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