Subject: scripts.dll 2.1.3 progress report
Posted by jonwil on Sun, 05 Jun 2005 13:38:28 GMT
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Here is a list of all the changes (either implemented or going to be implemented) in 2.1.3 since 2.1.2:
General code cleanup (changing a few C runtime calls around, dropping use of certain "unsafe" runtime calls like strcpy, elss risk of buffer overflows etc)
Dropping all use of malloc() and free() switching to using new and delete exclusively
Fix a crash bug to do with one of the sound fixes added to 2.1.x
Removal of all the code in bhs.dll that was also in engine.cpp, now bhs.dll just uses engine.cpp directly (no noticable increase in file size for bhs.dll but it does mean a lot less code duplication
Added code to the handler that handles new connections to the server.
If the nickname of the new player matches any of the following, the player is denied a connection and a console message listing the IP address of the denied player is displayed:
Nickname length = 0
Nickname length > 20
Nickname = Hostname
Nickname has non-ascii characters (i.e. below ' ' or above '~')
Nickname is all spaces
Nickname matches a name already in use on the server
Fix to the scripts JFW_GrantScore_Powerup and JFW_GrantMoney_Powerup so they actually work now (the bug was that I was giving the money/score to the powerup and not to the player that collected the powerup)
Also, note that gamedata.h is now obsolete, its contents are now part of engine.h. (as of 2.1.3)
So you can delete gamedata.h
A fix to the ICON command to fix a bug MAC reported with it
Further fixes to the AGT (to fix the "fires missiles too much" issue and the "multiple sets of guns" issue, whatever fix is needed for them)
And some new changes to disable certain network interfaces that could be used by a cheater to cheat (e.g. to run a console command on the server from the client or to kill someone from the client), this cheat stuff is done via a modified dll.

There might be other things that I changed that I have forgotten about too

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Halo38 on Sun, 05 Jun 2005 14:17:42 GMT
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jonwil wrote on Sun, 05 June 2005 09:38
If the nickname of the new player matches any of the following, the player is denied a connection and a console message listing the IP address of the denied player is displayed:
Nickname length = 0
Nickname length > 20
Nickname = Hostname
Nickname has non-ascii characters (i.e. below ' ' or above '~')

Nickname is all spaces
Nickname matches a name already in use on the server

Excellent! thanks Jon, can't stand those cheaters

Subject: Re: scripts.dll 2.1.3 progress report
Posted by ghostSWT on Sun, 05 Jun 2005 20:16:47 GMT
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Quote:Nickname length = 0
Nickname length > 20
Nickname = Hostname
Nickname has non-ascii characters (i.e. below ' ' or above '~')
Nickname is all spaces
Nickname matches a name already in use on the serverIsn't that all already fixed by SK's BandTest.dll???

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Cat998 on Sun, 05 Jun 2005 20:29:09 GMT
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yes, but SK's Bandtest.dll isnt part of jonwils scripts.dll

Subject: Re: scripts.dll 2.1.3 progress report
Posted by TD on Sun, 05 Jun 2005 20:31:54 GMT
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OMG SO GOOD.

New Scripts with fixes AND nickname hack fixed, just a file.

Reporting one bug:
I cannot choose f8 - extras with this new scripts. Renegade crashed if I try it.

Also, since this script renegade crashes more often...

But it's a great thing. I love it. Please consider looking into these two problems

EDIT:

Maps load faster now, do they even load FASTER when I use the speeded westwood maps that have been going around? Or doesnt that make any difference?

About the logs that scripts.dll saves, like text that has been typed. Can you please tell me how to disable this? Can you put in the option if it currently does not have it?

Typo fix:

win command says:
0= Nod
1=win

Should be 1= GDI

And at the teams and teams2 command, just place 2= Neutral. It's been discovered anyway, it'd be great if every command was in the list

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Subject: Re: scripts.dll 2.1.3 progress report
Posted by Aircraftkiller on Sun, 05 Jun 2005 22:14:49 GMT
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It was already fixed, jonwil just did his thing where he steals SK's code again.

I don't know why BHS tolerates thievery...

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Sun, 05 Jun 2005 23:20:33 GMT
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You cant disable those log files (why is it that you want to anyway?)

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Mon, 06 Jun 2005 04:02:43 GMT
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I tried with both <my WIP of 2.1.3> and <stock westwood> and I couldnt seem to get the EXTRAS command to crash.
Nor could I get it to do anything either.
What steps should I be taking to get the EXTRAS command to do something?

EDIT:
I made it do what it was supposed to do (now that I know how to activate it)

It isnt crashing here on my end, if it crashes for anyone else, I need the _except.txt for the crash so I can debug it.

Oh and BTW, I did NOT steal SKs code.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Goztow on Mon, 06 Jun 2005 08:17:18 GMT
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Good things that will be added, now start coding so I can protect our server

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Subject: Re: scripts.dll 2.1.3 progress report
Posted by Cat998 on Mon, 06 Jun 2005 08:21:28 GMT
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bleh

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Mon, 06 Jun 2005 09:10:33 GMT
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I AM coding
It just takes time

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Cyber030 on Tue, 07 Jun 2005 03:59:19 GMT
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Glad the new scripts are coming along. Have been awaiting some new ones.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by TD on Tue, 07 Jun 2005 18:22:28 GMT
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Maps load faster now with the scripts, do they even load FASTER when I use the speeded westwood maps that have been going around? Or doesnt that make any difference?

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Tue, 07 Jun 2005 23:41:07 GMT
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Basicly, the standard westwood maps (and standard westwood always.dat/always2.dat) include files called always.dep and <mapname.dep>

The speeded westwood maps (which dont actually make things that much faster) remove the <mapname.dep> files from the map files.

RenAlert doesnt have the dep files in the first place which is why it can load so fast.
What my new code does is to tell the game not to read the dep files at all which gives the fastload effect for everyone (since it doesnt read always.dep or <mapname.dep> anymore)

Subject: Re: scripts.dll 2.1.3 progress report
Posted by danpaul88 on Wed, 08 Jun 2005 00:01:21 GMT
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what were the dep files for? some redundant function from the development of renegade?

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Wed, 08 Jun 2005 00:11:05 GMT
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No idea

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Renx on Wed, 08 Jun 2005 11:27:51 GMT
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jonwil wrote on Mon, 06 June 2005 00:02Oh and BTW, I did NOT steal SKs code.

Except that if he never made it you'd have no clue how to make it, and would still be trying to make it pamsg spam them...

Subject: Re: scripts.dll 2.1.3 progress report
Posted by TD on Wed, 08 Jun 2005 12:21:32 GMT
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Quick note:

About the extras, I now know why Renegade 'crashed'. I always use f8, ex, enter to get to extras. But ex now first chooses the exit command. So I have to type ext to get extras.

So what you mean is, I dont need the speeded maps as the scripts does exaclty the same and yet it is 2 mb only?

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Wed, 08 Jun 2005 13:03:48 GMT
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Renx: WRONG.
v00d00 (our resident netcode expert) found the information I needed.

And TD: No, you dont need the speeded up maps, the scripts.dll will do that for you.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by TD on Wed, 08 Jun 2005 14:46:57 GMT
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Alright, thanks jonwil. BTW, when will this newer and better version be coming out?

EDIT: Wil this antinamehack thing stop people from hacking games that I host? Non-dedicated games, on WOL, the host game button.

Silent Kane, what do you mean by supporting cheaters? Can these scripts be used to cheat? If so, Renguard should read the scripts. And everytime a new scripts is released it should be checked by the renguard team.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Sir Kane on Wed, 08 Jun 2005 15:34:08 GMT
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jonwil wrote on Wed, 08 June 2005 08:33Renx: WRONG.
v00d00 (our resident netcode expert) found the information I needed.

And TD: No, you dont need the speeded up maps, the scripts.dll will do that for you.

Just proving again that you're a retard code who can't do stuff himself. I bet half of "your" bhs.dll is stolen from me and the other half has been made with the help of other people.

And don't forget that you're supporting cheaters with your scripts.dll shit.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Renx on Wed, 08 Jun 2005 19:17:05 GMT
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Why don't you just get over yourself, ask SK if you can add his DLL into the patch, and credit him for it. Then credit him for the rest of his code you're using while you're at it.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Cat998 on Wed, 08 Jun 2005 21:10:14 GMT
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Yeah, teamwork

Subject: Re: scripts.dll 2.1.3 progress report
Posted by lightning on Wed, 08 Jun 2005 21:15:12 GMT
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nice work jonwill

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Slash0x on Fri, 10 Jun 2005 08:51:07 GMT
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Silent Kane wrote on Wed, 08 June 2005 11:34Just proving again that you're a retard code who can't do stuff himself. I bet half of "your" bhs.dll is stolen from me and the other half has been made with the help of other people.

Question, how can it be stolen code if you never release the code to begin with (unless you have and I missed it in one of my absences from the Renegade community)?

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Cat998 on Fri, 10 Jun 2005 10:07:22 GMT
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Learn C++ and about binary files and you will understand how

Subject: Re: scripts.dll 2.1.3 progress report
Posted by YSLMuffins on Fri, 10 Jun 2005 20:35:37 GMT
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This stolen code issue was settled in the Hot Issues forum weeks ago I believe. The discussion has no place in this one.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Renx on Sat, 11 Jun 2005 18:27:58 GMT
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This only adds the issue mentioned in the Hot topics forum.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by theplague on Tue, 21 Jun 2005 07:41:36 GMT
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:S any new progress?

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Tue, 21 Jun 2005 08:07:22 GMT
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Currently it is awaiting testing by v00d00.
Once v00d00 & the rest of the team gives the OK for 2.1.3, it will be out.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Whitedragon on Tue, 21 Jun 2005 08:58:13 GMT
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Any possibility of anymore scripts being added? An engine command to get the owner of a vehicle(how its locked to only a certain player for 30 seconds after its bought) would be very useful.

Subject: Re: scripts.dll 2.1.3 progress report
Posted by jonwil on Tue, 21 Jun 2005 09:02:03 GMT
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no, that feature wont be in 2.1.3
But I can definatly put it into 2.2 (I think)

Subject: Re: scripts.dll 2.1.3 progress report
Posted by theplague on Wed, 22 Jun 2005 07:37:39 GMT
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kool, can't wait
GJ

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Renardin6 on Wed, 22 Jun 2005 17:21:31 GMT
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Aircraftkiller wrote on Sun, 05 June 2005 17:14It was already fixed, jonwil just did his thing where he steals SK's code again.

I don't know why BHS tolerates thievery...

A well-known thief mocking a 'supposed' thief. How ironic...

Subject: Re: scripts.dll 2.1.3 progress report
Posted by Crimson on Thu, 23 Jun 2005 02:27:11 GMT
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Stop arguing things where you don't know the details. The 'pamsg spam' was my idea that I created for my server that mac duplicated as a workaround fix into scripts.dll while we awaited a better fix to block the user altogether and/or make them kickable.

Furthermore, while SK's fix was great and effective, jonwil is exploring the problem separately for a BHS-sanctioned release. That's the way it will continue to be so long as jonwil and SK don't get along, regardless of the reason.