Subject: scripts.dll 3.0
Posted by jonwil on Sun, 13 Aug 2006 05:21:36 GMT
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Here is what I have planned so far for 3.0:
Some functions that will let you access a file (open it, read it etc) such that it is read using the normal mix file scanning code (i.e. read from the mix file or read from the data folder)
Fix any memory leaks caused by Get_Player_Name
Fix any memory leaks caused by Get_Translated_Preset_Name (and friends)
Fix the reported bug with pinfo/id and entries that have no player name (it should be gone but some people say it is not...)
Fix the crash that some people seem to be having (if I can locate it)
Come up with a design for/implement support for multiple power plants (mainly some kind of power meter for the sidebar)
A new engine call to drop players from the game by player ID (just like what is used in part of the nick exploit fixes)
Engine calls for cPlayer::Set_Rank and cPlayer::Set_Ladder_Points (requested by WhiteDragon)
Engine calls for any other cPlayer/PlayerDataClass stuff that looks usefull
Fix the bug where ::Created is not called for scripts attached to a C4GameObj
Hooks to detect C4 and beacon detonation
A new dialog feature. This dialog displays a full screen "map" texture (which will be whatever is requested) and then a series of bitmap buttons which can be disabled if they dont apply. Full details are still to be worked out but this dialog will hopefully be usable for the following:
Repurchasability of stuff e.g. small base defences such as (in the case of reborn) lasers & Vulcan Towers.
Targeting for any kind of superweapon (by displaying a map of the enemy base with valid targets being the buttons you can press)
Chronosphere (and possibly Chronotank) logic (i.e. selecting the location to teleport to)
and possibly other uses.

There is also a secret feature in 3.0. I dont want to say what it is until it actually works but I will say that it is going to be BIG. (and thats all I will say on the subject)

I am now taking requests for 3.0, if you want me to investigate something (including something where I said "thats too late for 2.9, it will have to go into 3.0"), post now.

Subject: Re: scripts.dll 3.0
Posted by jnz on Sun, 13 Aug 2006 07:49:32 GMT
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i was wondering...if you if you have the time. to create a simple function to get player infomation without having to put the whole player just a string eg to get the info you would do:

bool team;
int id;

```
if(get_player_by_id("some_player_name(or part of)", team, id) == -1)
{
  //player doesn't exist...
}
else
{
  //do something with info here
}
```

and you could define it like:

```
int get_player_by_id(const char * player_string, bool &tm, int &ID)
{
    //function here
}
```

i would do this myself but i have no idea to how get player infomation from scripts.dll, i can barely get hooks to work.

this would be very useful to me and other people, the ID in FDS doen't work all the same... it is almost impossible to get a definite id from within a program.

Subject: Re: scripts.dll 3.0
Posted by Mad Ivan on Sun, 13 Aug 2006 10:07:36 GMT
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Jerad Gray wrote on Thu, 06 July 2006 03:07I would like to request some new scripts for scripts.dll. If any one reads this and can help me please reply:

Another useful script would be like when ever you fire it sends an custom to an object.

A really useful script would be like the reflect_message but it would be able to delay the message before sending it back.

I think the reflect/delay script would look something like this:

```
void JMG_Reflect_Custom_Delay::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
float delay = Get_Float_Parameter("Delay");
{
Commands->Send_Custom_Event(obj,sender,message,param,delay);
```

}
}

ScriptRegistrant<JMG_Reflect_Custom_Delay>JMG_Reflect_Custom_Delay_Registrant(
"JMG_Reflect_Custom_Delay","Delay:float");

But I don't have the programs to compile and test it so I really don't know.

Renegade also needs a script that says when a custom is received the vehicle will move forward or backward. This would be use

ful for any type of air plane. I think it could be done with the same methods use to make the subterranean apc go under ground

but it would be on a repeating timer. And when ever it landed the timer would stop, this could probably be done by detecting

the height of indivisible wheel positions on a plane or some thing.

Another script that would be helpful would be a script that said after a vehicle started moving and then stopped it would

blow up. Well actually what I am looking for here is if it hit some thing it would blow up, once more for and air plane.

And another good script would be a script that disabled reverse on an vehicle. Keep the player putting the air plane into

reverse, its slowest speed would be when the player was not holding forward.

Another good script would be a script that sent an custom when an vehicle was entered or exited. But the vehicle send it not

the player, beings I have been having problems getting JFW_Send_Driver_Custom_On_Enter when you exit a vehicle.

A script that if you were killed by a specific gun it would spawn an object (Like if you were killed by the chem sprayer you

would spawn a visceroid or something, but please let the person using the script chose what weapon and what the object is that is spawned)!

A script that when an object is damaged by a specific weapon it will send a message to the object that did the damage would also be very useful to me.

Finally if you have ever played "Halo" do you think you could make some scripts that work like master chiefs shield. I have tried but I have been using the damage send custom script but it sends customs to fast and my "JFW_custom_remove_script" script removes the script and then

tries to remove the script again but science it has already been removed it crashes the game. I think it would be easier just make one script that does the hole shield thing but what do I know.

I am requesting all of these scripts because I am making an new single/multi player campaign for renegade that has air planes, more realistic grenades and I want visceroids to be able to spawn when some one is hit with a chem sprayer, but more powerful or different visceroids depending what charter was killed.

If you read this and have the ability to program renegade scripts, please attempt to make the ones that can be done. If you can make just a few scripts it will be very helpful to me.

I also can't get any of the MDB scripts to work, could some one send instructions on how to get them to work, my e-mail is email@removed.com

---

Subject: Re: scripts.dll 3.0
Posted by Whitedragon on Sun, 13 Aug 2006 11:34:12 GMT
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See readme16.txt for how to use my scripts.

Subject: Re: scripts.dll 3.0
Posted by Oblivion165 on Sun, 13 Aug 2006 18:49:32 GMT
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Script Request for 3.0:

1. A script that will specify a spawner to spawn only on a specified difficulty level.

2. A poke and follow script for MP, just anything to get those bots chasing you through the level, foe or ally. (foe and ally should also shoot)

3. Script zone apply random character preset. Also clear the weapons and grant specified.

4. Script zone show character purchase screen (more slots than ren, unlimited slots)

5. Poke and give invulnerability for x seconds
   Poke and give invisibility for x seconds
   Poke and give x damage amplifier for all ammo for x seconds
   Poke and give health regen for x seconds (continuous slow health regeneration no matter where you are)

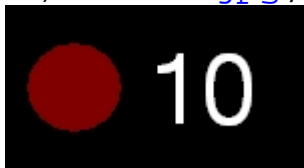6. Deployable turret (already exist? heard about it)

7. Paint information and images on the screen. Such as a image and your current kill count:

Kill count, ammo count (current weapon) and deaths. Ammo count image based off of ammo type.

Ah, I don't request many, but I sure build up a list. Of course some of this are probably already out there, if someone would just point me in the direction ill go from there.

File Attachments
1) score.jpg, downloaded 1014 times

Subject: Re: scripts.dll 3.0
Posted by Cat998 on Sun, 13 Aug 2006 19:16:18 GMT
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Oblivion165 wrote on Sun, 13 August 2006 20:49

Paint information and images on the screen. Such as a image and your current kill count:

Kill count, ammo count (current weapon) and deaths. Ammo count image based off of ammo type.

yeah, I want that too

Subject: Re: scripts.dll 3.0
Posted by jnz on Sun, 13 Aug 2006 20:25:13 GMT
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so do i, but is that possible?

Subject: Re: scripts.dll 3.0
Posted by Cat998 on Sun, 13 Aug 2006 20:27:50 GMT
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sure, and if not with the engine, then maybe with

D3D overlaying.

Subject: Re: scripts.dll 3.0
Posted by Nightma12 on Sun, 13 Aug 2006 21:10:51 GMT
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jonwil, i have some more crashdumps + more servers that are having the crash

ill send ya them on MSN when ya on im looking into information on those other servers now

---

Subject: Re: scripts.dll 3.0
Posted by Cat998 on Sun, 13 Aug 2006 21:13:04 GMT
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jonwil wrote on Sun, 13 August 2006 07:21

Fix the reported bug with pinfo/id and entries that have no player name (it should be gone but some people say it is not...)

:/

Subject: Re: scripts.dll 3.0
Posted by =HT=T-Bird on Sun, 13 Aug 2006 21:49:16 GMT
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And we still haven't seen a leavehook...

Subject: Re: scripts.dll 3.0
Posted by jnz on Sun, 13 Aug 2006 22:30:30 GMT
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help-linux wrote on Sun, 13 August 2006 08:49i was wondering...if you if you have the time. to create a simple function to get player infomation without having to put the whole player just a string eg to get the info you would do:

```
bool team;
int id;
if(get_player_by_id("some_player_name(or part of)", team, id) == -1)
{
  //player doesn't exist...
}
else
{
  //do something with info here
}
```

and you could define it like:

```
int get_player_by_id(const char * player_string, bool &tm, int &ID)
{
    //function here
}
```

i would do this myself but i have no idea to how get player infomation from scripts.dll, i can barely get hooks to work.

this would be very useful to me and other people, the ID in FDS doen't work all the same... it is almost impossible to get a definite id from within a program.

doesn't matter i didn't bother to look in the source very good, even though there isn't a function that directly does it, i could create one, if anyone wants it just ask me.

Subject: Re: scripts.dll 3.0
Posted by jonwil on Mon, 14 Aug 2006 02:11:28 GMT
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ok, from that list, here is what I will look at for 3.0:
reflect message with delay
a script such that when you die, if the thing that killed you has <gun> as their current gun, <object> is spawned.
a script that will spawn an object at a location. Will have 3 settings to specify the 3 difficulty levels (which ones to spawn on)
I have also fixed an issue with the TextureCount= hud.ini keyword and the textures you define with it.

Nothing else asked for so far will be in 3.0 as of this point (including the leave hook, that is NOT going to be in scripts.dll anytime soon)

Subject: Re: scripts.dll 3.0
Posted by nopol10 on Mon, 14 Aug 2006 10:29:01 GMT
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Maybe a script that will start the game only when the max players has been reached? Or something like that.

Subject: Re: scripts.dll 3.0
Posted by Oblivion165 on Mon, 14 Aug 2006 13:55:11 GMT
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How about purchase items at a pt with points? This would be very useful.

Parameters:

Purchase, skill points no remove
Purchase, subtract skill points

Subject: Re: scripts.dll 3.0
Posted by jnz on Mon, 14 Aug 2006 14:05:08 GMT
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why not a leave hook?

Subject: Re: scripts.dll 3.0
Posted by dead6re on Mon, 14 Aug 2006 14:21:13 GMT
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Even if the leave hook didn't return a reason why, would still be nice to have one.

Subject: Re: scripts.dll 3.0
Posted by jnz on Mon, 14 Aug 2006 15:43:03 GMT
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i think gdi should have a chrono miner and nod have a miner with a little turret on top like red alert.

---

i cannot wait, is there any vague times it may come out?

Subject: Re: scripts.dll 3.0
Posted by Mad Ivan on Mon, 14 Aug 2006 18:50:46 GMT
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erm...wrong post?

Subject: Re: scripts.dll 3.0
Posted by IronWarrior on Mon, 14 Aug 2006 20:34:02 GMT
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I know this aint the topic to ask, but I use custom scripts made by zunnie so I cant use the scripts
you make, so is there anything out there where I can combine them`?

Subject: Re: scripts.dll 3.0
Posted by sycar on Mon, 14 Aug 2006 20:48:41 GMT
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do you have the source for the scripts which zunnie created, if so il take the ones zunnie created
for you and add them to the latest scripts file if you want. otherwise no you cant. but ive made a lot
of custom scripts myself, so i might have the script for some of them anyway.

let me know
buffymaniack

Subject: Re: scripts.dll 3.0
Posted by PaRaDoX on Mon, 14 Aug 2006 23:16:32 GMT
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i think before 3.0 you should fix all the bugs in past scripts and not press on untill they are fixed.

Subject: Re: scripts.dll 3.0
Posted by IronWarrior on Tue, 15 Aug 2006 01:59:19 GMT
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buffymaniack wrote on Mon, 14 August 2006 15:48do you have the source for the scripts which
zunnie created, if so il take the ones zunnie created for you and add them to the latest scripts file
if you want. otherwise no you cant. but ive made a lot of custom scripts myself, so i might have the
script for some of them anyway.

let me know
buffymaniack

Hmm, I think I do.

Subject: Re: scripts.dll 3.0
Posted by jonwil on Sun, 20 Aug 2006 15:59:27 GMT
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More stuff planned for 3.0:
Fix any bugs people want to report to me and that I am able to fix
Fix (if possible/necessary) any issues to do with fog color
Change/eliminate the limitations on the size of PT/purchase icon textures (the icons themselves
would still be limited to 128 x 128 like they are now though)
Optional sounds for when stuff is purchased with the sidebar (one sound for refill, one for infantry
and one for vehicles, set through hud.ini)
Several fixes from blackintel (used with permission):
turret turn fix
UDP short message fix
change so that you dont need to use -multi anymore if you are running a server and want to run
the client as well
change to prevent the WFDS from writing to the registry startup entry
the other UDP fix from the black-cell server.dat
Disable the MapName= keyword so that its not required anymore
Also, I am going to look at a location that has been identified to see if it is suitable as a place to
hook for the leave hook that so many people want (exactly WHY so many people want it I dont
know
Also, I am considering implementing resereved slots (something I was thinking about for 2.9 but
wasnt able to implement in time)

Subject: Re: scripts.dll 3.0
Posted by dead6re on Sun, 20 Aug 2006 17:39:37 GMT
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Isn't "MapName=" used in brenbot for !setnextmap?

Subject: Re: scripts.dll 3.0
Posted by EvilWhiteDragon on Sun, 20 Aug 2006 18:43:08 GMT
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jonwil wrote on Sun, 20 August 2006 17:59

removed

Also, I am considering implementing resereved slots (something I was thinking about for 2.9 but wasnt able to implement in time)

Maybe you could use Dead6re's fix, as that will save you time for more / better things. And, by the way, if you where planning to release shortly, I think you should wait a couple of days.

Subject: Re: scripts.dll 3.0
Posted by jnz on Sun, 20 Aug 2006 19:30:20 GMT
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jonwil wrote on Sun, 20 August 2006 16:59I am going to look at a location that has been identified to see if it is suitable as a place to hook for the leave hook that so many people want (exactly WHY so many people want it I dont know

so we know when poeple leave

i also think a building destroy hook would be nice.

i cannot get a few things to work, looking at all the powerups i can see in level edit i presume i can use all these with
"Grant_Powerup" but some don't work EG:

Grant_Powerup(player, "POW_Stealth_Suit"); doesn't

whereas:

Grant_Powerup(tmptest, "POW_RamjetRifle_Player"); does.

am i doing this right?

Subject: Re: scripts.dll 3.0
Posted by xptek on Sun, 20 Aug 2006 23:30:58 GMT
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help-linux wrote on Sun, 20 August 2006 15:30jonwil wrote on Sun, 20 August 2006 16:59I am going to look at a location that has been identified to see if it is suitable as a place to hook for the leave hook that so many people want (exactly WHY so many people want it I dont know

so we know when poeple leave

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"Grant_Powerup" but some don't work EG:

Grant_Powerup(player, "POW_Stealth_Suit"); doesn't

whereas:

Grant_Powerup(tmptest, "POW_RamjetRifle_Player"); does.

am i doing this right?

That's not a problem with Grant_Powerup. POW_Stealth_Suit just doesn't work itself. Nothing jonwil can fix.

Subject: Re: scripts.dll 3.0
Posted by StealthEye on Sun, 20 Aug 2006 23:31:21 GMT
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Quote:so we know when poeple leave
Yup, I gave him a hint, as HTT-Bird requested it from me, lol. Just hope jonwil thinks the location is good enough to hook...

Why ppl want it? probably to clean up things nicely, stop watching a player. For example I keep an extra player list keeping track of ingame user levels, this should be cleaned up when the player left and updated when a player joins... I used to hook the console output and parse it but a hook for it will be much nicer

Building destroy hook could be done by just attaching a script to the building object I guess... I don't see a reason to add a hook for it.

Subject: Re: scripts.dll 3.0
Posted by jnz on Mon, 21 Aug 2006 00:43:57 GMT
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to add a script to a building, you would have to edit the map in level edit wouldn't you? or am i just missing somthing here?

---

the fact that some powerups don't work sucks! is this EA's fault?

Subject: Re: scripts.dll 3.0
Posted by xptek on Mon, 21 Aug 2006 01:14:19 GMT
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Buildings have M00_BUILDING_EXPLODE_NO_DAMAGE_DAK attached by default.. so it'd be easiest to just throw any modifications in there.

Subject: Re: scripts.dll 3.0
Posted by jnz on Mon, 21 Aug 2006 02:08:29 GMT
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what does that function do?

Subject: Re: scripts.dll 3.0
Posted by jonwil on Mon, 21 Aug 2006 03:03:04 GMT
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Due to the large amount of work required for scripts.dll 3.0, it wont be out for a while.

Subject: Re: scripts.dll 3.0
Posted by jonwil on Mon, 21 Aug 2006 04:34:38 GMT
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I have done some further analysis and it doesnt look like I can make it possible to change the texture size for PT icons so it is going to stay limited to 128 x 128.

Subject: Re: scripts.dll 3.0
Posted by jonwil on Thu, 24 Aug 2006 05:34:42 GMT
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Further analysis of a different part of renegade reveals the true cause of the PT texture size issue (see the post I made on it).

Reserved slots will be in (thanks to Dead6re for his info on that)
I am going to make it possible to change the color that is used (currently black) when you

---

mouseover a menu option in the main menus.
Plus, there is the shadow texture feature the RenAlert guys have shown off.

And I intend to improve crashdump.txt further.
It will get crc32 checksums of more files that are relavent to crashes I am seeing.
Also, it will dump some details about the game (what map is running, what, if any, mod package is running and some other stuff that will make it easier to diagnose problems)
Plus, if I can figure out how, I will make it dump hardware details (most notably video card and video card driver details). Although I probobly wont do this since if I really need that info I can have the person with the crash send me a dxdiag.txt file from that machine or whatever.

Subject: Re: scripts.dll 3.0
Posted by StealthEye on Thu, 24 Aug 2006 08:41:52 GMT
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Would it be possible to include the things addresses point to in the stack dump, eg.

0012E94C: 0012E980 (No Owner)   "blah"
0012E950: 12345678 SCRIPTS.DLL 00000010

I guess it wouldn't be easy to do, but it would be useful for finding the causes more easily. Which probably is easier would be to include the player count or a player list, you could see whether the game was running and whether it was buzy at the moment it crashed. The time the game has been running might be interesting too to detect crashes happening when the map loads or something.

[edit]
If possible could there be a way to dump the whole process, for bugs which are tricky to solve. Maybe some config setting?

Also, I've had several bugs which did not create a crashdump, any idea on why this happens, whether it can be fixed? One of the crashes happened on the memcmp (or strcmp, not sure) assert functions. Maybe the assert things (in release mode) do not create a crashdump and quit without message? Note that I'm using VC 2005 and am unsure whether the same happens with other versions.

Subject: Re: scripts.dll 3.0
Posted by Spetz5 on Fri, 25 Aug 2006 02:07:04 GMT
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How about something involving jet logic???
would be cool, some maps could include A-10's.
I remembered there was one in this old scud storm mod, were it disabled the backwards key in the jet, and if you dont go fast enough forward, you lose altitude. Possible to include?

How about respawnable building controllers?? Or, the ability to rebuy a building VIA a PT in the construction yard, like, if you poke a specific PT, it deducts a specific cost from you, and will reactivate the building that is connected to that PT.

Subject: Re: scripts.dll 3.0
Posted by jnz on Fri, 25 Aug 2006 07:43:42 GMT
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it wouldn't be possible? you would need to alter the engine clients side as well.

Subject: Re: scripts.dll 3.0
Posted by Mad Ivan on Fri, 25 Aug 2006 09:38:21 GMT
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Afaik, scripts.dll and bhs.dll are both client-side and server-side so it's pretty much possible.

It depends only on jonwil.

Subject: Re: scripts.dll 3.0
Posted by jnz on Fri, 25 Aug 2006 10:36:56 GMT
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oh, i thought that the serverside scripts.dll would only work server side.. i am glad i put that "?" in the sentecnce.

Subject: Re: scripts.dll 3.0
Posted by AmunRa on Sun, 10 Sep 2006 21:59:22 GMT
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something that I couldn't figure out how to do, that I'd like to see blah blah joined the game, fighting for team blah blah. as opposed to it just saying they joined the game.

Subject: Re: scripts.dll 3.0
Posted by danpaul88 on Sun, 10 Sep 2006 22:04:17 GMT
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dead6re wrote on Sun, 20 August 2006 18:39Isn't "MapName=" used in brenbot for !setnextmap?

Old message I know, but MapName= just sets the first map, BRenBot does NOT need this line to function, it only reads the MapName00 lines.

Subject: Re: scripts.dll 3.0
Posted by AmunRa on Mon, 11 Sep 2006 00:06:27 GMT
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I'd also like like a new console command, something like tamsg, to send an amsg to a whole team.

Subject: Re: scripts.dll 3.0
Posted by jnz on Mon, 11 Sep 2006 00:41:11 GMT
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i need to nosnda, to stop playing a sound. TY

Subject: Re: scripts.dll 3.0
Posted by Zion on Mon, 11 Sep 2006 07:18:39 GMT
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help-linux wrote on Mon, 11 September 2006 01:41i need to nosnda, to stop playing a sound. TY

Musica/p already has a nomusica/p and snda/p only plays "track" once, no repeating.

Subject: Re: scripts.dll 3.0
Posted by dead6re on Mon, 11 Sep 2006 13:39:19 GMT
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danpaul88 wrote on Sun, 10 September 2006 18:04dead6re wrote on Sun, 20 August 2006 18:39Isn't "MapName=" used in brenbot for !setnextmap?

Old message I know, but MapName= just sets the first map, BRenBot does NOT need this line to function, it only reads the MapName00 lines.

What about the "!setnextmap" command. Last time I checked it did!

Subject: Re: scripts.dll 3.0
Posted by jnz on Thu, 14 Sep 2006 06:47:52 GMT
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pinfo does work properly, if you have a game of 6 poeple and player #5 leaves you do the pinfo command and it will only show 4 where is the 6th one?

Subject: Re: scripts.dll 3.0
Posted by Nightma12 on Thu, 14 Sep 2006 07:01:06 GMT
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same with id command