Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by jonwil on Sun, 30 Jan 2005 06:16:55 GMT
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1.Renegade has been changed so that it wont look for *.dep files anymore (it looks for something else).
This cuts loading time right down.
2.Renegade has been changed to output PNG screenshots instead of TGA (using the well-tested LIBPNG library), this means you dont need a seperate program to convert your screenshots anymore.
Although its impossible to tell from just the image,
http://www.n00bstories.com/image.view.php?id=1352131339 is a screenshot I took via the new code

Also, there are new console commands that server owners (and those writing server tools) can use:
Display current map name
Display current mod package name
Display the map at a given index in the map list
Display the index within the list of the current map
Change the map at a given index in the map list
Display the current radar mode
Play a music track for all players (obviously if they dont have bhs.dll and the music file, it wont work)
Stop all music playing for all players (again if they dont have bhs.dll it wont work)
Play a music track for a specific player (obviously if they dont have bhs.dll and the music file, it wont work)
Stop all music playing for a specific player (again if they dont have bhs.dll it wont work)
Display the current version of bhs.dll installed on the server
Display the current mine limit
Display the count of mines for a given team
Eject a given player from whatever vehicle they are in
Play a 3d sound for a given team (this was going to be in 2.0 but didnt get in in time, it works now)
Display an emoticon for a given player (like the radio command icons except no sound or text display and you can specify the w3d file to display)

I am also working on implementing these console commands (they may make 2.1 or they may be in a later version)
Display the current player limit
Change the current player limit
Display the time remaining
Change the time remaining/time limit

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Blazer on Sun, 30 Jan 2005 10:29:51 GMT
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Wonderful! I'm so glad screenshots wont be in crappy TGA anymore. Why did you choose PNG over JPG (doenst really matter to me as windows can read PNG fine). I also know firsthand what ignoring the .dep files makes in load times. :bigups:

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Sir Kane on Sun, 30 Jan 2005 10:50:40 GMT
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I took the time to make a list of the retarded/useless and pretty damn sure abused stuff.
[list][*]Display current map name
[*]Display current mod package name
[*]Display the current radar mode
[*]Play a music track for all players (obviously if they dont have bhs.dll and the music file, it wont work)
[*]Stop all music playing for all players (again if they dont have bhs.dll it wont work)
[*]Play a music track for a specific player (obviously if they dont have bhs.dll and the music file, it wont work)
[*]Stop all music playing for a specific player (again if they dont have bhs.dll it wont work)
[*]Play a 3d sound for a given team (this was going to be in 2.0 but didnt get in in time, it works now)
[*]Display an emoticon for a given player (like the radio command icons except no sound or text display and you can specify the w3d file to display)
[*]Display the current player limit
[*]Change the current player limit
[*]Display the time remaining
[*]Change the time remaining/time limit [/list:u]Quote:2.Renegade has been changed to output PNG screenshots instead of TGA (using the well-tested LIBPNG library
Sounds like it needs another dll to me, which is pretty retarded as well since D3D has builtin functions to easily create screenshots.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by jonwil on Sun, 30 Jan 2005 21:57:36 GMT
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I chose PNG because it is lossless.
Plus, I perfer PNG.
And, libpng is easy to use

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Sir Kane on Sun, 30 Jan 2005 22:08:08 GMT
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jonwilAnd, libpng is easy to use
If everyone would go by that, there would be only shit software out there.

The D3D features that provide the ability to create screenshots is about as easy to use. And 100% quality JPEG 0wnz PNG.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by idebo on Sat, 05 Feb 2005 19:25:42 GMT
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I like that all, but I like this one the most:

Quote:Display the current mine limit

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Nightma12 on Sun, 06 Feb 2005 09:16:33 GMT
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Quote:Display current map name

what is the for? lol, it appears on game_info

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by jonwil on Sun, 06 Feb 2005 11:08:04 GMT
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Its easier to get the info if you are writing a regulator by using the MAP command instead of GAME_INFO

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Cat998 on Sun, 06 Feb 2005 14:49:18 GMT
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yeah, and it spams the log files.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by vloktboky on Tue, 08 Feb 2005 04:38:52 GMT
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It's nice that you are at least making these features for everyone, but are they really needed? Wouldn't it make more sense to actually produce something that is at least practical? From where I stand, it looks like you are either running low on ideas or you are simply trying to make as many

small things as possible to gain a bigger title.

If you are going to use your time to produce this stuff for this game, use it wisely. Make a GUI application to manage all of these instead of throwing them in as a command-line argument. Or better yet, figure out a way to do all of this stuff you are doing without having to rely on the end user to download more software. If you've managed to get this far, as you have claimed, then what is stopping you from passing this one simple hurdle that has plagued this game since its initial release?

Autodownload of maps from the server?
Punkbuster? (RenGuard without a client-side application being ran)

These two ideas are not only practical, but plausible with your "new resources." Do them instead of making a shortcut to show what the current map is. I'm not trying to sound like a dick here, but in all do honesty, what are you doing exactly? If I had spent my time making small expansions and command-line arguments at this time last year, a lot of this stuff probably wouldn't even be dreamed up as being possible.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by laeubi on Tue, 08 Feb 2005 16:01:51 GMT
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Punkbuster needs a Client Software too....

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Blazer on Tue, 08 Feb 2005 18:53:34 GMT
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vloktbokyIt's nice that you are at least making these features for everyone, but are they really needed? Wouldn't it make more sense to actually produce something that is at least practical? From where I stand, it looks like you are either running low on ideas or you are simply trying to make as many small things as possible to gain a bigger title.
Most if not all of the extra commands are by request of the server owners, which is who we are coding for.

vloktbokyIf you are going to use your time to produce this stuff for this game, use it wisely. Make a GUI application to manage all of these instead of throwing them in as a command-line argument.
Ummm, the FDS is a server. It would be dumb to make it a neat cool GUI, not to mention that the same thing wouldn't work on linux. The reason they are command line arguments are so that other peoples (and ours as well) bots/code/whatever can interact with the FDS.

vloktbokyOr better yet, figure out a way to do all of this stuff you are doing without having to rely on the end user to download more software.
 Yeah well, what about in the cases where the "more software" is software that THEY are writing?

We are making it easier for other people to interact with the FDS. If we had the source code to it, yeah there are much more elegant solutions, but as it is, we are doing what we can to make it more permeable.

vloktboky If you've managed to get this far, as you have claimed, then what is stopping you from passing this one simple hurdle that has plagued this game since its initial release?
I would say the biggest hurdle is not having the source code. I don't see where we have "claimed" to have "gotten far"? We do what we can to overlay functionality via the scripts.dll backdoor. If not for that and the debug symbols that WestWood accidentally left in the redhat8 FDS code, we would be hard pressed to add any new features at all.

vloktbokyAutodownload of maps from the server?
Punkbuster? (RenGuard without a client-side application being ran)

Autodownload is planned...there are several gotchas of course though. One being that renegade servers already use gobs of bandwidth, and 10 people downloading a map from the server at the same time would make it lag. Options to fix that would be a trickle download, which is slow, or server owner can set downloads to be from another location, then you have to deal with things like how Renegade wont accept new maps if you just drop them in, you have to restart the game...theres that "if we just had the source code" popping up again   The final solution will probably be totally replacing the server browser with our own app, so that downloads etc can be done before actually launching the game.

vloktbokyThese two ideas are not only practical, but plausible with your "new resources." Hmm I searched this entire section and didn't find the words "new resources", or even "resources", so I don't know what you are quoting there.

vloktboky Do them instead of making a shortcut to show what the current map is.

As I said, the reason for the "shortcuts" is so that other people can easily write their own code to interface with the FDS. I'm talking about scripting languages, not "real code". It's a lot easier for server owners to write a mirc script, or VB, etc to populate some variables by sending a command(s) to the FDS, rather than writing their own scripts.dll hooks.

vloktboky I'm not trying to sound like a dick here,
LOL...sure you are. Ever notice that when somebody says something lke that, that is exactly what they are doing? You know, like when someone says "no offense but..." and it always follows with something offensive   I have no problems with you asking questions, but your post is dripping with sarcasm. There are lots of other ways to make a point you know.

vloktboky but in all do honesty, what are you doing exactly? If I had spent my time making small expansions and command-line arguments at this time last year, a lot of this stuff probably wouldn't even be dreamed up as being possible.
As I said, we are adding commands at the direct request of mod groups and script writers. Most people cannot write their own custom scripts.dll to do stuff like get the current number of deployed mines, change the mine limit, or a special script/action that is required for their mod to be realistic, so we give them simple commands to query the info, and now instead of having to be a wiz at C++ they just have to know how to parse some text or attach a script jonwil has written to an

object. I don't see why this is so hard for you to understand.

Yes, there was a time when we all thought the things being done with Renegade today was impossible. But dedication and ingenuiity (yes I am speaking of your accomplishments as well), have allowed us to do more than we ever thought we could without having the source code.

BHS is here to support Renegade. Our goal is to fix as many bugs as we can, stop cheating, and add enhancements that the renegade server owners and players ask for. That is "what we are doing".

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by WNxCABAL on Tue, 08 Feb 2005 19:47:13 GMT
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I think that told vloktboky

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by vloktboky on Tue, 08 Feb 2005 19:53:55 GMT
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My post was not dripping with sarcasm. You interpreted it as having such because you view me as doing such a thing. I have only myself to blame for that one, but I did not intend to sound like a dick when I said all of that. If I did, I wouldn't have said that.

Let me rephrase everything. It's a nice idea, but at the same time, it's all lacking practical use for the far future. Although getting the current map is useful in its own way, in the long run, it doesn't do much more or aid in anything else. All I am trying to say is instead of putting all of these simple features into one update, try to expand on them and get more use out of them. In the long run, many more people would be helped and Renegade itself would improve ten folds.

I'm only trying to help. I'm not here to argue with you or anyone else. Flaming is a waste of time, time that I would rather not waste.

On a more personal note, I'd like to apologize to you for anything I did or said to you in the past, and any offense that you may have taken from my last post. Like I said, I didn't mean to offend you or upset you. I only want to try to help out in any way I can in order to make up for the past year I spent doing just the opposite.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Blazer on Wed, 09 Feb 2005 01:12:19 GMT
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I totally understand...I agree that the way we are doing things is very kludgy, but without having the source code we are pretty limited in how we can add features. Well, I take that back...for

---

custom applications quite a bit more could be done, BUT to make enhancements that everyone can easily use, the best way so far has been to give them console commands that they can use to get the info or change the settings they need. Then all they need to know is how to send a renrem message and how to parse the resulting text.

I have proposed to BHS that we do away with the RenRem stuff altogether, and instead make direct calls to change settings and query information. This will require learning and mapping all of the various system calls and memory addresses, so I don't think we are going to tackle that until after RG 1.04 is out. I think it will be cool if it works as planned...we could even optionally build RG into the server itself instead of having an extra app.

If you are up to it please PM me your email or IM name, I would be glad to share some ideas.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Alkaline on Fri, 11 Feb 2005 02:23:45 GMT
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Hey, so if I am understanding this correctly, we can make music sound tracks for players from the music in the game?

Cool, I always hated the fact renegade had no music in it...

some map like river canyon had music that would play in single player LAN mode but not online multiplayer...

Would be nice to have the feature of playing single player mission music on multiplayer maps.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by flyingfox on Fri, 11 Feb 2005 03:39:39 GMT
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changing mine limits, time limits, maps (at any point during the game I imagine), don't seem very fair. Think, there will probably be a lot of people (moderators) on one server with access to these commands; i don't want somebody changing a map because he doesn't feel like playing it, extending time limits to 'get more fun out of the game', giving the game mine limits of 1000384795795 so people can lay 10 mines at each doorway and defeat the whole purpose of balancing their use.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Chronojam on Sun, 13 Feb 2005 20:51:27 GMT
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Then play in real servers. Servers that would do that fucked up stuff are similar to servers where the mods randomly kick people for "fun" and if people on their team aren't good enough.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by reborn on Sun, 13 Feb 2005 22:55:04 GMT
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Blazer
Autodownload is planned...there are several gotchas of course though. One being that renegade
servers already use gobs of bandwidth, and 10 people downloading a map from the server at the
same time would make it lag. Options to fix that would be a trickle download, which is slow, or
server owner can set downloads to be from another location, then you have to deal with things like
how Renegade wont accept new maps if you just drop them in, you have to restart the
game...theres that "if we just had the source code" popping up again   The final solution will
probably be totally replacing the server browser with our own app, so that downloads etc can be
done before actually launching the game.

that would be awesome, but please please please, if you can make the downlaod from another
location... I would rent a server just for that reason, or maybe go halves with someone (zunnie)...

i would love to get fan made maps back on my servers without having empty servers...   and also
please if you can make it so that the map name isn't greyed out, because then people will just
assume they cant join.

I really really would love to see this available

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Nightma12 on Wed, 16 Feb 2005 17:13:52 GMT
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AlkalineHey, so if I am understanding this correctly, we can make music sound tracks for players
from the music in the game?

Cool, I always hated the fact renegade had no music in it...

some map like river canyon had music that would play in single player LAN mode but not online
multiplayer...

Would be nice to have the feature of playing single player mission music on multiplayer maps.

im creating a !jukebox command for NR

im going to make it as customizeable as possible by the server owner, including add your own
music, etc   (the client will have to have the sound track in there data folder though unless only
Renegade music is used)

Subject: Re: new stuff in scripts.dll 2.1 for users and/or server own

Posted by kurt421 on Thu, 17 Feb 2005 00:02:42 GMT
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jonwilEject a given player from whatever vehicle they are in

Whats this?

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by jonwil on Thu, 17 Feb 2005 03:42:12 GMT
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the eject command is something mac wanted for proper vehicle management (like what Dragonade has)

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by xptek on Thu, 17 Feb 2005 04:33:51 GMT
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flyingfoxchanging mine limits, time limits, maps (at any point during the game I imagine), don't seem very fair. Think, there will probably be a lot of people (moderators) on one server with access to these commands; i don't want somebody changing a map because he doesn't feel like playing it, extending time limits to 'get more fun out of the game', giving the game mine limits of 1000384795795 so people can lay 10 mines at each doorway and defeat the whole purpose of balancing their use.

If I remember correctly the mine limit can only be changed to around 127. As Chronojam said, play on servers you trust.

Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by EA-DamageEverything on Fri, 04 Mar 2005 11:00:15 GMT
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jonwilto output PNG screenshots instead of TGA (using the well-tested LIBPNG library), this means you dont need a seperate program to convert your screenshots anymore. I work with Irfan, MSpaint is crappy.
Play a music track for all players Already works with sounds and the soundtrack from the always.dat.
Stop all music playing for all players Would be new.
Play a music track for a specific player Already works.
Stop all music playing for a specific player Would be new Alkalinesome map like river canyon had music that would play in single player LAN mode but not online multiplayer. Play MutationRedux or Carnage_Club_Extreme for example, or sunken2, these maps have got a MP3 inside which you will hear if you turn the music in the Renegade settings on.online too... jonwilthe eject

---

command is something mac wanted for proper vehicle management (like what Dragonade has) Why don´t you put more from the Dragonade Mod in the next DLLs/SS-CP? I mean the !bind/!lock commands are very useful against GTA-n00bs. Vloktboky has given the source code out in public on renEvo...some guys are fixing some bugs....and add the Veteran-System, would be a good push forward to make Renegade interesting for many more ppl

And BTW, I have texture issues with QuickDraw.mix since I upgraded from 1.93 to 2.01 DLLs.....