
Subject: scripts.dll 3.2.2 is out

Posted by [jonwil](#) on Sun, 29 Apr 2007 05:22:04 GMT

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Note that this version will NOT function on Windows 98/ME

Get it from <http://www.sourceforge.net/projects/rentools/>

Changelog:

Changes to the normal map shader to fix most of the bugs (including having the correct set of default values)

Fixes to a few places where Get_Data_File is called but we don't check the return value is non zero before we use it

Changed all places where we display a message box to use NULL instead of HWND_DESKTOP for the parent (per what I saw online, NULL is the right value to pass, not HWND_DESKTOP)

Added more code to check for the existence of the various dll files and print an error if they aren't there

Added code to use FormatMessage to make the errors in dllload.txt easier to follow

Added code to prevent accidentally double deleting objects if DestroyEngine3D is somehow called twice.

Fixes to the Tangent/Binormal generation code (it still has the black triangles on some objects but its as good as its going to get unless some math guru can find the problem)

Added code to prevent the dll from running on Windows 98/ME (that way you get a nice error message, not some random weird windows error when the dll tries to use a feature thats not available on windows 9x)

Code for the Matrix2 class

Bug fix to functions in Engine_Net.cpp that obtain an IP address

Bug fix to Get_Vehicle_Mode to always return the mode of the vehicle, even if the passed in object is the driver of the vehicle

Bug fixes to Find_Object_With_Script

Bug fixes to StringClass and WideStringClass

New code to handle saving and restoring a render state inside a shader (i.e. to save and restore fog properly)

Bug fixes to JFW_Kill_Message_Display

Bug fixes to JFW_Sell_Zone and JFW_Repair_Zone_2

Bug fixes to the ExpVehFac logic in mdbevf.cpp

Fix to shadermgr.cpp so that per-map shaders.sdb files will work correctly

Added code to shaders.dll to detect if d3dx9_30.dll is missing and if it is, display a usefull error

Added code to prevent accidentally deleting stuff in shaderstatemgr.cpp twice

Fixes to several crash bugs

Fixed a crash that could occur with objects with a certain texture mapper used on them

Added fixes so that GetExplosionObj works correctly for buildings (and will detect nuke and C4 blowing up buildings)

Fixed a crash bug that could show up with the single player encyclopedia

Cleanups in Do_Recieve_Data_Sc

A fix to the EXIT console command (hopefully it wont crash the game anymore)
Fixes to the sidebar code
Cleanups in Do_Recieve_Data_Cs
Code to correctly disable backbuffer locking (fixes a couple of ATI issues)
Some code changes to prevent crashes when running inside PIX
Code to so that scripts.dll is no longer read from a mod package

I am sure an installer will be made for this soon
