Subject: scripts.dll 2.9 is out
Posted by jonwil on Thu, 27 Jul 2006 05:04:57 GMT
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Get it at http://www.sourceforge.net/projects/rentools/
After a lot of work, I finally got it out the door (and with a bunch of stuff I have wanted to add for a while now)

Changes since 2.8: (items with a * need bhs.dll on the client)
New feature to change the player limit at runtime (you can change it to anything up to what you set in svrcfg_cnc.ini)
*New feature to change the time limit and time remaining at runtime
A fix to make the months for the bhs_renlog and client chat log match the renlog.txt on both windows and linux
A change to the nickname exploit blocks to block nicknames with more than one space next to each other or those where the last character is a space
*A new hud.ini keyword to disable the normal weapons factory "building" logic
*hud.ini keywords that let you change pretty much all the colors assoicated with the UI elements
*hud.ini keyword to disable the glow effect behind the main menu items (sicne I couldnt find the colors for it)
*a new feature to make all units with one armor type uncrushable (you can only have one armor type period). This is set through hud.ini
*A new hud.ini keyword and feature to change the blend op used when drawing the stealth texture.
*New hud.ini keywords to set the textures for the sidebar
Better output when you turn RenLogMon on and off
New config file to turn RenLogMon on at startup
New hook to get hold of all output that is passed to RenLogMon
*Engine calls to change the reticle textures at runtime per-player
*Engine calls to change the fog color, fog mode and fog density globally and per-player
Fix for the "start button" XWIS bug
*New hook where players send the CRC32 of hud.ini to the server on startup and the hook can see that (for example, to prevent modified hud.ini being used to cheat e.g. turning on enemy names when they should be off)
*New chat history dialog controled by a keys.cfg key
*New sidebar purchase dialog
*New feature to send some mod specific data from the client to the server on player join. On the client the data is stored in the registry and is basicly a number of integers. On the server, a hook is called with the player ID and the list of integers being passed in. This can be used to e.g. check if the player has a given map.
Rewritten linux scripts.dll hook bits that are a little cleaner.
Fixes that should hopefully remove a number of memory leaks from the code
Improvements to Get_Current_Game_Mode
Improved documentation for DIRTY_BIT stuff for NetworkObjectClass in engine.h
GameObject *Create_Building(const char *preset,const Vector3 & Position); //Create a building controller
unsigned int Get_Zone_Type(GameObject *obj); //Get the type of a script zone
OBBoxClass *Get_Zone_Box(GameObject *obj); //Get the box (size/position) of a

ScriptZoneGameObj

void Set_Zone_Box(GameObject *obj,const OBBoxClass &box); //Set the box (size/position) of a ScriptZoneGameObj

GameObject *Create_Zone(const char *preset,const OBBoxClass &box); //Create a script zone and set its box

void Set_Money(unsigned int ID,float amount); //Set the money of a player

void Set_Score(unsigned int ID,float amount); //Set the score of a player

bool PointInZone(GameObject *obj,const Vector3 &v); //Is a point in a zone

unsigned int Overlap_Test(const OBBoxClass &box,const Vector3 &v); //Test if a vector is inside an OBBoxClass

wchar_t *newwcs(const wchar_t *str); //duplicate a wide character string

new scripts JFW_Engineer_Target_2 and JFW_Engineer_Repair_2 that should allow for better repairing of building controlers (you stock a daves arrow inside the MCT or something and it repairs that instead of the building but because the building is in the way, the building takes the hits from the repair beam)

*new script JFW_Reticle to change reticle per-player at runtime.

new script JFW_Goto_Player_Timer to go to the nearest player on a timer (everytime the timer expires, the object with the script on it goes to the nearest player)

new scripts JFW_Poke_Play_2D_Sound_Timer and JFW_Poke_Play_3D_Sound_Timer. These are like JFW_Poke_Play_2D_Sound and JFW_Poke_Play_3D_Sound but the timer limits how often the sound will play

Linux scripts.dll makefile fixes

Bug fixes & improvements to MDB_Unit_Limit and the ExpVehFac scripts

New script MDB_Sidebar_Key to set up the sidebar triggreable on a key (with a custom you can send to turn it on or off)

Fixes for the defintions of Find_Nearest_Building and Find_Nearest_Building_To_Pos in scripts.h

Now, onwards to 3.0