Posted by jonwil on Thu, 21 Dec 2006 14:50:48 GMT

View Forum Message <> Reply to Message

Scripts.dll 3.1 is out.
Get it from http://www.sourceforge.net/projects/rentools/

Complete changelog:
Added code to only load post process shaders if the graphics card supports the right shader version
Added new post process shader for monochrome effect
Added new post process shader for invert effect
Change postproccess to postprocess throughout the code
Improvements to post process shaders (including fixes for the square sun halo/lens flare effect)
Bumped version up to 3.1
A bug fix to *DataSafeClass::Set to make it actually work
Improvements to SimpleDynVecClass
Documented the fields in OBBoxClass
Added a band-aid fix to solve the cinematic sniper issue, a proper fix is still being worked on
Added scripts to send shader customs to shaders.dll triggering on:
Zone entry and exit (send to the player who entered/exited the zone)
Vehicle entry and exit (send to the player who entered/edited the vehicle)
Player creation/spawn/character purchase (send to the player who just bought the character/spawned/whatever)
Poke (send to the player who poked the object)
A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.
A script JFW_Resize_Zone which takes an x,y,z size and a z rotation angle and when its created, resizes the script zone its attached to. The size specifies how far on each side of the centerpoint the zone should go and the angle specifies the rotation about the z axis for the object.
A major bug fix to the ExpVehFac scripts that could cause the server to crash.
Improvements to the shader state manager
Code to handle scope changes in shaders
Fixed the RenAlert repair script so that it can repair the mobile gap generator.
Fixed a bug with the Display_Security_Dialog engine call that could cause the client to crash.
Fixed a bug with the nickname exploit fixes that could cause a crash and another bug with the fixes that could cause players who join a server, leave the server and rejoin with the same nickname to be kicked out by mistake.
Also fixed bugs where the pinfo and id console commands would display player data for a player who isnt in the server (the same one causing the accidental kickouts mentioned above)
Fixed a big bug to do with the new shaders that can cause graphical glitching (such as disappearing or glitching bullet holes) for people with ATI graphics cards.
Added vsync support. This defaults to on but can be turned off via the bhs.dll config dialog.
Added code to the sidebar so that if the power plant is down and DisableCostMultiplier=yes has not been added to hud.ini, the costs displayed on the sidebar will correctly reflect the 2x cost

multiplier.
Added code to disable the display of "The Version of player 1 is 3.0" dispays for the client, they now only happen on the FDS.
Added some code to prevent crashes in d3d9 if something is accidently Release()ed too many times.
Fixed a bug where the shader version was being incorrectly detected by bhs.dll causing shaders.dll to be loaded for people with cards it shouldnt be being loaded on.

note that the normal map shader fixes and anti-aliasing did not make 3.1 due to time constraints. They will be fixed for 3.2

Note that I am going away for xmas starting friday afternoon and getting back after new years.

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Thu, 21 Dec 2006 15:11:17 GMT
View Forum Message <> Reply to Message

Ty jonwil. Do I need to overwrite anything besides the DLLs?

Subject: Re: Scripts.dll 3.1 is out.
Posted by JasonKnight on Thu, 21 Dec 2006 15:56:04 GMT
View Forum Message <> Reply to Message

Ok, i tested the scripots 3.0 just this morning.
downloaded Scripts 3.1
Deleated the original 4 3.0 scripts
installed the new 4
Reneagade wont start up.

ahh...

"Leave well enough alone..." where can I get the 2.9.2 (i belie thats the version number) again... these new ones are WAY too buggy.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Slave on Thu, 21 Dec 2006 16:04:28 GMT
View Forum Message <> Reply to Message

here, have a tissue

Subject: Re: Scripts.dll 3.1 is out.
Posted by JasonKnight on Thu, 21 Dec 2006 16:08:57 GMT
View Forum Message <> Reply to Message

nope, never mind,

(got my own thanks)

anyway, the problem was on my end for it not starting up, not the scripts...

(was playing an old windows game last night on my Win2kPro machine. and to run the game i had to turn DirectDraw, Direct 3d off

yea go ahead and laugh, anyway, testing it now...

everything works fine, i see the shells now... (idk what that was all about)

only problem is that there are sounds missing in the story game. an example is when you get brought into the battle, you dont hear anything until your feet touch the ground. some more are the rocket launchers, but in skirmish and online play i can still hear them.

idk.. just seems a bit touchy.

Subject: Re: Scripts.dll 3.1 is out.
Posted by danpaul88 on Thu, 21 Dec 2006 16:26:24 GMT
View Forum Message <> Reply to Message

Wrote this in the other topic (other products), but it also applies here for anyone who is interested.

danpaul88 wrote on Thu, 21 December 2006 16:21Again I have chosen to provide a mirror of the scripts.dll download including the files in the correct layout for placing into the Renegade folder without working out what goes where.

Download with .dll and other required files only

Download with .dll and other required files, plus folder containing the original source code.

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Thu, 21 Dec 2006 17:33:00 GMT
View Forum Message <> Reply to Message

Random issue: turning off Vsync (yes, I restarted ren, and RG) didn't seem to do anything... I used to be able to get like... 70 FPS (ingame, menus were like 350- lol). Now it locks at 60 on the menus and ingame.
Render9 (or however you type it) gave me those figures.

Hardware: ATI X1650 Pro 512 MB.
Driver V 10.1

Subject: Re: Scripts.dll 3.1 is out.
Posted by Ryu on Thu, 21 Dec 2006 19:11:57 GMT
View Forum Message <> Reply to Message

I noticed no new changes.

Renegade didn't crash for me.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Caveman on Thu, 21 Dec 2006 19:53:55 GMT
View Forum Message <> Reply to Message

I just installed 3.1 and the texture on glacier_flying for the bar is dodgy.

Edit: I just joined my dedi server and I played. I alt tabbed to use mIRC once I tabbed back it it
crashed (Renegade)

I'm not to sure which files you want me to upload

Edit again:

Whenever I leave game properly, renegade crashes with that send error crap.

Subject: Re: Scripts.dll 3.1 is out.
Posted by icedog90 on Thu, 21 Dec 2006 21:11:03 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Thu, 21 December 2006 09:33Random issue: turning off Vsync (yes, I restarted
ren, and RG) didn't seem to do anything... I used to be able to get like... 70 FPS (ingame, menus
were like 350- lol). Now it locks at 60 on the menus and ingame.
Render9 (or however you type it) gave me those figures.

Hardware: ATI X1650 Pro 512 MB.
Driver V 10.1

Besides the fact that your Vsync is probably still on, your refresh rate is at 60hz. That's why it's

locked at 60 FPS.

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Thu, 21 Dec 2006 23:14:43 GMT
View Forum Message <> Reply to Message

Vsync - off in both the drivers and the application
Specified refresh rate is way higher than 60.

Subject: Re: Scripts.dll 3.1 is out.
Posted by cmatt42 on Fri, 22 Dec 2006 00:00:46 GMT
View Forum Message <> Reply to Message

Bullet holes still flicker. I have an ATi card.

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Fri, 22 Dec 2006 00:13:52 GMT
View Forum Message <> Reply to Message

Vsync resolved itself, a bit like my audio... *shrugs*

Subject: Re: Scripts.dll 3.1 is out.
Posted by SeargentSarg on Fri, 22 Dec 2006 00:18:02 GMT
View Forum Message <> Reply to Message

It says bhs.ddl not found or not properly loaded (yes, I replaced bhs.dll and made sure its there)

Subject: Re: Scripts.dll 3.1 is out.
Posted by JeepRubi on Fri, 22 Dec 2006 00:47:25 GMT
View Forum Message <> Reply to Message

Dowload the latest version of direct X (google it)

Subject: Re: Scripts.dll 3.1 is out.
Posted by Ryu on Fri, 22 Dec 2006 01:26:03 GMT

cmatt42 wrote on Thu, 21 December 2006 18:00Bullet holes still flicker. I have an ATi card.

Yup, Same for me, ATi Radeon X550.

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Fri, 22 Dec 2006 01:37:02 GMT

I also have flickering bullet holes, I'm on an... ATI card. Connection found... someone on an Nvidea card tell us if these scripts fix that.

Subject: Re: Scripts.dll 3.1 is out.
Posted by cmatt42 on Fri, 22 Dec 2006 01:39:09 GMT

CarrierII wrote on Thu, 21 December 2006 19:37I also have flickering bullet holes, I'm on an... ATI card. Connection found... someone on an Nvidea card tell us if these scripts fix that.

Saberhawk and I are currently working on this together, hang tight.

Subject: Re: Scripts.dll 3.1 is out.
Posted by SeargentSarg on Fri, 22 Dec 2006 01:56:31 GMT

Can someone send me a copy of the latest direct x install? (I can't download it off microsoft's site for some odd reason..)

Subject: Re: Scripts.dll 3.1 is out.
Posted by cmatt42 on Fri, 22 Dec 2006 03:23:39 GMT

http://4camp.net/dxwebsetup.exe

Subject: Re: Scripts.dll 3.1 is out.
Posted by PaRaDoX on Fri, 22 Dec 2006 04:16:40 GMT

Caveman wrote on Thu, 21 December 2006 14:53I just installed 3.1 and the texture on

glacier_flying for the bar is dodgy.

Delete shaders.sdb and it'll go away.

Subject: Re: Scripts.dll 3.1 is out.
Posted by R315r4z0r on Fri, 22 Dec 2006 04:40:05 GMT
View Forum Message <> Reply to Message

I was having problems with the 3.1 shaders.. and I reverted back to 3.0

I would be playing the game, when all of a sudden, all viable textures on the terrain would either disappear or stretch out of proportion. And it was happening quite frequently too. I noticed it on walls flying.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Blazea58 on Fri, 22 Dec 2006 12:08:14 GMT
View Forum Message <> Reply to Message

I haven't noticed any bugs yet that are anything compared to what the game had before this release. The only single bug i have noticed is with the "dazzle" type lights, and only certain ones are bugging out. Other then that im having alot of fun playing ren with the highest detail possible and still decent fps overall.
I love the details. Was playing with AA and AF at full and 3.1 of course.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Jerad2142 on Fri, 22 Dec 2006 14:40:00 GMT
View Forum Message <> Reply to Message

I've always wanted Renegade to have reflections, about 6 days ago I saw this:
PaRaDoX wrote on Sat, 16 December 2006 21:10_ToXiN_ wrote on Sat, 16 December 2006 18:08I haven't heard of other people having this issue, well not so much an issue, but just a bug... (Honestly, it looks sort of cool ingame.)

On the map RA_HostileWaters_1 when I'm in a submarine and when I get the camera at certain angles, it gives me a ghost image of the submarine and the map around it. Like so:

I can recreate it in LAN, but I can't make it happen on RA_shallowgrave, so I think it's something to do with the map (combination of fog and the water effect, perhaps)

I've got an nVidia Geforce 7800 GTX and I have the latest drivers installed.

That is a post possessing error. disable it and it'll work right.
And I thought if thats only an error with some work I wounder if it could be possible to turn it into a reflection (a lot of work)! I really don't know how Renegade's 3D engine works so I would have no clue.

Although bump mapping is completely possible, what you would do is set it up to use a texture as its base texture (like a picture of a wall or some thing) and then you would have the texture that would cause the bump effect (this is done in RenX, for making a object that has one of those cloak effects)! Then you would save it, now here is the interesting part, with some scripting from Jonwil he could make a script to take a picture of the screen every few seconds. The screen shot would be saved as the name of the base texture (I have noticed that if you put a new texture into the game data directory it will update the texture in game), therefore giving you one of those bump map cloak effects.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Alexraptor on Fri, 22 Dec 2006 15:22:16 GMT
View Forum Message <> Reply to Message

hmmm i havent been able to get AA to work with Bloom Effects on. i have an GeForce 7800GS.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Renx on Fri, 22 Dec 2006 18:03:23 GMT
View Forum Message <> Reply to Message

Crashing on alt-tab, no crashdump.

Also this looks funny:

File Attachments
1) ScreenShot339.jpg, downloaded 609 times

fatty

+100
100

Subject: Re: Scripts.dll 3.1 is out.
Posted by danpaul88 on Fri, 22 Dec 2006 19:17:11 GMT
View Forum Message <> Reply to Message

the alt-tab crashing is going to drive me crazy soon, thats what forced me to stop using the old
dx9 patch...

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Fri, 22 Dec 2006 19:49:13 GMT
View Forum Message <> Reply to Message

If it's driving you crazy, just imagine what it's doing to me =P

The bullet hole issue has been tracked down, will be testing a fix in bit. It does only happen on ATI
video cards (gr8 h8).

Realtime reflections can only happen with an enviromental cubemap being rendered every frame,
something which the Renegade scenegraph code does not currently support.

Anti-aliasing not occurring with post processing is a known issue and is actually the reason with
why scripts 3.1 had AA dropped in order to make the deadline.

Subject: Re: Scripts.dll 3.1 is out.
Posted by danpaul88 on Fri, 22 Dec 2006 20:23:09 GMT
View Forum Message <> Reply to Message

Glad to hear the flashing bullet holes/scorch marks are being worked on, other than the alt-tab
crashing it's the only bug I have noticed in 3.1

Subject: Re: Scripts.dll 3.1 is out.
Posted by icedog90 on Fri, 22 Dec 2006 21:07:51 GMT
View Forum Message <> Reply to Message

What would be REALLY cool to see in Renegade is motion blur as a real post-process. I love
how it looks in games, and VERY few games from what I've seen use it.

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Fri, 22 Dec 2006 21:10:09 GMT
View Forum Message <> Reply to Message

Motion blur requires some funky code on rendering that isn't particularily friendly to older cards but it's possible with combinations of regular shaders, post process shaders, render targets, and more.

Subject: Re: Scripts.dll 3.1 is out.
Posted by icedog90 on Fri, 22 Dec 2006 21:20:09 GMT
View Forum Message <> Reply to Message

It would be interesting to see what you come up with if you experiment with it.

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Fri, 22 Dec 2006 21:26:52 GMT
View Forum Message <> Reply to Message

Who said I'm not? << >>

Subject: Re: Scripts.dll 3.1 is out.
Posted by icedog90 on Fri, 22 Dec 2006 21:36:16 GMT
View Forum Message <> Reply to Message

Some guy at the store. I forgot his name.

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Fri, 22 Dec 2006 21:44:51 GMT
View Forum Message <> Reply to Message

Subject: Re: Scripts.dll 3.1 is out.
Posted by Alexraptor on Sat, 23 Dec 2006 00:44:51 GMT
View Forum Message <> Reply to Message

hey Saber, rumour has it your working on a new water shader, is this soley for APB or is it further enhancements included in an upcomming scripts release?

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Sat, 23 Dec 2006 00:45:22 GMT
View Forum Message <> Reply to Message

:iiam:

EDIT: An issue with scripts 3.1 and the FDS has been found and will be fixed in scripts 3.1.1. Until this is released, please do not update your servers to scripts 3.1.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Alexraptor on Sat, 23 Dec 2006 01:58:28 GMT
View Forum Message <> Reply to Message

how long before we can see AA and AF intergrated into the scripts?

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Sat, 23 Dec 2006 19:09:47 GMT
View Forum Message <> Reply to Message

3.2

Subject: Re: Scripts.dll 3.1 is out.
Posted by jnz on Sun, 24 Dec 2006 14:48:09 GMT
View Forum Message <> Reply to Message

i found it possible to run scripts.dll 3.1 in the FDS if you use an older version on bhs.dll

---

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Sun, 24 Dec 2006 18:19:56 GMT
View Forum Message <> Reply to Message

....

It's not a fault with bhs.dll. If you want a temporary fix, contact me and I'll send you the real fix + code for it.

Mixing and matching bhs.dll versions does more harm than good...

Subject: Re: Scripts.dll 3.1 is out.
Posted by jnz on Sun, 24 Dec 2006 21:03:41 GMT
View Forum Message <> Reply to Message

il wait untill 3.1.1 is out.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Blazea58 on Mon, 25 Dec 2006 07:07:22 GMT
View Forum Message <> Reply to Message

The bloom factor can be amazing in some areas like a high polygon one. I just tested it out on a 1.8 mill one i did with mars a while back and the bloom is really amazing. It would be nice though if we had in options a way to change the bloom factor

 its really amazing compared to it without bloom as shown here.

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Mon, 25 Dec 2006 07:43:04 GMT
View Forum Message <> Reply to Message

The number of polygons have no effect on the bloom. Bloom values are currently hardcoded into the post-process sdb and can't be changed per-map yet.

Subject: Re: Scripts.dll 3.1 is out.
Posted by PaRaDoX on Mon, 25 Dec 2006 08:51:56 GMT
View Forum Message <> Reply to Message

Let's see that normal map shader fixed

Subject: Re: Scripts.dll 3.1 is out.
Posted by OWA on Tue, 26 Dec 2006 18:00:07 GMT
View Forum Message <> Reply to Message

Uh, guys. When I was playing a game on C&C_Complex.mix the graphics kept screwing up like this. Any ideas?

File Attachments
1) ScreenShot01.png, downloaded 385 times

Subject: Re: Scripts.dll 3.1 is out.
Posted by SeargentSarg on Tue, 26 Dec 2006 18:03:49 GMT
View Forum Message <> Reply to Message

Ah, more bugs!

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Tue, 26 Dec 2006 20:19:45 GMT
View Forum Message <> Reply to Message

SeargentSarg wrote on Tue, 26 December 2006 12:03Ah, more bugs!

Write it better yourself.

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Tue, 26 Dec 2006 21:11:04 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Tue, 26 December 2006 14:19SeargentSarg wrote on Tue, 26 December 2006 12:03Ah, more bugs!

Write it better yourself.

Write it even close yourself. The huge complexity of this is exactly the reason that there are a few bugs such as these.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Slave on Tue, 26 Dec 2006 21:38:19 GMT
View Forum Message <> Reply to Message

i sure believe it is complex, but the complexity still doesnt cancel out all the bugs...

nothing that cant be fixed i bet

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Wed, 27 Dec 2006 00:07:13 GMT
View Forum Message <> Reply to Message

The problem is that there are many different configurations out there and we can't test them all.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Halo38 on Wed, 27 Dec 2006 00:33:31 GMT
View Forum Message <> Reply to Message

jonwil wrote on Thu, 21 December 2006 09:50A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.

lol, brilliant stuff

Haven't had a chance to mess about with them but keep the shader updates coming   can't wait to see them

---

Subject: Re: Scripts.dll 3.1 is out.
Posted by R315r4z0r on Wed, 27 Dec 2006 00:50:29 GMT
View Forum Message <> Reply to Message

i get this weird error and all the visible textures would all stretch out of proportion. But it only seems to happen when I am running renegade with renguard.

Subject: Re: Scripts.dll 3.1 is out.
Posted by u6795 on Wed, 27 Dec 2006 01:08:47 GMT
View Forum Message <> Reply to Message

Hey, I'm in tocsins screenshot.

OK, Just a small problem. It works, its perfect, I tested out the effects in renegade and its all beautiful. You guys are awesome.

The problem, how ever, is that when I start up renegade it gives me the "Renegade has encountered an error and needs to close" Screen.
If I don't do anything with the screen and Alt tab to renegade, it lets me play fine, but that window is still there, and anything i press on it shuts down renegade. I play in windowed mode, so its even more annoying

Is there any way to fix this? Yes, I have all the new Dx9 stuff in the right place, yes, I have the .dll's and yeah the stuff that needs to go in data is in data

If anyone knows how to fix it that'd be great, then ill go grab these scripts for APB

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Wed, 27 Dec 2006 01:41:14 GMT
View Forum Message <> Reply to Message

Try not using windowed mode?

Subject: Re: Scripts.dll 3.1 is out.
Posted by nopol10 on Wed, 27 Dec 2006 02:16:04 GMT
View Forum Message <> Reply to Message

There's also a problem probably caused by the scripts since 2.9.
Look at the thread here:
http://www.renegadeforums.com/index.php?t=msg&th=22378&start=0&rid=4 231

Subject: Re: Scripts.dll 3.1 is out.
Posted by u6795 on Wed, 27 Dec 2006 02:52:51 GMT
View Forum Message <> Reply to Message

Also, it seems even though I put everything in the shaders don't work in APB.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Jerad2142 on Thu, 28 Dec 2006 05:38:35 GMT
View Forum Message <> Reply to Message

Another problem I have noticed is that certain shiny objects will show through other objects if you have a Nvidia graphics card. This problem does not occur with 2.92 but with 3.0+.
Example pictures below:

And when you get closer:

And look how thick these doors are!:

File Attachments
1) shaderglitch.png, downloaded 1192 times

2) dissappeardistance.png, downloaded 1185 times

3) doorlayerthikness.png, downloaded 1156 times

Credits: 10000

Subject: Re: Scripts.dll 3.1 is out.
Posted by Canadacdn on Thu, 28 Dec 2006 05:46:44 GMT
View Forum Message <> Reply to Message

Weird bug, your map needs some serious UVW mapping though.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Jerad2142 on Thu, 28 Dec 2006 05:51:29 GMT
View Forum Message <> Reply to Message

Every object has been UVW mapped! This happens on many other objects, but this is the most noticeable.

Canadacdn wrote on Wed, 27 December 2006 22:46Your map needs some serious UVW mapping though.
I didn't criticize the wall thickness on your map so don't criticize my texturing job, perhaps I think it looks good.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Canadacdn on Thu, 28 Dec 2006 06:29:59 GMT
View Forum Message <> Reply to Message

Sorry if I offended you, it looks like a great mod with a lot of work put into it, just thought that room would benefit from a UVW map.

Subject: Re: Scripts.dll 3.1 is out.
Posted by R315r4z0r on Thu, 28 Dec 2006 06:30:20 GMT
View Forum Message <> Reply to Message

well.. i just recently got a virus that deleted all my restore points.. so I needed to reformat my hard drive..

So I got everything back up and running, I go to install shaders.. but they just won't work. I downloaded DirectX 9.0c, I added D3d9_30.dll

but when I am in game, there are no bloom effects, no new shaders.. But I still get the errors that I got when the shaders were working, such as the flickering bullet wholes and such.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Canadacdn on Thu, 28 Dec 2006 06:33:20 GMT
View Forum Message <> Reply to Message

Did you put postprocess into the data folder?

Subject: Re: Scripts.dll 3.1 is out.
Posted by u6795 on Thu, 28 Dec 2006 15:11:21 GMT
View Forum Message <> Reply to Message

Anyone have any ideas as to whats wrong with mine?

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Thu, 28 Dec 2006 17:17:46 GMT
View Forum Message <> Reply to Message

Try not using windowed mode, put postprocess.sdb (I think...) into your data folder... what's your graphics card?

Subject: Re: Scripts.dll 3.1 is out.
Posted by Jerad2142 on Thu, 28 Dec 2006 17:32:26 GMT
View Forum Message <> Reply to Message

The see through door thing I was talking about before happens on at least 4 other objects, one of them is a vehicle.

Subject: Re: Scripts.dll 3.1 is out.
Posted by R315r4z0r on Thu, 28 Dec 2006 18:25:23 GMT
View Forum Message <> Reply to Message

Canadacdn wrote on Thu, 28 December 2006 01:33Did you put postprocess into the data folder?
Yes I did.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Renx on Thu, 28 Dec 2006 18:39:29 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 28 December 2006 13:32The see through door thing I was talking about before happens on at least 4 other objects, one of them is a vehicle.

This happens in normal Renegade too. I've seen repair beems and the repair effect on infantry through walls sometimes.

Subject: Re: Scripts.dll 3.1 is out.

Posted by u6795 on Thu, 28 Dec 2006 19:00:42 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Thu, 28 December 2006 12:17Try not using windowed mode, put
postprocess.sdb (I think...) into your data folder... what's your graphics card?

Uhh, ATI Radeon 256 MB 9550

I will try to run in full screen mode, but my computer is notorious for sacrificing FPS for higher
quality.

Postproccess.sdb and shaders.sdb are already in my Data folder.

Subject: Re: Scripts.dll 3.1 is out.
Posted by u6795 on Thu, 28 Dec 2006 19:02:06 GMT
View Forum Message <> Reply to Message

Crap, double posted. Sorry.

Subject: Re: Scripts.dll 3.1 is out.
Posted by R315r4z0r on Thu, 28 Dec 2006 20:28:22 GMT
View Forum Message <> Reply to Message

hey I have that same card

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Thu, 28 Dec 2006 20:36:57 GMT
View Forum Message <> Reply to Message

Please don't put shaders.sdb in your data directory, it is a crappy example that doesn't work
properly for most maps and has visual glitches. Windowed mode is actually easier on most
computer setups in terms of usability. As for adding the dll, please don't do that either. Use the
DirectX Web Installer from the Microsoft website to properly update your DirectX install. If you
can't gain access to that, get it from http://4camp.net/dxwebsetup.exe

---

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Fri, 29 Dec 2006 00:53:24 GMT
View Forum Message <> Reply to Message

Erm... Might be the fact your card is more native DX8 than 9... :s

---

Subject: Re: Scripts.dll 3.1 is out.
Posted by saberhawk on Fri, 29 Dec 2006 01:09:56 GMT
View Forum Message <> Reply to Message

9550 is fine, it's a pixel shader 2 card which is enough for bloom.

Subject: Re: Scripts.dll 3.1 is out.
Posted by CarrierII on Fri, 29 Dec 2006 01:43:38 GMT
View Forum Message <> Reply to Message

Sorry.

Subject: Re: Scripts.dll 3.1 is out.
Posted by PaRaDoX on Fri, 29 Dec 2006 19:55:52 GMT
View Forum Message <> Reply to Message

u6795 wrote on Tue, 26 December 2006 20:08Hey, I'm in tocsins screenshot.

OK, Just a small problem. It works, its perfect, I tested out the effects in renegade and its all beautiful. You guys are awesome.

The problem, how ever, is that when I start up renegade it gives me the "Renegade has encountered an error and needs to close" Screen.
If I don't do anything with the screen and Alt tab to renegade, it lets me play fine, but that window is still there, and anything i press on it shuts down renegade. I play in windowed mode, so its even more annoying

Is there any way to fix this? Yes, I have all the new Dx9 stuff in the right place, yes, I have the .dll's and yeah the stuff that needs to go in data is in data

If anyone knows how to fix it that'd be great, then ill go grab these scripts for APB

Are you using Xfire? if so, close it.

Subject: Re: Scripts.dll 3.1 is out.
Posted by u6795 on Fri, 29 Dec 2006 23:07:14 GMT
View Forum Message <> Reply to Message

Thanks paradox, that solved it.

Xfire does happen to be the main way I keep in touch with my friends... Ill figure something out.

Thanks a ton though.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Cpo64 on Sat, 06 Jan 2007 03:46:14 GMT
View Forum Message <> Reply to Message

Renegade won't run...
Quote:This application has failed to start because d3dx9_30.dll was not found. Re-installing the application may fix this problem.
Quote:bhs.dll not found or did not load correctly

I have run DX9 setup, and it seems to think all is installed, the dll is not listed in dxdiag.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Cpo64 on Sat, 06 Jan 2007 05:34:41 GMT
View Forum Message <> Reply to Message

Never mind, found the file, downloaded it, placed it in my system file, now it works. Apparently if you update your dx via windows update, it doesn't include the file. But thats only what some random site on goggle says.

Subject: Re: Scripts.dll 3.1 is out.
Posted by icedog90 on Sat, 06 Jan 2007 07:13:10 GMT
View Forum Message <> Reply to Message

I finally played Renegade for a while with these scripts. It looks like bloom got bumped up a TON... I think it's way too high now. It was fine in 3.0, but in this version it's really freaking bright and it looks bad that way.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Tankkiller on Fri, 02 Feb 2007 01:37:52 GMT
View Forum Message <> Reply to Message

The sell zone script...

MAP IDEA, Make a little town and put an auto dealer, lol

Love this sript pack, but can you turn down the explosins abit, I get blinded in a tank fest

---

Subject: Re: Scripts.dll 3.1 is out.
Posted by nopol10 on Fri, 02 Feb 2007 08:53:08 GMT
View Forum Message <> Reply to Message

You should have put this in the 3.1.1 thread.

Subject: Re: Scripts.dll 3.1 is out.
Posted by Tankkiller on Sat, 03 Feb 2007 00:31:21 GMT
View Forum Message <> Reply to Message

Ooops...