
Subject: scripts.dll 2.2 is underway

Posted by [jonwil](#) on Mon, 22 Aug 2005 13:01:58 GMT

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The main aim of 2.2 is to fix as many serious bugs (e.g. crashes, memory leaks etc) in scripts.dll, bhs.dll and renegade as possible.

I also want to get in a few features mac wants for SSAOW and I want to look for some "highly-user-visible" to put in too if I can (e.g. pistol reload bug is one big feature I want to fix if possible)

To that end, I plan a code audit of scripts.dll/bhs.dll in order to look for said critical bugs. so far, I have already made a few changes:

- 1.changed all remaining uses of malloc() and free() in the scripts.dll and bhs.dll to use new and delete instead
- 2.added code to redirect all memory allocations (via new and delete) through the renegade memory manager which should put an end to any issues to do with allocating memory and freeing it with different memory managers
- 3.changed the chat hook so that chat messages are passed in as wide character strings (this will preserve chat messages with those "foriegn" characters)
- 4.Fixed the nickname display in the Linux FDS "client has lost connection" message (if anyone knows of any other such issues in the Linux FDS, please let me know of them & I will fix them)
- and 5.changed the version number to 2.2

I am currently aiming to get 2.2 into CP2 although if 2.2 is delayed too long I may have to ship with 2.1.3 (which doesnt have all the great bug fixes 2.2 is going to have)

What I want from the community is reports of any critical bugs you can find (i.e. _except.txt crash logs for any crashes you get no matter what and no matter what scripts.dll version you might be running and anything else to help diagnose and fix the critical bugs)

2.3 will then be the big release with all the new features (like all the big stuff for Reborn and stuff)

Subject: Re: scripts.dll 2.2 is underway

Posted by [Ma1kel](#) on Tue, 23 Aug 2005 10:35:49 GMT

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Here, I removed the _except.text that I gave you and it created auto-created a new one. The game likes to crash when you acces a PT and then when you exit get in a vehicle next to the PT. (Which will automatic happen when you exit the PT.)

File Attachments

- 1) [_except.txt](#), downloaded 257 times

Subject: Re: scripts.dll 2.2 is underway

Posted by [jonwil](#) on Tue, 23 Aug 2005 12:08:49 GMT

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Thanks for the crash log, it is just what I need (especially since it appears to be something I can reproduce)

Subject: Re: scripts.dll 2.2 is underway
Posted by [pvtorschlag](#) on Fri, 02 Sep 2005 02:37:48 GMT
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Can you add support for host messages as part of the ChatHook? Or maybe add a seperate hook for it? Also, it would be nice if you had hooks for player joins and quits.

Thanks.

Subject: Re: scripts.dll 2.2 is underway
Posted by [z310](#) on Fri, 02 Sep 2005 02:38:41 GMT
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pvtorschlag wrote on Thu, 01 September 2005 22:37Can you add support for host messages as part of the ChatHook? Or maybe add a seperate hook for it? Also, it would be nice if you had hooks for player joins and quits.

Thanks.

What he said... o_o

Subject: Re: scripts.dll 2.2 is underway
Posted by [Cat998](#) on Fri, 02 Sep 2005 03:17:47 GMT
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pvtorschlag wrote on Fri, 02 September 2005 04:37Can you add support for host messages as part of the ChatHook? Or maybe add a seperate hook for it? Also, it would be nice if you had hooks for player joins and quits.

Thanks.

Yes, I need this too.

Hooks for joins, leaves, pages to the server and host messages.

Get_Player_Ping, Get_Player_KBPS and Get_Player_Time would be also great, or just a command for getting the playerinfo
Btw. I think your are doing a great job jonwil, optimizing Renegade.

UESCat998

Subject: Re: scripts.dll 2.2 is underway
Posted by [jonwil](#) on Fri, 02 Sep 2005 04:45:53 GMT
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I do plan to do player KPBS, player time and player ping
And I will do hostmsg hook
Plus player join and player leave are planned too.

Subject: Re: scripts.dll 2.2 is underway
Posted by [DarkDemin](#) on Wed, 07 Sep 2005 03:10:07 GMT
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(00:45:09) <&sslice> someone reply to that and say that ChatHook is bugged
(00:46:19) <&sslice> it detects all pages between players in the server as team messages*

Subject: Re: scripts.dll 2.2 is underway
Posted by [z310](#) on Wed, 07 Sep 2005 03:10:18 GMT
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Edit: Nevermind.

Subject: Re: scripts.dll 2.2 is underway
Posted by [Ma1kel](#) on Sat, 10 Sep 2005 19:47:31 GMT
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Another one..

File Attachments

1) [_except.txt](#), downloaded 287 times

Subject: Re: scripts.dll 2.2 is underway
Posted by [z310](#) on Mon, 12 Sep 2005 03:25:24 GMT
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Do you have an ETA for scripts.dll 2.2?

Subject: Re: scripts.dll 2.2 is underway
Posted by [jonwil](#) on Tue, 13 Sep 2005 00:58:47 GMT
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no ETA as of yet.

Subject: Re: scripts.dll 2.2 is underway
Posted by [Ma1kel](#) on Thu, 24 Nov 2005 17:37:37 GMT
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Sorry for bumping this topic up, but here's a crashdump.txt file.

File Attachments

1) [crashdump.txt](#), downloaded 294 times

Subject: Re: scripts.dll 2.2 is underway
Posted by [Caveman](#) on Thu, 24 Nov 2005 21:02:16 GMT
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Heres mine.. just a bunch of numbers and letters i dont know what you can see from it but anyhoo.

File Attachments

1) [_except.txt](#), downloaded 256 times

Subject: Re: scripts.dll 2.2 is underway
Posted by [Renx](#) on Sat, 26 Nov 2005 15:57:57 GMT
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These can go in the actual release sticky, you know...
