
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 associated with the UI elements

*hud.ini keyword to disable the glow effect behind the main menu items (since I couldn't 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 controlled 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 basically 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

OBBBoxClass *Get_Zone_Box(GameObject *obj); //Get the box (size/position) of a

ScriptZoneGameObj
void Set_Zone_Box(GameObject *obj,const OBBBoxClass &box); //Set the box (size/position) of a ScriptZoneGameObj
GameObject *Create_Zone(const char *preset,const OBBBoxClass &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 OBBBoxClass &box,const Vector3 &v); //Test if a vector is inside an OBBBoxClass
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 triggerable 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

Subject: Re: scripts.dll 2.9 is out
Posted by [IronWarrior](#) on Thu, 27 Jul 2006 11:51:53 GMT
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Awesome, downloaded and installed, nice work and thanks.

Subject: Re: scripts.dll 2.9 is out
Posted by [-MP-Allzo](#) on Thu, 27 Jul 2006 11:58:12 GMT
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Nice!

Subject: Re: scripts.dll 2.9 is out

Posted by [danpaul88](#) on Thu, 27 Jul 2006 13:03:01 GMT

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```
GameObject *Create_Building(const char *preset,const Vector3 & Position); //Create a building controller
```

For the WF / Airstrip, can it also position the vehicle creation point?

Subject: Re: scripts.dll 2.9 is out

Posted by [jonwil](#) on Thu, 27 Jul 2006 13:28:55 GMT

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No, the creation point is a different piece of data, I have to figure out how that works first. But yeah, for 3.0 I can look into that.

Subject: Re: scripts.dll 2.9 is out

Posted by [YSLMuffins](#) on Thu, 27 Jul 2006 14:55:10 GMT

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Off topic, but jonwil, did you get my PM?

On topic, great work as usual!

Subject: Re: scripts.dll 2.9 is out

Posted by [Ma1kel](#) on Thu, 27 Jul 2006 16:24:52 GMT

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Have you recieved my PM?

Subject: Re: scripts.dll 2.9 is out

Posted by [Nightma12](#) on Thu, 27 Jul 2006 18:15:37 GMT

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CMSG crashes the server on this version

Subject: Re: scripts.dll 2.9 is out

Posted by [Kamuix](#) on Thu, 27 Jul 2006 19:18:55 GMT

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That was fast...

Subject: Re: scripts.dll 2.9 is out
Posted by [vloktboky](#) on Thu, 27 Jul 2006 20:53:03 GMT
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Benefits of Object-Oriented Design

Subject: Re: scripts.dll 2.9 is out
Posted by [danpaul88](#) on Thu, 27 Jul 2006 21:19:31 GMT
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your link is screwed up, take the "" from around the page address

And.. not exactly sure why you posted it? heh I use OOP for most projects I do anyway

Subject: Re: scripts.dll 2.9 is out
Posted by [vloktboky](#) on Thu, 27 Jul 2006 22:02:53 GMT
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For Jon's benefit. And thanks for the heads up.

Subject: Re: scripts.dll 2.9 is out
Posted by [SODPaddy](#) on Fri, 28 Jul 2006 07:33:31 GMT
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very nice work

Subject: Re: scripts.dll 2.9 is out
Posted by [jnz](#) on Sat, 29 Jul 2006 09:56:41 GMT
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BUMP

i want to create a console hook, but whenever i use the version i compiled. all the command go in FDS and it doesn't work. i use microsoft visual express 8.0. you have used 7.0?

Subject: Re: scripts.dll 2.9 is out
Posted by [AmunRa](#) on Sat, 29 Jul 2006 13:09:43 GMT
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using this shit express editions probably doesn't help. Just get vs studio 2003

Subject: Re: scripts.dll 2.9 is out
Posted by [Cat998](#) on Sat, 29 Jul 2006 15:10:41 GMT
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AmunRa wrote on Sat, 29 July 2006 15:09 using this shit express editions probably doesn't help.
Just get vs studio 2003

it isn't shit, it works fine

Subject: Re: scripts.dll 2.9 is out
Posted by [AmunRa](#) on Sat, 29 Jul 2006 15:26:58 GMT
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not from my experiences with it
