Subject: scripts.dll 3.4.2 is out
Posted by jonwil on Mon, 13 Aug 2007 05:42:49 GMT
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scripts.dll 3.4.2 is out
get it from http://www.sourceforge.net/projects/rentools/
It is basically a small bugfix release to fix a couple issues that have come up
whilst testing the latest internal beta build of RA:APB
Of note for normal renegade users is that it may solve some of the
"I get crappy FPS with 3.x issues".
Improvements to the calculation of the Binormal data which makes it faster
Changed the calculation of BaseVertexIndex to make it better
Small fix to some debug code in engine_common.cpp
Small fix to Buffers_Apply in engine_3d.cpp
Corrected an issue in engine_obj2.cpp raised by Prefast
Fixed an issue with JFW_Radar_Jammer
Made JFW_Time_Remaining_Sounds not trigger if the time is set to "unlimited"
Fixed a bug with the ExpVehFac scripts and vehicle alternates
Corrected some issues in the memory leak detection code
Corrected a crash bug in SceneShaderControllerClass::OnCustom
Corrected a bug in shaderhud.cpp
Added code to speed up rendering in certain places
Disabled a spurious warning in shawk.cpp

Subject: Re: scripts.dll 3.4.2 is out
Posted by R315r4z0r on Mon, 13 Aug 2007 05:58:01 GMT
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Awesome! Can't wait to try it out.

Thanks

Subject: Re: scripts.dll 3.4.2 is out
Posted by Viking on Mon, 13 Aug 2007 06:21:02 GMT
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downloads

Subject: Re: scripts.dll 3.4.2 is out
Posted by Tunaman on Mon, 13 Aug 2007 06:46:36 GMT
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There are a few mistakes in shaders.dll for drawing the custom HUD..

http://www.renegadeforums.com/index.php?t=msg&goto=273565&rid=4090&srch=jonwil#msg_273565

I could also donate my code to make the armor/health numbers flash in a customized HUD and/or the ability to read all the information for each map's scrolling radar texture in a single file and/or a fix for the glitch where your renegade crashes/shows incorrect radar textures when you don't have scrolling data for a map. If you'd want it, that is.

Also, when you enable customized time and/or credit messages, the default westwood logic is not disabled and is still drawn on top where it normally is. Would there be any way to disable this?

In the future do you think it might be possible to customize drawing the playerlist as well?

I'd like to thank you for all of your hard work on this. =)

Subject: Re: scripts.dll 3.4.2 is out
Posted by R315r4z0r on Mon, 13 Aug 2007 07:40:02 GMT
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I just played with them for about an hour and a half. It seems that my FPS is about at a constant 55-65 FPS, which is an improvment from my 20-40 FPS. But every 10 min or so, my FPS slows down to like 6 and stays that way for like 10-20 seconds.

During this time it is almost impossible to do anything!

I hope it is just the server I was playing on.

Subject: Re: scripts.dll 3.4.2 is out
Posted by cmatt42 on Mon, 13 Aug 2007 07:55:01 GMT
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Stuff flickers and stuff when I move around.
http://img512.imageshack.us/img512/8512/screenshot07ym2.jpg
http://img512.imageshack.us/img512/6144/screenshot08dz8.jpg

Yes, it's an ATi card.

Subject: Re: scripts.dll 3.4.2 is out
Posted by jonwil on Mon, 13 Aug 2007 08:02:20 GMT
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The HUD bug from that thread is fixed, all places in the code now use ScreenResolution->Right for x position and ScreenResolution->Bottom for y position.

Look for HideBottomText to turn off the time remaining and credits.

cmatt42, try the latest drivers for your video card. That looks like either a driver issue or a hardware issue.
One way of checking if it's the video card is to run ATITool and use "Scan for artifacts" for a couple of minutes.
http://www.techpowerup.com/atitool/

Subject: Re: scripts.dll 3.4.2 is out
Posted by Tunaman on Mon, 13 Aug 2007 08:06:39 GMT
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Thanks! =)

Subject: Re: scripts.dll 3.4.2 is out
Posted by nopol10 on Mon, 13 Aug 2007 10:08:04 GMT
View Forum Message <> Reply to Message

cmatt42 wrote on Mon, 13 August 2007 15:55Stuff flickers and stuff when I move around.
http://img512.imageshack.us/img512/8512/screenshot07ym2.jpg
http://img512.imageshack.us/img512/6144/screenshot08dz8.jpg

Yes, it's an ATi card.

Looks more like the distortion shader doing its work.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Dante on Mon, 13 Aug 2007 13:36:14 GMT
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Anyway to use this without the engine hooks?

Like, say i just want the custom scripts, and none of the shaders, etc..?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Sn1per74* on Mon, 13 Aug 2007 13:58:28 GMT
View Forum Message <> Reply to Message

.exe?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Slave on Mon, 13 Aug 2007 15:19:19 GMT

oh and in my case, high detail shadows remain enabled no matter what i select in options.

File Attachments
1) blend242.jpg, downloaded 1535 times

Subject: Re: scripts.dll 3.4.2 is out
Posted by danpaul88 on Mon, 13 Aug 2007 16:00:29 GMT

Maybe its just me, but I dont see anything wrong in that screenshot?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Ghostshaw on Mon, 13 Aug 2007 16:04:38 GMT
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shaders are fooked.

-Ghost-

Subject: Re: scripts.dll 3.4.2 is out
Posted by R315r4z0r on Mon, 13 Aug 2007 16:19:43 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Mon, 13 August 2007 12:00Maybe its just me, but I dont see anything wrong in that screenshot?
The transition from snow to rock by his feat is a glitch, is what it looks like.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Slave on Mon, 13 Aug 2007 16:27:59 GMT
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Here, this is pretty much what happens when i move the camera a slight bit. Epilepsy ftw!

File Attachments
1) disco.jpg, downloaded 1381 times

Subject: Re: scripts.dll 3.4.2 is out
Posted by BlazeDragoon on Mon, 13 Aug 2007 16:54:07 GMT
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Aw I was hoping my issue with JFW_Vehicle_Extra_Attach not working correctly was fixed in this version:(.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Canadacdn on Mon, 13 Aug 2007 19:23:47 GMT
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So much for "I'm not making another scripts.dll for awhile", huh?

I guess you just didn't want to include the custom Roleplay 2 scripts, because they weren't important enough to be included with a release for the ALMIGHTY A PATH BEYOND.

I'm disappointed.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Gen_Blacky on Mon, 13 Aug 2007 19:48:35 GMT
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Canadacdn wrote on Mon, 13 August 2007 14:23So much for "I'm not making another scripts.dll for awhile", huh?

I guess you just didn't want to include the custom Roleplay 2 scripts, because they weren't important enough to be included with a release for the ALMIGHTY A PATH BEYOND.

I'm disappointed.

Lmao why are disappointed just because they didnt think about putting in the Roleplay scripts or just didnt have time

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Mon, 13 Aug 2007 22:40:18 GMT
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Okay that that your texture filter is set to Trilinear, I have noticed that the shader effects act differently under Bilinear. For example: if it is set to Bilinear it seemed to Improve the problem I was having with my "blast doors glitch" but who know, it could also cause problems with Alpha blend and stuff. Also make sure that the Lighting Mode is set to Multi-Texture Lightmaps. And

keep in mind that some times when renegade crashes it will knock the the texture filter down to Bilinear and probably the same for the lighting mode.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Mon, 13 Aug 2007 22:40:18 GMT
View Forum Message <> Reply to Message

Okay that that your texture filter is set to Trilinear, I have noticed that the shader effects act differently under Bilinear. For example: if it is set to Bilinear it seemed to Improve the problem I was having with my "blast doors glitch" but who know, it could also cause problems with Alpha blend and stuff. Also make sure that the Lighting Mode is set to Multi-Texture Lightmaps. And keep in mind that some times when renegade crashes it will knock the the texture filter down to Bilinear and probably the same for the lighting mode.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Gen_Blacky on Mon, 13 Aug 2007 23:02:32 GMT
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Double posts

Subject: Re: scripts.dll 3.4.2 is out
Posted by Canadacdn on Tue, 14 Aug 2007 00:52:47 GMT
View Forum Message <> Reply to Message

Gen_Blacky wrote on Mon, 13 August 2007 14:48Canadacdn wrote on Mon, 13 August 2007 14:23So much for "I'm not making another scripts.dll for awhile", huh?

I guess you just didn't want to include the custom Roleplay 2 scripts, because they weren't important enough to be included with a release for the ALMIGHTY A PATH BEYOND.

I'm disappointed.

Lmao why are disappointed just because they didnt think about putting in the Roleplay scripts or just didnt have time

Maybe because I was lied to when I was told by Jonwil that he would not be releasing another version of scripts for awhile when I asked him about including the Roleplay 2 scripts.

Also, stop being a prick.

Subject: Re: scripts.dll 3.4.2 is out
Posted by jonwil on Tue, 14 Aug 2007 01:39:10 GMT
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This release was solely a bug fix release designed to get a couple of little bug fixes out.

What I really meant was that I was not doing a new feature release of scripts.dll (i.e. a version that would be labeled 3.5)

Subject: Re: scripts.dll 3.4.2 is out
Posted by R315r4z0r on Tue, 14 Aug 2007 01:41:55 GMT
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razorblade001 wrote on Mon, 13 August 2007 03:40I just played with them for about an hour and a half. It seems that my FPS is about at a constant 55-65 FPS, which is an improvment from my 20-40 FPS. But every 10 min or so, my FPS slows down to like 6 and stays that way for like 10-20 seconds.

During this time it is almost impossible to do anything!

I hope it is just the server I was playing on.

It must of been the server because when I was playing before on a different server, it all seemed to work fine.

So, no problems here.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Tunaman on Tue, 14 Aug 2007 04:09:12 GMT
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Do you use norton?
Have you scanned lately for any viruses/spyware?

Subject: Re: scripts.dll 3.4.2 is out
Posted by PaRaDoX on Tue, 14 Aug 2007 06:23:28 GMT
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Gah, why did you release these? Saberhawk said not to.

Subject: Re: scripts.dll 3.4.2 is out

Posted by nopol10 on Tue, 14 Aug 2007 11:24:36 GMT

One question about the next few script releases: what new shaders will there be?

Also, will it be possible to have a true reflection shader (for water)?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Nightma12 on Tue, 14 Aug 2007 12:15:52 GMT

jonwil wrote on Mon, 13 August 2007 20:39What I really meant was that I was not doing a new feature release of scripts.dll (i.e. a version that would be labeled 3.5)

forever??

also... please package this as a rar and put the source files into a /source/ folder :/

Subject: Re: scripts.dll 3.4.2 is out
Posted by cmatt42 on Tue, 14 Aug 2007 13:04:59 GMT

jonwil wrote on Mon, 13 August 2007 03:02
cmatt42, try the latest drivers for your video card. That looks like either a driver issue or a hardware issue.
One way of checking if it's the video card is to run ATITool and use "Scan for artifacts" for a couple of minutes.
http://www.techpowerup.com/atitool/

I updated yesterday when Paradox told me about it. They were just released in the last few days.

Also, it looks like Slave has the same problem, so it's not a fluke.

Subject: Re: scripts.dll 3.4.2 is out
Posted by JohnDoe on Tue, 14 Aug 2007 15:04:32 GMT

Sn1per74* wrote on Mon, 13 August 2007 14:58.exe?

Subject: Re: scripts.dll 3.4.2 is out
Posted by IronWarrior on Tue, 14 Aug 2007 16:24:51 GMT
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JohnDoe wrote on Tue, 14 August 2007 10:04Sn1per74* wrote on Mon, 13 August 2007 14:58.exe?

Yes please.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Tue, 14 Aug 2007 20:45:58 GMT
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If there will not be a 3.5 what am I going to do with my 110 scripts?

Subject: Re: scripts.dll 3.4.2 is out
Posted by BlazeDragoon on Tue, 14 Aug 2007 21:48:21 GMT
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Jerad Gray wrote on Tue, 14 August 2007 15:45If there will not be a 3.5 what am I going to do with my 110 scripts?

That's alot=P. jonwil do you think you can take a look at JFW_Vehicle_Extra_Attach in the future:/? I'll be using this and it'd be nice if it's fixed. I talked to you on msn about it, but as a reminder, it does not transfer damage from the attached object to the main object and the enemy team can get in the attached object as well. It's almost like it doesn't work at all. I entered the id from the preset when you click mod as you said to=P.

Subject: Re: scripts.dll 3.4.2 is out
Posted by saberhawk on Tue, 14 Aug 2007 23:10:33 GMT
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http://4camp.net/scripts342.exe

Subject: Re: scripts.dll 3.4.2 is out
Posted by Sn1per74* on Tue, 14 Aug 2007 23:35:11 GMT
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Wait...So this is the last Scripts version EVER?

Subject: Re: scripts.dll 3.4.2 is out
Posted by jonwil on Wed, 15 Aug 2007 00:52:42 GMT
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I am planning a 3.4.3 bugfix release to fix what seems to be a z-fighting issue on certain combinations of ATI drivers/cards (which the devs don't have and couldn't test on). Then after that, I will be devoting most of my time to C&C3 for a while (I will still help out with questions and such, I am just not going to actually release a 3.5 scripts.dll release at this time)

As for the people who have written scripts, you could always release your own build of scripts.dll (its not hard to do

This doesn't mean that I have left the renegade community for good, I do intend to come back. Exactly when I don't yet know.

Subject: Re: scripts.dll 3.4.2 is out
Posted by BlueThen on Wed, 15 Aug 2007 01:00:15 GMT
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jonwil wrote on Tue, 14 August 2007 19:52I am planning a 3.4.3 bugfix release to fix what seems to be a z-fighting issue on certain combinations of ATI drivers/cards (which the devs don't have and couldn't test on). Then after that, I will be devoting most of my time to C&C3 for a while (I will still help out with questions and such, I am just not going to actually release a 3.5 scripts.dll release at this time)

As for the people who have written scripts, you could always release your own build of scripts.dll (its not hard to do

This doesn't mean that I have left the renegade community for good, I do intend to come back. Exactly when I don't yet know.

:/ We'll be waiting!

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Wed, 15 Aug 2007 01:43:27 GMT
View Forum Message <> Reply to Message

BlueThen wrote on Tue, 14 August 2007 19:00jonwil wrote on Tue, 14 August 2007 19:52I am planning a 3.4.3 bugfix release to fix what seems to be a z-fighting issue on certain combinations of ATI drivers/cards (which the devs don't have and couldn't test on). Then after that, I will be devoting most of my time to C&C3 for a while (I will still help out with questions and such, I am just not going to actually release a 3.5 scripts.dll release at this time)

As for the people who have written scripts, you could always release your own build of scripts.dll (its not hard to do

This doesn't mean that I have left the renegade community for good, I do intend to come back. Exactly when I don't yet know.

:/ We'll be waiting!
Whats left of it will be waiting, because with out new script package releases it won't last much longer. And how is SH supposed to incorporate his new lighting system into renegade?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Canadacdn on Wed, 15 Aug 2007 02:20:04 GMT
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-Delete this-

Subject: Re: scripts.dll 3.4.2 is out
Posted by IronWarrior on Wed, 15 Aug 2007 03:06:21 GMT
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jonwil wrote on Tue, 14 August 2007 19:52I am planning a 3.4.3 bugfix release to fix what seems to be a z-fighting issue on certain combinations of ATI drivers/cards (which the devs don't have and couldn't test on). Then after that, I will be devoting most of my time to C&C3 for a while (I will still help out with questions and such, I am just not going to actually release a 3.5 scripts.dll release at this time)

As for the people who have written scripts, you could always release your own build of scripts.dll (its not hard to do

This doesn't mean that I have left the renegade community for good, I do intend to come back. Exactly when I don't yet know.

What are you doing for C&C3 may I ask?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Wed, 15 Aug 2007 03:26:14 GMT
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Well you be able to stick in 2 more scripts for RP2 before you leave. Because I can't get your newest scripts packages to compile, I always get error messages like LNK:2019 whenever I try.

Subject: Re: scripts.dll 3.4.2 is out

Posted by Canadacdn on Wed, 15 Aug 2007 03:46:23 GMT
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So, who will take over after you are gone, Jonwil?

I nominate Silent Kane! (Or Sir_Kane, both the same...)

Subject: Re: scripts.dll 3.4.2 is out
Posted by Sn1per74* on Wed, 15 Aug 2007 04:25:31 GMT
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Somebody needs to take over. Vloktbokty would be good.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Wed, 15 Aug 2007 05:08:31 GMT
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Sn1per74* wrote on Tue, 14 August 2007 22:25Somebody needs to take over. Vloktbokty would be good.
Who? No offense but I have never even seen him in the mod forums.

Subject: Re: scripts.dll 3.4.2 is out
Posted by havoc9826 on Wed, 15 Aug 2007 05:35:40 GMT
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Jerad Gray wrote on Tue, 14 August 2007 22:08Sn1per74* wrote on Tue, 14 August 2007 22:25Somebody needs to take over. Vloktbokty would be good.
Who? No offense but I have never even seen him in the mod forums.
Blasphemy! Vloktboky is one of the earliest Ren modders. He figured out much serverside code before other modders, and he worked on the original versions of SSAOW and Dragonade along with Whitedragon. All the KAK scripts in scripts.dll are his. He stopped coding for Black-Cell a while back, and has done a few things like RenDEC and RenLUA since then, but I'm not sure if he'd have time to do scripts.dll while he's focusing his efforts on Command & Crysis: The Dead 6, nor am I sure if he's even interested in the Renegade engine anymore. You can send him a PM or I can ask him when he shows up in IRC tomorrow, but I'm guessing he won't do it.

Subject: Re: scripts.dll 3.4.2 is out
Posted by =HT=T-Bird on Wed, 15 Aug 2007 12:29:01 GMT
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Well...there's always StealthEye and co.

Subject: Re: scripts.dll 3.4.2 is out
Posted by JohnDoe on Wed, 15 Aug 2007 14:44:45 GMT
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That sucks, what happened to that screenshot of an SBH on Under with nice shiny metal effects? Will that stuff ever get released?

Subject: Re: scripts.dll 3.4.2 is out
Posted by OWA on Wed, 15 Aug 2007 15:57:38 GMT
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Saberhawk
danpaul88
TheKGBspy (if he returns)

Subject: Re: scripts.dll 3.4.2 is out
Posted by Canadacdn on Wed, 15 Aug 2007 16:57:51 GMT
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JohnDoe wrote on Wed, 15 August 2007 09:44That sucks, what happened to that screenshot of an SBH on Under with nice shiny metal effects? Will that stuff ever get released?

I doubt it, It'll probably stay exclusive to APB.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Slave on Wed, 15 Aug 2007 17:13:39 GMT
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screenshot please?

Subject: Re: scripts.dll 3.4.2 is out
Posted by saberhawk on Wed, 15 Aug 2007 18:54:09 GMT
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Jerad Gray wrote on Tue, 14 August 2007 20:43
Whats left of it will be waiting, because with out new script package releases it won't last much longer. And how is SH supposed to incorporate his new lighting system into renegade?

shaders.dll plugin

JohnDoe wrote on Wed, 15 August 2007 09:44That sucks, what happened to that screenshot of an SBH on Under with nice shiny metal effects? Will that stuff ever get released?

Soon.

Subject: Re: scripts.dll 3.4.2 is out
Posted by JohnDoe on Wed, 15 Aug 2007 20:01:50 GMT
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I like!

Subject: Re: scripts.dll 3.4.2 is out
Posted by vloktboky on Thu, 16 Aug 2007 00:14:47 GMT
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Hello all,

Havoc forwarded me this link. Thank you for putting my name out there, sn1per. Unfortunately, my career and my devotion to C&C: The Dead 6 have thoroughly devoured any free time I could invest in such a project. I owe a lot to this game and naturally I'd love to see it progress; however, I feel my time would be better spent developing newer technology to encapsulate and expand the gameplay made famous by this game.

Good luck jonwil and all.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Cunin on Thu, 16 Aug 2007 19:29:57 GMT
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I found sone problems while working on a HUD. I started making it with version 3.4.1 and the problems are still there with this new version.

1) QuadNXPos and QuadNYPos are reversed, the X is actually Y and the Y is X.

2) The QuadNTop, QuadNLeft, QuadNBottom & QuadNRight functions are broken. They don't uses the values I give them in the right way, like the QuadNBottom value should be in pixel but if I give it my texture height it crops it, I need to put a higher number than the real texture height. Also, my texture's proportions are never respected, it always try to make it square-shaped even if I use a rectangular shape (width higher than height). I also tried to stretch it horizontally but nothing changes. It's like the height and the width have a relation. I tried to stretch it to 192x45 (the original texture is 96x45) and it shows it exactly the same, I just need to set the Bottom and Right with the same number (like 96) and it shows it fully but as a square, otherwise if I'm using the correct resolution it will cut the texture.
Also, all the next Quad's are working differently, like the second being stretched 4x vertically.

Am I doing something wrong?

If you need more info just let me know.

EDIT:
I forgot to mention that I'm just using hud.ini with Renegade, and the texture format is either hud or tga, I get same results.

Subject: Re: scripts.dll 3.4.2 is out
Posted by saberhawk on Fri, 17 Aug 2007 00:25:24 GMT
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Slave wrote on Wed, 15 August 2007 12:13screenshot please?

http://4camp.net/ohyeah.png

Subject: Re: scripts.dll 3.4.2 is out
Posted by Tunaman on Fri, 17 Aug 2007 07:52:50 GMT
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Cunin wrote on Thu, 16 August 2007 15:29I found sone problems while working on a HUD. I started making it with version 3.4.1 and the problems are still there with this new version.

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EDIT:
I forgot to mention that I'm just using hud.ini with Renegade, and the texture format is either hud or tga, I get same results.
The code is fucked up yes, make sure that your textures have the same height and width. If you'd like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that fixes a few things and adds new stuff too) but it might take a little while.

Subject: Re: scripts.dll 3.4.2 is out
Posted by jonwil on Fri, 17 Aug 2007 09:36:03 GMT
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Tunaman, could you please post the source changes to your shaders.dll (i.e. the edited shaderhud.cpp etc). I want to look at what you changed.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Cunin on Fri, 17 Aug 2007 15:32:59 GMT
View Forum Message <> Reply to Message

Cunin wrote on Thu, 16 August 2007 14:29
EDIT:
I forgot to mention that I'm just using hud.ini with Renegade, and the texture format is either hud or tga, I get same results.
I obviously meant dds not hud lol sorry.

Tunaman wrote on Fri, 17 August 2007 02:52
The code is fucked up yes, make sure that your textures have the same height and width. If you'd like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that fixes a few things and adds new stuff too) but it might take a little while.
I'd appreciate it, but as jonwil requested your code and is willing to fix this stuff, I'd like to have a public version of the scripts fixed and working, so I can just tell everyone "get the latest scripts to make this hud working" .

If you have 1 already compiled then post it, I can use it until the official scripts gets fixed.

Thanks.

Subject: Re: scripts.dll 3.4.2 is out
Posted by saberhawk on Fri, 17 Aug 2007 16:14:33 GMT
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Tunaman wrote on Fri, 17 August 2007 02:52
The code is fucked up yes, make sure that your textures have the same height and width. If you'd like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that fixes a few things and adds new stuff too) but it might take a little while.

It's more important that the image dimensions are powers of two than the same width and height. Powers of 2 are 1,2,4,8,16,32,64,128,256,512,1024,2048,etc etc etc. Mix and match any of them at will.

Subject: Re: scripts.dll 3.4.2 is out

Posted by Tunaman on Fri, 17 Aug 2007 16:38:27 GMT
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I know that, the code in shaderhud.cpp takes the width(I believe) and assumes that the height is the same.. I figured this out the hard way. :\ I don't know why I said the code was all messed up though, I guess I was kinda tired and in a hurry.
I want to clean up my code a little bit and then I'll post the source. ^^

Subject: Re: scripts.dll 3.4.2 is out
Posted by Cunin on Fri, 17 Aug 2007 16:40:01 GMT
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Saberhawk wrote on Fri, 17 August 2007 11:14Tunaman wrote on Fri, 17 August 2007 02:52
The code is fucked up yes, make sure that your textures have the same height and width. If you'd like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that fixes a few things and adds new stuff too) but it might take a little while.

It's more important that the image dimensions are powers of two than the same width and height. Powers of 2 are 1,2,4,8,16,32,64,128,256,512,1024,2048,etc etc etc. Mix and match any of them at will.
So i'll maybe need to add pixels to the textures so they can be square-shaped and with a power of 2 width and height to fix it?

Subject: Re: scripts.dll 3.4.2 is out
Posted by CarrierII on Fri, 17 Aug 2007 20:11:01 GMT
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Saberhawk wrote on Fri, 17 August 2007 17:14Tunaman wrote on Fri, 17 August 2007 02:52
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2, 4, 8, 16, 32, 64, 128, 256, 512, 1024, 2048, 4096, 8192, 16384, 32768 (those are from memory... pointless or what?)

Subject: Re: scripts.dll 3.4.2 is out
Posted by Cunin on Fri, 17 Aug 2007 20:36:33 GMT
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well i don't think any current hardware will support textures so big anyway lol.
Should be 2048 for dx9 cards.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Chuck Norris on Fri, 17 Aug 2007 20:49:56 GMT
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Cunin wrote on Fri, 17 August 2007 15:36well i don't think any current hardware will support textures so big anyway lol.
Should be 2048 for dx9 cards.It has nothing to do with DirectX. nVidia cards since the GeForce 3 could support up to 4096 x 4096. ATi cards haven't been able to until the Radeon X1x00 series.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Sat, 18 Aug 2007 16:29:20 GMT
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Does anyone know how Renegade runs on the Nivida 8600?

Subject: Re: scripts.dll 3.4.2 is out
Posted by Aprime on Sat, 18 Aug 2007 22:39:03 GMT
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Pretty great on my laptop.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Chuck Norris on Sun, 19 Aug 2007 00:49:40 GMT
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Any high-end card from at least the last 4 generations, and any mid-range card from at least the last 2 or 3 generations, should be able to run Renegade at higher resolutions, and if it's not bottlenecked by a 128-bit memory bus (not sure if the latest mid-range cards still use that or if it's bumped up to 256-bit), then you'll be able to use high levels of AA and AF as well. As long as you're not buying a dinosaur, any video card these days will handle Renegade no problem.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Gen_Blacky on Sun, 19 Aug 2007 01:57:00 GMT
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but ren has alot of problems with newer high end cards

Subject: Re: scripts.dll 3.4.2 is out
Posted by Chuck Norris on Sun, 19 Aug 2007 02:59:59 GMT
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Really? Such as? That's a new one to me.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Sun, 19 Aug 2007 06:31:21 GMT
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I heard that the console text did not display if the card used DX10.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Aprime on Sun, 19 Aug 2007 08:56:50 GMT
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Um, it does.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Slave on Sun, 19 Aug 2007 11:11:14 GMT
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Can I touch it, aprime?

And as a litte detail about the pic i posted earlier:
XFX 7600GT, so no ATI glitches are to blame really.

Subject: Re: scripts.dll 3.4.2 is out
Posted by danpaul88 on Sun, 19 Aug 2007 11:34:11 GMT
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It didn't used to, early 3.x versions didnt show the console text on Windows Vista, but that has since been fixed.

Subject: Re: scripts.dll 3.4.2 is out
Posted by Jerad2142 on Sun, 19 Aug 2007 15:55:59 GMT
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danpaul88 wrote on Sun, 19 August 2007 05:34It didn't used to, early 3.x versions didnt show the console text on Windows Vista, but that has since been fixed.
Good *leaves to buy Nvida 8600*

Subject: Re: scripts.dll 3.4.2 is out
Posted by Chuck Norris on Sun, 19 Aug 2007 18:51:14 GMT
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danpaul88 wrote on Sun, 19 August 2007 06:34It didn't used to, early 3.x versions didnt show the console text on Windows Vista, but that has since been fixed.Would that not be a problem with Vista and the newer scripts then, and not Renegade itself not working on newer cards?

Subject: Re: scripts.dll 3.4.2 is out
Posted by cmatt42 on Sun, 19 Aug 2007 19:49:10 GMT
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I just noticed that I'm now getting Z-buffering issues with decals showing over walls from other walls behind them. Some parts of the map show up as well.

Also, my brother suddenly sees mostly black in game after installing the scripts on our laptop. [edit] Downgraded to 3.4.1, didn't fix it.

Subject: Re: scripts.dll 3.4.2 is out
Posted by danpaul88 on Sun, 19 Aug 2007 22:19:57 GMT
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Yes, the problem is to do with scripts, as 2.9.2 scripts.dll shows the console text ok, its just the earlier versions of 3.0 that do not show the console text under Vista, due to some changes in how DX9 functions are handled under Vista (or something like that, saberhawk explained it to me a while back but I don't really remember exactly what he said)