
Subject: A notice to anyone planning to write code for scripts 4.0

Posted by [jonwil](#) on Wed, 31 Aug 2011 00:54:43 GMT

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Anyone planning to write code for scripts 4.0 (including SSGM plugins) should obtain a copy of Visual C++ 2010 now as they will need it to work with Scripts 4.0.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [halo2pac](#) on Wed, 31 Aug 2011 01:06:54 GMT

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Hells ya I have a hell of a lot to port over.

And for everyone in college:

FREE VS 2010 PRO

www.dreamspark.com

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [iRANian](#) on Wed, 31 Aug 2011 12:26:52 GMT

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Is there anyway to change the hideous visual theme of VS 2010?

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [danpaul88](#) on Wed, 31 Aug 2011 12:45:42 GMT

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I think VS2010 looks pretty good personally, a nice simple colour scheme. What more do you want?

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [iRANian](#) on Wed, 31 Aug 2011 12:49:53 GMT

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The earlier Visual Studios colour scheme which doesn't look terrible.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [danpaul88](#) on Wed, 31 Aug 2011 13:36:51 GMT

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You prefer bright orange to muted blue?

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [iRANian](#) on Wed, 31 Aug 2011 15:52:48 GMT

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Neh, I mean like this:

File Attachments

1) [Untitled.png](#), downloaded 480 times

```
nedmalloc_patcher - Visual C++ 2008 Express Edition (Administrator)
File Edit View Project Build Debug Tools Window Help
nedmalloc.c winpatcher.c nedmalloc.h Start Page
{} nedmalloc nedpmemalign(ne
2024 /* If the user mode page allocator is turned on in a 32 bit process,
2025 don't automatically reserve eight times the address space. */
2026 if(8==sizeof(size_t) || !OSHavePhysicalPageSupport())
2027 #endif
2028 { /* If he reallocs even once, it's probably wise to turn on address space rese
2029 If the size is larger than mmap_threshold then it'll set the reserve. */
2030 if(!(flags & M2_RESERVE_MASK)) flags=M2_RESERVE_MULT(8);
2031 }
2032 return nedprealloc2(p, mem, size, 0, flags);
2033 }
2034 NEDMALLOCNOALIASATTR NEDMALLOCPTRATTR void * nedpmemalign(nedpool *p, size_t alignment
2035 {
2036 unsigned flags=NEDMALLOC_FORCERESERVE(p, 0, bytes);
2037 return nedpmalloc2(p, bytes, alignment, flags);
2038 }
2039 NEDMALLOCNOALIASATTR void nedpfree(nedpool *p, void *mem) THROWSPEC
2040 {
2041 nedpfree2(p, mem, 0);
2042 }
2043
2044 struct nedmallinfo nedpmallinfo(nedpool *p) THROWSPEC
2045 {
2046 int n;
2047 struct nedmallinfo ret={0};
2048 if(!p) { p=&syspool; if(!syspool.threads) InitPool(&syspool, 0, -1); }
2049 for(n=0; p->m[n]; n++)
2050 {
2051 #if USE_ALLOCATOR==1 && !NO_MALLINFO
2052 struct mallinfo t=mspace_mallinfo(p->m[n]);
2053 ret.arena+=t.arena;
2054 ret.ordblks+=t.ordblks;
2055 ret.hblkhd+=t.hblkhd;
```

Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by [danpaul88](#) on Wed, 31 Aug 2011 15:57:00 GMT
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Oh, you can easily close the solution explorer and all other extra windows and just be left with a text editor. Thats what the X buttons are for in the top corner of each window. The toolbars can be removed by right clicking on it and choosing custmomise.

Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by [iRANian](#) on Wed, 31 Aug 2011 16:04:56 GMT
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Oh thanks, yeah that works. The hideous dark blue and grey is less noticeable now.

Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by [Gen_Blacky](#) on Wed, 31 Aug 2011 20:13:53 GMT
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halo2pac wrote on Tue, 30 August 2011 18:06Hells ya I have a hell of a lot to port over.

And for everyone in college:
FREE VS 2010 PRO
www.dreamspark.com

I forgot about that Thank You.

Quote:Is there anyway to change the hideous visual theme of VS 2010

This is what mine looks like.

Toggle Spoiler

Using Visual Studio Color Theme Editor

Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by [iRANian](#) on Wed, 31 Aug 2011 20:17:55 GMT
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Visual Studio Extension Installer

This extension is not installable on any currently installed products.

OK

I'm using VS 2010 SP1.

Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by [Gen_Blacky](#) on Wed, 31 Aug 2011 20:24:40 GMT
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Yea im not using SP1. I guess ill try updating and see what happens.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [Jerad2142](#) on Wed, 31 Aug 2011 20:28:43 GMT

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I hate how 2010 collapses to definitions and leaves those damn blank lines after each one. I am sure there is a setting to turn it off though, whether it requires changing the font or w/e, I just have not used it enough to take the time to figure it out.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [Jerad2142](#) on Wed, 31 Aug 2011 20:28:44 GMT

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Double post... haven't seen one of those in a long time.

File Attachments

1) [Untitled.png](#), downloaded 798 times

```

+void JMG_RP2_Phone_Create_AI_Swarm_One::Create_AI(GameObject *AI,GameObject *sender,Vector3 Location){
+GameObject *JMG_RP2_Phone_Create_AI_Swarm_One::Soldier_Twiddler(Vector3 Pos){...}
+Vector3 JMG_RP2_Phone_Create_AI_Swarm_One::Spawn_Pos_Twiddler(){...}
+void JMG_RP2_Tutorial_Door_Teleport::Entered(GameObject *obj,GameObject *enter){...}
+void JMG_RP2_Tutorial_Message_Zone::Created(GameObject *obj){...}
+void JMG_RP2_Tutorial_Message_Zone::Entered(GameObject *obj,GameObject *enter){...}
+void JMG_RP2_Tutorial_Message_Zone::Exit(GameObject *obj,GameObject *exiter){...}
+void JMG_RP2_Tutorial_Message_Zone::Custom(GameObject *obj,int message,int param,GameObject *sender){...}
+void JMG_RP2_Zone_Debug_Script::Created(GameObject *obj){...}
+void JMG_RP2_Load_Player_Characters::Created(GameObject *obj){...}
+void JMG_RP2_Load_Player_Characters::Player_Character_Node(const char *PlayerName,const char *PresetName
+void JMG_RP2_Phone_House_Security_System_Config_Number::Created(GameObject *obj){...}
+void JMG_RP2_Phone_House_Security_System_Config_Number::Custom(GameObject *obj,int message,int param,Gam
+void JMG_RP2_Phone_House_Security_System_Config_Number::AutoCancelCall(GameObject *obj,GameObject *playe
+void JMG_RP2_Phone_House_Security_System_Config_Number::ChargeForCall(GameObject *obj){...}
+char *JMG_RP2_Phone_House_Security_System_Config_Number::ReturnEnabled(bool value){...}
+float JMG_RP2_Phone_House_Security_System_Config_Number::SecurityPrice(float Price){...}
+void JMG_RP2_Phone_House_Security_System_Config_Number::TogglePlanSettings(GameObject *obj,GameObject *
+void JMG_RP2_Phone_House_Security_System_Config_Number::EnableObjectSpawn(int SecurityObjectType){...}
+void JMG_RP2_Phone_House_Security_System_Config_Number::DisableObjectSpawn(int SecurityObjectType){...}

```

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [Gen_Blacky](#) on Wed, 31 Aug 2011 21:34:49 GMT

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iRANian wrote on Wed, 31 August 2011 13:17-----
Visual Studio Extension Installer

This extension is not installable on any currently installed products.

OK

I'm using VS 2010 SP1.

Are you using the express edition?

```
<SupportedProducts>
  <VisualStudio Version="10.0">
    <Edition>Ultimate</Edition>
    <Edition>Premium</Edition>
    <Edition>Pro</Edition>
    <Edition>IntegratedShell</Edition>
  </VisualStudio>
</SupportedProducts>
```

You could try adding the express edition to extension.vsixmanifest and see what happens but idk if it would work. open the visx file with winrar or another program like it.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [iRANian](#) on Wed, 31 Aug 2011 22:15:38 GMT

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Yeah, Express. I'll try that stuff tomorrow.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [saberhawk](#) on Thu, 01 Sep 2011 05:46:56 GMT

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The color scheme can be messed around with significantly.

Colors!

File Attachments

1) [colors.png](#), downloaded 575 times

```
tt_VC2010 - Microsoft Visual Studio
File Edit View VAssistX Theme Project Build Debug Team Data Tools Architecture Test Analyze Window Help
PhysDefClass.h
(Global Scope)
4 #include "engine_common.h"
5 #include "engine_vector.h"
6 #include "engine_io.h"
7 #include "engine_threading.h"
8 #include "engine_string.h"
9 #include "Definition.h"
10 // If you modify this list, be sure to add the friendly name to GetCollisionGroupName
11 typedef enum {
12     DEFAULT_COLLISION_GROUP = 0, // collides with everything
13     UNCOLLIDEABLE_GROUP, // collides with nothing
14     TERRAIN_ONLY_COLLISION_GROUP, // collides only with terrain
15     BULLET_COLLISION_GROUP, // collides with everything but itself
16     TERRAIN_AND_BULLET_COLLISION_GROUP, // collides with terrain and bullets
17     BULLET_ONLY_COLLISION_GROUP, // collides only with bullets
18     SOLDIER_COLLISION_GROUP, // collides with everything (but only soldiers u
19     SOLDIER_GHOST_COLLISION_GROUP, // collides with everything but soldiers
20
21     // new collision groups here, 8 - 14
22     C4_COLLISION_GROUP, // behaves like DEFAULT but doesn't collide with
23     UNDERGROUND_COLLISION_GROUP, // collides with TERRAIN and itself
24     SOLDIER_ONLY_COLLISION_GROUP, // collides only with SOLDIER and SOLDIER_GHOST
25     SOLDIER_BULLET_COLLISION_GROUP, // collides with C4, BULLET, SOLDIER and SOLDIER
26
27     TERRAIN_COLLISION_GROUP = 15, // Terrain must be 15
28
29     // more collision groups here, 16 - 31
30     WATER_SURFACE_COLLISION_GROUP, // collides with NAVAL_UNIT, BEACHING_UNIT, AMBH
31     WATER_EDGE_COLLISION_GROUP, // collides with DEFAULT, SOLDIER, and NAVAL_UNI
32     WATER_EDGE_ALT_COLLISION_GROUP, // collides only with NAVAL_UNIT
33     BEACH_EDGE_COLLISION_GROUP, // collides only with BEACHING_UNIT
34     NAVAL_UNIT_COLLISION_GROUP, // behaves like DEFAULT but collides with WATER_
35     BEACHING_UNIT_COLLISION_GROUP, // behaves like DEFAULT but collides with WATER_
36     HOVER_UNIT_COLLISION_GROUP, // behaves like DEFAULT but collides with WATER_
37     AMPHIBIOUS_UNIT_COLLISION_GROUP, // behaves like DEFAULT but collides with AMPHIB
38     AMPHIBIOUS_UNIT_FLOOR_COLLISION_GROUP, // collides only with AMPHIBIOUS_UNIT
39
40     COLLISION_GROUP_MAX = 32, // not a collision group
41 } Collision_Group_Type;
42
43 inline const char* GetCollisionGroupName(Collision_Group_Type group)
```

Subject: Re: A notice to anyone planning to write code for scripts 4.0
Posted by [Tunaman](#) on Thu, 01 Sep 2011 07:47:19 GMT

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I swear the old ones had the solution explorer, etc, too anyways

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [danpaul88](#) on Thu, 01 Sep 2011 07:58:27 GMT

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Tunaman wrote on Thu, 01 September 2011 08:47 I swear the old ones had the solution explorer, etc, too anyways

Yeah, they do, I have 2005, 2008 and 2010 installed here and they all have it... just VS2010 makes them more prominent in the default layout configuration. I personally find (some of) them extremely useful, I manage all my project files from the solution explorer.

Class view on the other hand.. not overly useful for my since our files are named after the classes they contain anyway, but for languages like c# where classes tend to be used more extensively for smaller things it might come in handy I guess...

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [iRANian](#) on Thu, 01 Sep 2011 11:33:14 GMT

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The Solution Explorer wasn't open because I opened an individual file, but yeah I use it all the time.

Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [halo2pac](#) on Fri, 02 Sep 2011 03:17:33 GMT

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Also they allow you to install the blend styles for visual studio which will theme it BLACK.. SEXY BLACK
