
Subject: scripts.dll 2.2.3 progress report

Posted by [jonwil](#) on Fri, 27 Jan 2006 03:27:44 GMT

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I am working on a bug-fix release for the scripts.dll.

So far the following changes have been made:

Clearer statements of the licence have been added to the readme file and the source code.

A fix to the JFW_Console_Input_On_Custom script to make it actually work.

A fix to make Set_Model work properly on vehicles (it was a typo in the code)

A fix to a crash that would happen if you used the ID console command and

Get_Player_Name_By_ID returned NULL for a given ID.

Code to output the windows version and the current date and time to crashdump.txt files (the last bit is great for matching crashes back to server log files to find out if any events happened that might be the cause of the crash)

I am still working on:

A fix to the freeze reported by some in the ID console command (I have no idea what causes it or if the fix I already did makes it go away, the only thing so far seems to be that it happens with lots of players on the server)

And A fix to the nickname exploit fixes to make them work better. Right now, I am trying to find a more reliable method of kicking the player off the server. (since the problems seem to happen for WOL players, maybe kicking them from the WOL channel somehow might help)

Scripts.dll 2.2.3 and the readme file are the last things I need before Core Patch 2 can go into beta.

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [jonwil](#) on Fri, 27 Jan 2006 13:25:25 GMT

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I have also fixed a bug where if you had a custom scope activated and the Set_Scope function was called on you, you would "drop out of scope" but wouldnt completely drop out.

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [RTsa](#) on Fri, 27 Jan 2006 13:28:40 GMT

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I'm not sure if this is a scripts bug or something that even can't be fixed, but..

When you access a PT and you enter a vehicle at the same time, it crashes Renegade. I had this yesterday and I have scripts 2.2.2, RG1.03 and CP1.

Sorry if this isn't the right place..

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [Ma1kel](#) on Fri, 27 Jan 2006 13:31:47 GMT
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Hmm, I thought that was fixed.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Fri, 27 Jan 2006 14:46:12 GMT
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It IS fixed, if you are experiencing it, something wierd is going on.
Do you have a crashdump.txt from the crash in question?

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [Titan1x77](#) on Fri, 27 Jan 2006 16:50:43 GMT
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RTsa wrote on Fri, 27 January 2006 08:28I'm not sure if this is a scipts bug or something that even can't be fixed, but..
When you access a PT and you enter a vehicle at the same time, it crashes Renegade. I had this yesterday and I have scripts 2.2.2, RG1.03 and CP1.

Sorry if this isn't the right place..

This happen on a server or were you the host?

Could be the server was running an older version of the scripts.dll

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [Kamuix](#) on Fri, 27 Jan 2006 18:20:22 GMT
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This there a way on Serverside to make it so the Neutral PT does not crash the game?

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [RTsa](#) on Fri, 27 Jan 2006 18:38:13 GMT
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I'm not sure where I can check what version of scripts I have...I have downloaded 2.2.2, but I'm not absolutely sure I extracted the zip. (how can I tell what version am I running?)

I am almost 100% sure that is the correct crashdump I attached as it's dated last night and I went to bed shortly after the crash. (I did however go back ingame, but only to finish the game I think) As for what version of scripts was the server running..I'll have to ask. I do know the server (TK2) is 'up to date' most of the time, so the scripts must have been fairly new. (as in probably at least 2.2, but most likely 2.2.2)

Oh, what version was the fix to this bug made?

I hope this helps!

edit: the reason I posted this was that I remember reading it was fixed, and immediately as I accessed the PT, it crashed and I had my apache right there. It just popped into my mind that this must be that bug.

File Attachments

1) [crashdump.txt](#), downloaded 140 times

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [Kamuix](#) on Fri, 27 Jan 2006 22:40:34 GMT

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There are a few options in one of the server files is for the game to Recommend someone if they take out 2 enemy structures or something like that.

I thought it would be cool if there was an option that recommends someone when they get a certain score. So like every 3000 points they automatically get recommended by the host.

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [danpaul88](#) on Fri, 27 Jan 2006 23:04:52 GMT

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Buckery wrote on Fri, 27 January 2006 22:40There are a few options in one of the server files is for the game to Recommend someone if they take out 2 enemy structures or something like that.

I thought it would be cool if there was an option that recommends someone when they get a certain score. So like every 3000 points they automatically get recommended by the host.

what a great way to encourage camping matches

besides, depending on the map and the players in the game you might get noone recommended for score one game, and the whole server recommended for score the next map... and it's hardly an achievement

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [Kamuix](#) on Fri, 27 Jan 2006 23:11:00 GMT

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I actually want to use something like this in my Deathmatch maps i make serverside. Not C&CMode.

Or maybe instead of score it recommends you for a certain amount of kills.

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [Napalmic](#) on Fri, 27 Jan 2006 23:46:42 GMT

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Buckery wrote on Fri, 27 January 2006 10:20This there a way on Serverside to make it so the Neutral PT does not crash the game?

You really can't because there aren't any "neutral buy presets".

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [jonwil](#) on Sat, 28 Jan 2006 13:23:19 GMT

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The crash reported there will be investigated and delt with if possible.

Also, In light of a few things given to me by WhiteDragon, I have decided to change this from scripts.dll 2.2.3 to scripts.dll 2.3 and add some new features.

Add the following to "whats new/changed" in 2.3:

Better keyhook stuff (EDIT: Forgot to mention that WD helped with the better keyhook stuff)

Improvements to the walker scripts by WD

A great new script done by WD and improved by me that allows for a seperate custom scope for each weapon in your mod.

A couple of scripts that relate to changing the spawn char

Of course, if anyone else has scripts, let me know and I can add them in for 2.3.

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [danpaul88](#) on Sat, 28 Jan 2006 16:38:06 GMT

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I would like to know what program you use to compile scripts into the dll files, and also which language they are written in (assuming c++ or some varient).

Although at the moment the only programming langauges I have experience with are Java and PHP, I pick up programming langauges very fast, and would like to try my hand at making custom scripts for renegade

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [RTsa](#) on Sat, 28 Jan 2006 17:30:18 GMT
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RTsa wrote on Fri, 27 January 2006 20:38(how can I tell what version am I running?)
Oh, what version was the fix to this bug made?

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [theplague](#) on Sat, 28 Jan 2006 23:08:35 GMT
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if you got the time and the *cough* bandwidth... i mean... money, go get yourself a copy of Visual Studio .net that handels it very well. there are a few other free ones around that don't offer the same features, but it works

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Sun, 29 Jan 2006 01:09:00 GMT
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Just wait for 2.3 and download that when its done, the bug will definatly be gone
The scripts.dll is written in C++.
You need Microsoft Visual C++ 2003.
Visual C++ 2005 doesnt work at this time and Visual C++ 6 is a ancient piece of garbage that wont compile it anymore either.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [theplague](#) on Sun, 29 Jan 2006 02:21:37 GMT
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is 2005 even offical yet? (like, non beta)

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Sun, 29 Jan 2006 04:56:59 GMT
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2005 is non-beta now I believe.

I have added a couple more things to 2.3:
new code so that all the scripts that use Set_Max_Health and Set_Max_Shield_Strength work over the network (but items in-game like the medals that change the max still have the bug with

the health bar)

new code to send Set_Obj_Radar_Blip_Shape and Set_Obj_Radar_Blip_Color over the network
A new script which is the same as JFW_Slot_Machine but with a sound and animation that play when you poke it. This was requested by someone a while back so I thought I would throw it in.
And, the biggest new feature, new code and script so that every infantry unit can have its own HUD. Basicly, you put a new script on the infantry unit and pass it the name of a texture. This texture will then be used in place of HUD_MAIN.TGA (so grab HUD_MAIN.TGA and edit that to what you want, the layout etc will remain the same) This is designed for mods to use, orionally the idea was to make a per-team HUD texture but the feature the way I have done it was actually easier to code

The only things left to do before I release 2.3 (since there are no more features I can add that are easy to add):

Look into fixing the reported freeze with the ID console command (although I have no clue whats wrong so I probably wont be able to fix this)

Document all the new stuff in 2.3 in the readme files

and Test a bunch of things (including the fixed nick exploit fixes and the HUD texture change feature)

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [terminator 101](#) on Sun, 29 Jan 2006 05:51:49 GMT

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RTsa wrote on Fri, 27 January 2006 08:28When you access a PT and you enter a vehicle at the same time, it crashes Renegade

How can you possibly do this in a Normal Renegade game? In all buildings, none of the PTs are close enough to the doors.

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [Kamuix](#) on Sun, 29 Jan 2006 06:42:51 GMT

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Quote:How can you possibly do this in a Normal Renegade game? In all buildings, none of the PTs are close enough to the doors.

The PT in the obelisk can be accessed from outside it. So you could part the vehicle there and do it. I think so anyway .

Subject: Re: scripts.dll 2.2.3 progress report

Posted by [jonwil](#) on Sun, 29 Jan 2006 07:02:46 GMT

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You can get a hummvee (at least) into a building.
It can also be done from the outside of (at least) the nod airstrip on the map I tested it on.
There are several instances where you can access PTs from outside.

Also, I got a new construction yard script from WD that repairs half as fast when the power goes down.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [Kamuix](#) on Sun, 29 Jan 2006 07:23:50 GMT
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Wait i got a good idea let me know if this script already exists. Ok is it possible to make a script so that only a GDI person can get into a GDI tank. Same with other teams.

I make alot of Singleplayer SS dm type maps where each team gets vehicles spawners. The problem is when enemies rush a base they take the enemy spawning tanks and keep getting back in them over and over again after it blows up. This gets really bad when it comes to spawn killing and it's really hard for a team to gain control again when this happens.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Sun, 29 Jan 2006 07:52:23 GMT
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ok, I have decided not to try to fix the freeze with the ID console command, I just can't get enough info/reports from people to help me find out why it's happening.

Also, the new health bar code didn't work so I removed it.
Need to find a different way to make the health bar update correctly.

As for the vehicle owner thing, I don't know if that's possible.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [terminator 101](#) on Sun, 29 Jan 2006 09:07:46 GMT
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Buckery wrote on Sun, 29 January 2006 02:23Ok is it possible to make a script so that only a GDI person can get into a GDI tank. Same with other teams.

When a vehicle is created at Airstrip only Nod can enter it. When vehicle is created at Weapons Factory, only GDI can enter it. However, once you enter it, and get out, any side can enter it (Westwood probably made it this way so that SBH can't steal newly made vehicle). Maybe you could use this somehow?

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Sun, 29 Jan 2006 09:17:43 GMT
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I don't know how that works (I wish I did, there are other reasons I want to find that thing).

Also, I have fixed an issue with the screenshot code failing when renegade is in windowed mode.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [danpaul88](#) on Sun, 29 Jan 2006 12:19:23 GMT
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jonwil wrote on Sun, 29 January 2006 01:09Just wait for 2.3 and download that when it's done, the bug will definitely be gone
The scripts.dll is written in C++.
You need Microsoft Visual C++ 2003.
Visual C++ 2005 doesn't work at this time and Visual C++ 6 is an ancient piece of garbage that won't compile it anymore either.

I am assuming Visual Studio Net 2003 is just a different name for Visual C++ 2003?

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Sun, 29 Jan 2006 13:13:43 GMT
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yes.
All Microsoft compilers that say 2003 in them are essentially the same basic compiler but with different extra bits.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [Kamuix](#) on Sun, 29 Jan 2006 15:58:26 GMT

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Quote:When a vehicle is created at Airstrip only Nod can enter it. When vehicle is created at Weapons Factory, only GDI can enter it. However, once you enter it, and get out, any side can enter it(Westwood probably made it this way so that SBH can't steal newly made vehicle). Maybe you could use this somehow?

Yea I forgot about that. But when you get out of a tank that sets the teams tank to Unteamed.

I got Brenbot going again awhile back so I dont really need the ID console command.

Subject: Re: scripts.dll 2.2.3 progress report
Posted by [Dethdeath](#) on Sun, 29 Jan 2006 16:55:17 GMT
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Terminator 101 wrote on Sun, 29 January 2006 04:07When a vehicle is created at Airstrip only Nod can enter it. When vehicle is created at Weapons Factory, only GDI can enter it. You should be able to get into any newly purchased vehicle that isn't yours after 30 seconds or after the original owner is killed.
