credits don't go up until its done unloading, after which point your credits will be + 700 or what ever it is.

Subject: Re: Changelist for scripts.dll 4.0
Posted by JohnDoe on Mon, 15 Sep 2008 15:34:59 GMT
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So backwalking the Obelisk will be fixed, huh? What about glitching it by jumping? Isn't it possible to turn the Obelisk from a splash into a direct damage weapon?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Thu, 18 Sep 2008 15:35:27 GMT
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Speaking of the obelisk, on the original C&C the obelisk could charge up and then if the unit it was targeting was destroyed it could sit inactive for a long amount of time, then when another unit showed up it would just fire then it would have to recharge to take another shot. I'm just saying that I think thats how renegade purposely had it set up.

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 18 Sep 2008 21:49:51 GMT
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When you hide, it usually discharges, but sometimes it fires instantly... I'm pretty sure that it was not supposed to do that, because if it was, either it would always discharge, it would always stay charged or it would use some random number generator to determine whether to stay charged. It would not rely on things happening in reverse order so that in some weird way sometimes it happens and sometimes it does not...
It would not make sense anyway since the obelisk in TS (not sure about TD but I assume it worked very similar) did not do that.

Edit: Oh, I just realized you were talking about TD. If the ob did that, my guess is that it is a similar bug or it was indeed intentional. But if it were, why wouldn't the ob simply charge after every shot? Then it would always be able to fire instantly. Knowing that in TS the ob did not stay charged, I think it's very unlikely that it would be intentional, especially after seeing the code for the Renegade ob.

Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Sat, 20 Sep 2008 22:10:56 GMT
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Another reason why I think it makes more sense to directly discharge the ob as soon as the enemy is out of sight is that, if you know a thing or 2 about physics and such you would know that such huge targetable laser which can dispensate so much heat in so little time would use HUGE amounts of power. One could reason that the capacitors/generators in the ob would get (way) too hot to stay charged. Or that the energy stored in the capacitors would leak, specially since the laser will probably require low voltage, high current. This will generate loads and loads of heat, meaning that it would not be practical with our current knowledge on the subject.

Subject: Re: Changelist for scripts.dll 4.0
Posted by JohnDoe on Sun, 21 Sep 2008 07:52:08 GMT
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Pseudo science aside, isn't it enough to know that the Obelisk charges itself once the first enemy comes in sight in every C&C game? If it could store the energy, why wouldn't it charge as soon as it's build and zap the attacker immediatly?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Mon, 06 Oct 2008 13:33:58 GMT
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EvilWhiteDragon wrote on Sat, 20 September 2008 16:10Another reason why I think it makes more sense to directly discharge the ob as soon as the enemy is out of sight is that, if you know a

thing or 2 about physics and such you would know that such huge targetable laser which can dispensate so much heat in so little time would use HUGE amounts of power. One could reason that the capacitors/generators in the ob would get (way) too hot to stay charged. Or that the energy stored in the capacitors would leak, specially since the laser will probably require low voltage, high current. This will generate loads and loads of heat, meaning that it would not be practical with our current knowledge on the subject.
Fair reasoning, of course this will make ob rushes a lot easier.

Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Mon, 06 Oct 2008 17:16:34 GMT
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Jerad Gray wrote on Mon, 06 October 2008 15:33EvilWhiteDragon wrote on Sat, 20 September 2008 16:10Another reason why I think it makes more sense to directly discharge the ob as soon as the enemy is out of sight is that, if you know a thing or 2 about physics and such you would know that such huge targetable laser which can dispensate so much heat in so little time would use HUGE amounts of power. One could reason that the capacitors/generators in the ob would get (way) too hot to stay charged. Or that the energy stored in the capacitors would leak, specially since the laser will probably require low voltage, high current. This will generate loads and loads of heat, meaning that it would not be practical with our current knowledge on the subject.
Fair reasoning, of course this will make ob rushes a lot easier.
Not really, only more predicable about when the OB will fire. As in the old situation you had probably about 50% chance the ob was charged or discharged. If it was discharged, then the rush would be exactly the same as it is with this fix. If it was charged, then the OB would fire 1 shot faster then it should do, and that *COULD* change the course of the rush.
Problem is that that behaviour is not predicable for either teams, so as NOD you can't count on it firing directly and as GDI you can't count on it firing "late".
This can be good and bad for both sides, so for that reason I would choose the more logical way, which is, always discharge if there is no enemy in sight.

Subject: Re: Changelist for scripts.dll 4.0
Posted by ErroR on Thu, 09 Oct 2008 12:36:09 GMT
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Really waiting for bluehell and ob discharge bug fixed

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Thu, 09 Oct 2008 15:17:28 GMT
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EvilWhiteDragon wrote on Mon, 06 October 2008 11:16Jerad Gray wrote on Mon, 06 October 2008 15:33EvilWhiteDragon wrote on Sat, 20 September 2008 16:10Another reason why I think it makes more sense to directly discharge the ob as soon as the enemy is out of sight is that, if you know a thing or 2 about physics and such you would know that such huge targetable laser which

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Problem is that that behaviour is not predicable for either teams, so as NOD you can't count on it firing directly and as GDI you can't count on it firing "late".
This can be good and bad for both sides, so for that reason I would choose the more logical way, which is, always discharge if there is no enemy in sight.
How many 100% predictable games are fun?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Thu, 09 Oct 2008 17:32:26 GMT
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It's more fun to die out of nowhere!

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 09 Oct 2008 17:32:30 GMT
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Many. I don't like randomness in games at all. Admittedly it's probably the most important reason for me to not play some games. (Doesn't go only for computer games, same goes for board/card games for example). If I lose then at least I want it to be my own fault, not because of some silly bug making the ob kill me instantly.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Sun, 12 Oct 2008 00:15:16 GMT
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StealthEye wrote on Thu, 09 October 2008 11:32Many. I don't like randomness in games at all. Admittedly it's probably the most important reason for me to not play some games. (Doesn't go only for computer games, same goes for board/card games for example). If I lose then at least I want it to be my own fault, not because of some silly bug making the ob kill me instantly.
It is your fault, always let the n00bs go first
lol, jk.

Subject: Re: Changelist for scripts.dll 4.0
Posted by MGamer on Fri, 24 Oct 2008 19:24:15 GMT
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Quote:TextureClass *Create_Render_Target(int width, int height, WW3DFormat format); //Create a render targetwhat does this means o.o

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Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Fri, 24 Oct 2008 19:51:07 GMT
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MGamer wrote on Fri, 24 October 2008 14:24Quote:TextureClass *Create_Render_Target(int width, int height, WW3DFormat format); //Create a render targetwhat does this means o.o

The changelog is rather inaccurate right now, but that function used to create a render target texture for shader developers to use in advanced effects. It's done by a different function now.

Subject: Re: Changelist for scripts.dll 4.0
Posted by DutchNeon on Sun, 02 Nov 2008 02:44:31 GMT
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Lag issues gonna be fixed too? For example, sometimes, you will see GDI guys 'lag up the field' on the map field, while they are in the AGT for example. Kill em, and they disappear, and the body falls, where they actually where.

Happens on Islands too, if you snipe across the map from the strip, towards the first island from the GDI base.

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Sun, 02 Nov 2008 13:17:32 GMT
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I don't think that's something we can fix easily without significantly affecting the renegade netcode.

Subject: Re: Changelist for scripts.dll 4.0
Posted by BLÃ»Îµl4Î²ÃªL on Fri, 24 Apr 2009 12:52:27 GMT
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Quote:Anti-cheat to detect damage related hacks

So this patch wont stop RGH? :\

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Fri, 24 Apr 2009 13:15:41 GMT
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It will.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jamie or NuneGa on Fri, 24 Apr 2009 13:18:33 GMT
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you guys got ur anti-cheat sorting velocity out?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Fri, 24 Apr 2009 13:40:03 GMT
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They do, of course.

Subject: Re: Changelist for scripts.dll 4.0
Posted by BLÃ»Îµl4Î²ÃªL   on Fri, 24 Apr 2009 15:25:59 GMT
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Ahh that sounds great. It would be awesome if it stops every single cheat for renegade, so things
like BIATCH (for servers) and RR (for servers & players) won't be needed.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Mon, 26 Oct 2009 15:08:20 GMT
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I have a question, if I hope out of my vehicle, will the Obelisk/AGT keep shooting my vehicle
instead of me due to the points fix?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Mon, 26 Oct 2009 15:37:44 GMT
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Jerad Gray wrote on Mon, 26 October 2009 16:08I have a question, if I hope out of my vehicle, will
will the Obelisk/AGT keep shooting my vehicle instead of me due to the points fix?
No, you're confused by another plugin that Spoony asked for, for his league, and that was coded
by Reborn. This plugin - which will not be implemented in TT AFIK - aims to solve the "injustice"
that you don't get points for destroying a vehicle when the driver of said vehicle jumps out in the

last moment because the vehicle becomes neutral.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Sladewill on Mon, 26 Oct 2009 15:54:08 GMT
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on the anti cheat will TT stop RG and RR from working?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Mon, 26 Oct 2009 15:59:25 GMT
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Goztow wrote on Mon, 26 October 2009 09:37Jerad Gray wrote on Mon, 26 October 2009 16:08I have a question, if I hope out of my vehicle, will the Obelisk/AGT keep shooting my vehicle instead of me due to the points fix?
No, you're confused by another plugin that Spoony asked for, for his league, and that was coded by Reborn. This plugin - which will not be implemented in TT AFIK - aims to solve the "injustice" that you don't get points for destroying a vehicle when the driver of said vehicle jumps out in the last moment because the vehicle becomes neutral.
IF the vehicle ISN'T neutral, what does the obelisk think about it?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Mon, 26 Oct 2009 16:26:31 GMT
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If a server runs this plugin, which has been openly released, then the base defences will shoot the vehicle for the 3-5 seconds that it's not neutral after the passenger left it. But it has nothing to do with TT, which doesn't include this plugin.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Ghostshaw on Mon, 26 Oct 2009 16:38:58 GMT
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We actually have a different fix for the same problem that does not cause the base defense problem.

As for the RG and RR not working bits. The patch will remove RG so yes it will stop it from working. And the patch will probably not work side by side with RR (although not intentionally). Theres just a bunch of things that will probably conflict.

Subject: Re: Changelist for scripts.dll 4.0
Posted by CarrierII on Mon, 26 Oct 2009 16:50:31 GMT
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Ghostshaw wrote on Mon, 26 October 2009 16:38We actually have a different fix for the same problem that does not cause the base defense problem.

As for the RG and RR not working bits. The patch will remove RG so yes it will stop it from working. And the patch will probably not work side by side with RR (although not intentionally). Theres just a bunch of things that will probably conflict.

Although given that Yrr/Neku/TimeFX has handed you the source code, I assume the patcher will check to see if you had RR installed, and behave accordingly when installing the patch...

As for RR no longer working, TT is designed to be a "super" patch, gathering all of the previously seperate improvement efforts under one banner, so all of the RR fixes will be in TT anyway.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Mon, 26 Oct 2009 17:32:12 GMT
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Ghostshaw wrote on Mon, 26 October 2009 10:38We actually have a different fix for the same problem that does not cause the base defense problem.

Does it still make the vehicle keep the team or does it just award points even though the vehicle is neutral?

Subject: Re: Changelist for scripts.dll 4.0
Posted by Sladewill on Mon, 26 Oct 2009 18:36:52 GMT
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The next question will be when its released lol

Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Tue, 27 Oct 2009 10:04:09 GMT
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CarrierII wrote on Mon, 26 October 2009 17:50Ghostshaw wrote on Mon, 26 October 2009 16:38We actually have a different fix for the same problem that does not cause the base defense problem.

As for the RG and RR not working bits. The patch will remove RG so yes it will stop it from working. And the patch will probably not work side by side with RR (although not intentionally). Theres just a bunch of things that will probably conflict.

Although given that Yrr/Neku/TimeFX has handed you the source code, I assume the patcher will check to see if you had RR installed, and behave accordingly when installing the patch...

As for RR no longer working, TT is designed to be a "super" patch, gathering all of the previously seperate improvement efforts under one banner, so all of the RR fixes will be in TT anyway. Well, RR also had some more "dubious" fixes which some people might like and some certainly will dislike, so therefore RR won't be directly included in TT. Also, in TT we rewrote a lot of hacks to proper functions. This probably causes RR to not work on TT, which could be fixed, if Yrr would be around and change/update/merge RR.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Sladewill on Tue, 27 Oct 2009 11:13:51 GMT
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good thing its not turning into RR lots of bugs on itself, like u usually get stuck in walls, with vehicles and characters.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Hitman on Thu, 05 Nov 2009 15:25:35 GMT
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There is a glitch that makes you do extra damage when u do the shoot get out repair thing in your arty(not sure if it also does that in other vecs) is that going to be fixed so we can still do it just without having an invincible arty ;/

ps: there's also a youtube video about it

Subject: Re: Changelist for scripts.dll 4.0
Posted by StealthEye on Thu, 05 Nov 2009 22:11:03 GMT
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Please find the video then, I have no idea what you mean.

Subject: Re: Changelist for scripts.dll 4.0
Posted by HaTe on Thu, 05 Nov 2009 23:30:39 GMT
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So the scripts stop people from using certain cheats? Which ones exactly, and how exactly does this work? Being a mod and all, this would be great, and even better if it is impossible or extremely hard to get around.

Subject: Re: Changelist for scripts.dll 4.0
Posted by TruYuri on Fri, 06 Nov 2009 03:03:33 GMT
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HaTe wrote on Thu, 05 November 2009 17:30So the scripts stop people from using certain cheats? Which ones exactly, and how exactly does this work? Being a mod and all, this would be great, and even better if it is impossible or extremely hard to get around.

It's attempting to stop them from using ALL cheats, and they won't say how it works exactly because that would be making their methods vulnerable.

Subject: Re: Changelist for scripts.dll 4.0
Posted by GEORGE ZIMMER on Fri, 06 Nov 2009 04:56:34 GMT
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TruYuri wrote on Thu, 05 November 2009 21:03HaTe wrote on Thu, 05 November 2009 17:30So the scripts stop people from using certain cheats? Which ones exactly, and how exactly does this work? Being a mod and all, this would be great, and even better if it is impossible or extremely hard to get around.

It's attempting to stop them from using ALL cheats, and they won't say how it works exactly because that would be making their methods vulnerable.
Was gonna say this. Live with not knowing every detail about the anti-cheat system.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Sladewill on Fri, 06 Nov 2009 15:49:11 GMT
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pointless them making this update if there gona say everything, telling the methods basically wastes time and gives access to hackers so easily, then again I'm sure they will find ways around this. Decompilers and such

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Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Fri, 06 Nov 2009 17:00:30 GMT
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Sladewill wrote on Fri, 06 November 2009 16:49pointless them making this update if there gona say everything, telling the methods basically wastes time and gives access to hackers so easily, then again I'm sure they will find ways around this. Decompilers and such
Well, it totally depends. If 0x90 or similar person would dive into the TT code they'll probably find one or more ways to cheat.
On the other hand, cheating won't be just as easy as modifying the damage values in objects.db (You'll be BIATCH banned if you try this!). So I think we should be fairly well protected. If there is someone like 0x90 or 0x90 himself working on cheat tools then it is likely that they'll be able to

create a cheat at some point.
What gives us an advantage compared to now it that we would be able to easily send out a new update to prevent this cheat, and possibly banning all the cheaters in the progress.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Spoony on Fri, 06 Nov 2009 17:04:31 GMT
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StealthEye wrote on Thu, 05 November 2009 16:11Please find the video then, I have no idea what you mean.
http://www.youtube.com/watch?v=TTVEoFnwVqM
http://www.youtube.com/watch?v=aSR3cFVnjH4

this sort of thing has happened to me 4-5 times, except against infantry. i've been an arty on field and i'd hop out to repair, and suddenly get a kill on a havoc when i didn't really seem to have aimed at him...

Subject: Re: Changelist for scripts.dll 4.0
Posted by Goztow on Fri, 06 Nov 2009 17:10:49 GMT
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Would the neutral bullet do more damage? :s

Subject: Re: Changelist for scripts.dll 4.0
Posted by Sladewill on Fri, 06 Nov 2009 17:35:43 GMT
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yeah i dont like that bug, its coz its like a AI when u leave it after its fired, so it would do damage. Its part of the ren engine defo.

Subject: Re: Changelist for scripts.dll 4.0
Posted by CarrierII on Fri, 06 Nov 2009 18:09:59 GMT
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That's caused in part by the projectile's owner's team being looked up at impact time.

Subject: Re: Changelist for scripts.dll 4.0
Posted by Sladewill on Fri, 06 Nov 2009 19:13:00 GMT
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anyway way to fix?

I *think* Seye looked into this already, but I'm unsure what the result of that was.