
Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [StealthEye](#) on Thu, 08 Dec 2011 14:04:11 GMT

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We unfortunately had to make a last minute change to the beta3 code, so that all binaries that were distributed yesterday have to be updated. The new files are now available for download from the same location. The scripts.dll source code has also changed, but only for two files that are likely not modified by anyone. To update to the new release, do the following:

- Copy the dll files from the new server owners release to your FDS directory and overwrite the previous beta3 files.
- If you have a custom version of scripts.dll or any plugins, download the new source archive and copy scripts/AudibleSoundClass.h and scripts/WWAudioClass.h, and overwrite your copies unless you have changed them manually.
- If you have a custom scripts.dll and have modified those files, you will have to apply the differences shown below manually.

The changes are minor, but it is important if you want to apply a patch file later on. If you do not make these changes, you may be unable to patch future versions.

We are sorry for the inconvenience.

Tiberian Technologies download page

Code differences Basically, "SHADERS_API " was removed in several locations. See the diff below:

```
diff --git a/scripts/AudibleSoundClass.h b/scripts/AudibleSoundClass.h
index 32b63d6..8bc8836 100644
--- a/scripts/AudibleSoundClass.h
+++ b/scripts/AudibleSoundClass.h
@@ -87,7 +87,7 @@ public:
     virtual bool Save (ChunkSaveClass& xSave);
     virtual bool Load (ChunkLoadClass& xLoad);
     virtual AudibleSoundClass* As_AudibleSoundClass ();
- SHADERS_API virtual bool On_Frame_Update (uint32 timePast);
+ virtual bool On_Frame_Update (uint32 timePast);
     virtual void Set_Position (const Vector3& position);
     virtual Vector3 Get_Position () const;
     virtual void Set_Listener_Transform (const Matrix3D& listenerTransform);
@@ -105,7 +105,7 @@ public:
     virtual SHADERS_API bool Play (bool addToPlaylist);
     virtual bool Pause ();
     virtual bool Resume ();
- SHADERS_API virtual bool Stop (bool removeFromPlaylist);
+ virtual bool Stop (bool removeFromPlaylist);
     virtual void Seek (uint32 playPosition);
     virtual uint32 Get_State () const;
     virtual void Fade_Out (uint32 fadeTime);
@@ -151,15 +151,15 @@ public:
```

```

virtual void      Update_Fade      ();
virtual SoundHandleClass* Get_Miles_Handle      () const;
virtual void      Set_Miles_Handle      (HSAMPLE milesHandle);
- SHADERS_API virtual void      Free_Miles_Handle      ();
+ virtual void      Free_Miles_Handle      ();
virtual void      Initialize_Miles_Handle      ();
virtual void      Allocate_Miles_Handle      ();
virtual SoundBufferClass* Get_Buffer      () const;
virtual SoundBufferClass* Peek_Buffer      () const;
SHADERS_API virtual void      Set_Buffer      (SoundBufferClass* buffer);
virtual void      Restart_Loop      ();
- SHADERS_API virtual void      Update_Play_Position      ();
- SHADERS_API virtual void      On_Loop_End      ();
+ virtual void      Update_Play_Position      ();
+ virtual void      On_Loop_End      ();

bool Verify_Playability();

```

```

diff --git a/scripts/WWAudioClass.h b/scripts/WWAudioClass.h
index f7c9145..fd54c01 100644
--- a/scripts/WWAudioClass.h
+++ b/scripts/WWAudioClass.h
@@ -213,7 +213,7 @@ public:
void Flush_Playlist (void);
void Flush_Playlist (SOUND_PAGE page);
bool Is_Sound_In_Playlist (AudibleSoundClass *sound_obj);
- SHADERS_API bool Acquire_Virtual_Channel (AudibleSoundClass *sound_obj, int
channel_index);
+ bool Acquire_Virtual_Channel (AudibleSoundClass *sound_obj, int channel_index);
void Release_Virtual_Channel (AudibleSoundClass *sound_obj, int channel_index);
void Set_Active_Sound_Page (SOUND_PAGE page);
SOUND_PAGE Get_Active_Sound_Page (void) { m_CurrPage; }

```
