Subject: A notice to anyone planning to write code for scripts 4.0 Posted by jonwil on Wed, 31 Aug 2011 00:54:43 GMT

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Anyone planning to write code for scripts 4.0 (including SSGM plugins) should obtain a copy of Visual C++ 2010 now as they will need it to work with Scripts 4.0.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by halo2pac on Wed, 31 Aug 2011 01:06:54 GMT

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Hells ya I have a hell of a lot to port over.

And for everyone in college: FREE VS 2010 PRO www.dreamspark.com

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Wed, 31 Aug 2011 12:26:52 GMT

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Is there anyway to change the hideous visual theme of VS 2010?

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by danpaul88 on Wed, 31 Aug 2011 12:45:42 GMT

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I think VS2010 looks pretty good personally, a nice simple colour scheme. What more do you want?

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Wed, 31 Aug 2011 12:49:53 GMT

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The earlier Visual Studios colour scheme which doesn't look terrible.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by danpaul88 on Wed, 31 Aug 2011 13:36:51 GMT

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Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Wed, 31 Aug 2011 15:52:48 GMT

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Neh, I mean like this:

## File Attachments

1) Untitled.png, downloaded 301 times

```
nedmalloc_patcher - Visual C++ 2008 Express Edition (Administrator)
 <u>File Edit View Project Build Debug Tools Window Help</u>
 nedmalloc.c winpatcher.c nedmalloc.h Start Page
{} nedalloc
                                                                                   🚭 nedpmemalign(ne
   2024
             /* If the user mode page allocator is turned on in a 32 bit process,
   2025
             don't automatically reserve eight times the address space. */
   2026
             if(8==sizeof(size t) || !OSHavePhysicalPageSupport())
   2027
        #endif
            { /* If he reallocs even once, it's probably wise to turn on address space rese
   2028白
   2029 -
                 If the size is larger than mmap threshold then it'll set the reserve. */
   2030
                 if(!(flags & M2 RESERVE MASK)) flags=M2 RESERVE MULT(8);
   2031
   2032
             return nedprealloc2(p, mem, size, 0, flags);
   2033
   2034
        NEDMALLOCNOALIASATTR NEDMALLOCPTRATTR void * nedpmemalign(nedpool *p, size t alignmen
   2035
             unsigned flags=NEDMALLOC FORCERESERVE(p, 0, bytes);
   2036
   2037
             return nedpmalloc2(p, bytes, alignment, flags);
   2038
   2039
        NEDMALLOCNOALIASATTR void nedpfree(nedpool *p, void *mem) THROWSPEC
   2040
   2041
          nedpfree2(p, mem, 0);
   2042
   2043
   2044
         struct nedmallinfo nedpmallinfo(nedpool *p) THROWSPEC
   2045 {
           int n;
   2046
   2047
            struct nedmallinfo ret={0};
            if(!p) { p=&syspool; if(!syspool.threads) InitPool(&syspool, 0, -1); }
   2048
   2049
             for(n=0; p->m[n]; n++)
   2050
   2051 #if USE ALLOCATOR==1 && !NO MALLINFO
   2052
                 struct mallinfo t=mspace mallinfo(p->m[n]);
   2053
                 ret.arena+=t.arena;
   2054
                 ret.ordblks+=t.ordblks;
   2055
                  ret.hblkhd+=t.hblkhd;
                                                                        111
```

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by danpaul88 on Wed, 31 Aug 2011 15:57:00 GMT View Forum Message <> Reply to Message

Ready

Oh, you can easily close the solution explorer and all other extra windows and just be left with a text editor. Thats what the X buttons are for in the top corner of each window. The toolbars can be removed by right clicking on it and choosing custmomise.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Wed, 31 Aug 2011 16:04:56 GMT

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Oh thanks, yeah that works. The hideous dark blue and grey is less noticeable now.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Gen Blacky on Wed, 31 Aug 2011 20:13:53 GMT

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halo2pac wrote on Tue, 30 August 2011 18:06Hells ya I have a hell of a lot to port over.

And for everyone in college: FREE VS 2010 PRO www.dreamspark.com

I forgot about that Thank You.

Quote: Is there anyway to change the hideous visual theme of VS 2010

This is what mine looks like.

Toggle Spoiler

Using Visual Studio Color Theme Editor

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Wed, 31 Aug 2011 20:17:55 GMT

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Visual Studio Extension Installer

This extension is not installable on any currently installed products.

\_\_\_\_\_

OK

I'm using VS 2010 SP1.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Gen Blacky on Wed, 31 Aug 2011 20:24:40 GMT

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Yea im not using SP1. I guess ill try updating and see what happens.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Jerad2142 on Wed, 31 Aug 2011 20:28:43 GMT

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I hate how 2010 collapses to definitions and leaves those damn blank lines after each one. I am sure there is a setting to turn it off though, whether it requires changing the font or w/e, I just have not used it enough to take the time to figure it out.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Jerad2142 on Wed, 31 Aug 2011 20:28:44 GMT

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Double post... haven't seen one of those in a long time.

## File Attachments

1) Untitled.png, downloaded 538 times

Page 5 of 9 ---- Generated from

Command and Conquer: Renegade Official Forums

```
■ void JMG_KP2_Phone_Create_Al_Swarm_One::Create_Al(GameObject *Al,GameObject *sender,Vector3 Location) | {

H GameObject *JMG_RP2_Phone_Create_AI_Swarm_One::Soldier_Twiddler(Vector3 Pos) { ... }
H Vector3 JMG_RP2_Phone_Create_AI_Swarm_One::Spawn_Pos_Twiddler() { ... }

    woid JMG RP2 Tutorial Door Teleport::Entered(GameObject *obj,GameObject *enter) { ...

    woid JMG_RP2_Tutorial_Message_Zone::Created(GameObject *obj) { ... }

woid JMG_RP2_Tutorial_Message_Zone::Entered(GameObject *obj,GameObject *enter) { ...

    woid JMG_RP2_Tutorial_Message_Zone::Exit(GameObject *obj,GameObject *exiter) { . . . }

H void JMG_RP2_Tutorial_Message_Zone::Custom(GameObject *obj,int message,int param,GameObject *sender) {

    woid JMG_RP2_Zone_Debug_Script::Created(GameObject *obj) { ... }

■ void JMG RP2 Load Player Characters::Created(GameObject *obj) { ... }

<u>■ void JMG_RP2_Load_Player_Characters::Player_Character_Node(const char *PlayerName,const char *PresetName</u>)

    woid JMG_RP2_Phone_House_Security_System_Config_Number::Created(GameObject *obj) { . . . .

    woid JMG RP2 Phone House Security System Config Number::Custom(GameObject *obj,int message,int param,GameObject *obj,int message,int message,int param,GameObject *obj,int message,int message,in

■ void JMG_RP2_Phone_House_Security_System_Config_Number::AutoCancelCall(GameObject *obj,GameObject *player

    woid JMG_RP2_Phone_House_Security_System_Config_Number::ChargeForCall(GameObject *obj) { ...
★ char *JMG RP2 Phone House Security System Config Number::ReturnEnabled(bool value) { ...

■ float JMG_RP2_Phone_House_Security_System_Config_Number::SecurityPrice(float Price) { ...
woid JMG RP2 Phone House Security System Config Number::TogglePlanSettings(GameObject *obj,GameObject *:

<u>■ void JMG_RP2_Phone_House_Security_System_Config_Number::EnableObjectSpawn(int SecurityObjectType)</u>

    woid JMG RP2 Phone House Security System Config Number::DisableObjectSpawn(int SecurityObjectType)
    |
```

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Gen\_Blacky on Wed, 31 Aug 2011 21:34:49 GMT View Forum Message <> Reply to Message

iRANian wrote on Wed, 31 August 2011 13:17-----Visual Studio Extension Installer

-----

This extension is not installable on any currently installed products.

-----

OK

-----

I'm using VS 2010 SP1.

Are you using the express edition?

- <SupportedProducts>
  - <VisualStudio Version="10.0">
  - <Edition>Ultimate</Edition>
  - <Edition>Premium</Edition>
  - <Edition>Pro</Edition>
  - <Edition>IntegratedShell</Edition>
- </VisualStudio>
- </SupportedProducts>

You could try adding the express edition to extension.vsixmanifest and see what happens but idk if it would work. open the visx file with winrar or another program like it.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Wed, 31 Aug 2011 22:15:38 GMT

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Yeah, Express. I'll try that stuff tomorrow.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by saberhawk on Thu, 01 Sep 2011 05:46:56 GMT

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The color scheme can be messed around with significantly.

Colors!

## File Attachments

1) colors.png, downloaded 391 times

```
tt_VC2010 - Microsoft Visual Studio
File Edit View VAssistX Theme Project Build Debug Team Data Tools Architecture Test Analyze Window Help
    n PhysDefClass.h
    (Global Scope)
                                                                                           Ŧ
             #include "engine_common.h"
              #include "engine vector.h"
             #include "engine_io.h"
             #include "engine_threading.h"
             #include "engine_string.h"
           #include "Definition.h"
              // If you modify this list, be sure to add the friendly name to GetCollisionGroupName
       11 ⊟typedef enum {
                   DEFAULT COLLISION GROUP → → = · 0, → →
                                                                               // collides with everything
                   TERRAIN_ONLY_COLLISION_GROUP,
BULLET_COLLISION_GROUP,
TERRAIN_AND_BULLET
                                                                               // collides with nothing
                                                                              // collides only with terrain
// collides with everything but itself
// collides with terrain and bullets
                   TERRAIN_AND_BULLET_COLLISION_GROUP,
BULLET_ONLY_COLLISION_GROUP,
SOLDIER_COLLISION_GROUP,
SOLDIER_GHOST_COLLISION_GROUP,
                                                                              // collides only with bullets
// collides with everything (but only soldiers u
// collides with everything but soldiers
                   // new collision groups here, 8 - 14
                   C4_COLLISION_GROUP,
UNDERGROUND_COLLISION_GROUP,
SOLDIER_ONLY_COLLISION_GROUP,
                                                                              // behaves like DEFAULT but doesn't collide with
// collides with TERRAIN and itself
                                                                               // collides only with SOLDIER and SOLDIER_GHOST
                   SOLDIER_BULLET_COLLISION_GROUP,
                                                                               // collides with C4, BULLET, SOLDIER and SOLDIE
                   TERRAIN COLLISION GROUP >> = 15, >>
                                                                               // Terrain must be 15
                   // more collision groups here, 16 - 31
                   WATER_SURFACE_COLLISION_GROUP, WATER_EDGE_COLLISION_GROUP,
                                                                               // collides with NAVAL_UNIT, BEACHING_UNIT, AMBH
                                                                              // collides with DEFAULT, SOLDIER, and NAVAL_UNI
// collides only with NAVAL_UNIT
// collides only with BEACHING_UNIT
// behaves like DEFAULT but collides with WATER_
                   WATER_EDGE_COLLISION_GROUP, **
                   WATER_EDGE_ALT_COLLISION_GROUP,
BEACH_EDGE_COLLISION_GROUP,
NAVAL_UNIT_COLLISION_GROUP,
                   BEACHING_UNIT_COLLISION_GROUP,
HOVER_UNIT_COLLISION_GROUP,
AMPHIBIOUS_UNIT_COLLISION_GROUP,
AMPHIBIOUS_UNIT_FLOOR_COLLISION_GROUP,
                                                                              // behaves like DEFAULT but collides with WATER_
                                                                              // behaves like DEFAULT but collides with WATER_
// behaves like DEFAULT but collides with AMPHIB
                                                                               // collides only with AMPHIBIOUS UNIT
                   COLLISION GROUP MAX = 32,
                                                                               // not a collision group
             } Collision_Group_Type;
       43 Dinline const char* GetCollisionGroupName(Collision_Group_Type group)
100 % - 4
                                                                                                                       Ln 10
                                                                                                                                         Col 86
Ready
```

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Tunaman on Thu, 01 Sep 2011 07:47:19 GMT

I swear the old ones had the solution explorer, etc, too anyways

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by danpaul88 on Thu, 01 Sep 2011 07:58:27 GMT

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Tunaman wrote on Thu, 01 September 2011 08:47I swear the old ones had the solution explorer, etc, too anyways

Yeah, they do, I have 2005, 2008 and 2010 installed here and they all have it... just VS2010 makes them more prominent in the default layout configuration. I personally find (some of) them extremely useful, I manage all my project files from the solution explorer.

Class view on the other hand.. not overly useful for my since our files are named after the classes they contain anyway, but for languages like c# where classes tend to be used more extensively for smaller things it might come in handy I guess...

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by iRANian on Thu, 01 Sep 2011 11:33:14 GMT

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The Solution Explorer wasn't open because I opened an individual file, but yeah I use it all the time.

Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by halo2pac on Fri, 02 Sep 2011 03:17:33 GMT View Forum Message <> Reply to Message

Also they allow you to install the blend styles for visual studio which will theme it BLACK.. SEXY BLACK