Subject: Post scripts 4.0 code questions here

Posted by jonwil on Thu, 08 Sep 2011 13:17:58 GMT
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If you have any questions about the new scripts 4.0 code that was recently released, please post them here and I will do my best to answer them.

Subject: Re: Post scripts 4.0 code questions here
Posted by cAmpa on Thu, 08 Sep 2011 16:25:45 GMT
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I've trouble with VS 2010 while compiling, it always has trouble with writing the .map files.

http://msdn.microsoft.com/en-us/library/ts7eyw4s(v=VS.71).aspx

Any idea how to fix this problem?

Subject: Re: Post scripts 4.0 code questions here
Posted by kamuixmod on Thu, 08 Sep 2011 16:29:24 GMT
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the modtools aka the leveledit thing file. it says that ttle.dll misses

Subject: Re: Post scripts 4.0 code questions here
Posted by sycar on Thu, 08 Sep 2011 23:41:32 GMT
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I can compile scripts.dll but the file is 5054kb where as the one shipped with 4.0 is only 2593kb. If I run the self compiled dll the FDS crashes on startup.

Crashdump avaliable, just too big for upload.

Thanks

Subject: Re: Post scripts 4.0 code questions here
Posted by halo2pac on Fri, 09 Sep 2011 00:04:12 GMT
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Yes, Were was the code released... so that I may get a copy.

Subject: Re: Post scripts 4.0 code questions here
Posted by iRANian on Fri, 09 Sep 2011 00:07:01 GMT
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http://www.tiberiantechnologies.org/downloads

Subject: Re: Post scripts 4.0 code questions here
Posted by jonwil on Fri, 09 Sep 2011 00:49:00 GMT
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cAmpa, try hitting "build" again. I get that same error sometimes and hitting "build" a second time always makes it work.

kamuixmod, how did you install scripts 4.0? Also kamuixmod, if you have MSN/AIM/ICQ/Yahoo/IRC, talk to me (my details are in my profile)

sycar, can you zip up the crashdump plus the scripts.dll and scripts.pdb files that were created by visual C++ and upload them somewhere, I will use that information to help analyze your problem. Also sycar, if you have MSN/AIM/ICQ/Yahoo/IRC, talk to me (my details are in my profile)

Subject: Re: Post scripts 4.0 code questions here
Posted by Jerad2142 on Fri, 09 Sep 2011 13:16:36 GMT
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kamuixmod wrote on Thu, 08 September 2011 10:29the modtools aka the leveledit thing file. it says that ttle.dll misses
Did you try placing TTle.dll in the level edit scripts folder if your using the non jonwil leveleditor?

Subject: Re: Post scripts 4.0 code questions here
Posted by sycar on Sat, 10 Sep 2011 00:08:31 GMT
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sycar wrote on Fri, 09 September 2011 00:41I can compile scripts.dll but the file is 5054kb where as the one shipped with 4.0 is only 2593kb. If I run the self compiled dll the FDS crashes on startup.

Crashdump avaliable, just too big for upload.

Thanks

I have since spoke to StealthEye about this, who's said theres currently an issue with the source if you run it in "debug" mode but dont't have a debug edition of tt.dll. To solve the issue I just had to

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change it to a "release" edition when compiling.

Subject: Re: Post scripts 4.0 code questions here
Posted by jonwil on Sat, 10 Sep 2011 00:20:28 GMT
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Yeah if you build in debug mode and dont have a debug version of the other dlls (bandtest.dll, tt.dll, ttle.dll, shaders.dll etc) things WILL fail.

Subject: Re: Post scripts 4.0 code questions here
Posted by crazfulla on Sat, 10 Sep 2011 06:21:24 GMT
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Wrong thread sorry

Subject: Re: Post scripts 4.0 code questions here
Posted by jonwil on Sat, 10 Sep 2011 07:37:30 GMT
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Those having problems compiling (or running) 4.0, make sure the drop-down at the top says "Release SSGM" and not "Debug" or "Debug SSGM"

Subject: Re: Post scripts 4.0 code questions here
Posted by cAmpa on Sat, 10 Sep 2011 11:16:12 GMT
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I need the debug mode.

Subject: Re: Post scripts 4.0 code questions here
Posted by iRANian on Sat, 10 Sep 2011 22:17:23 GMT
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How do I access cGameData member variables? Using a function like Get_Ip_Address() or directly grabbing the variable tells me that the member is protected.

I'm doing the following:
The_Game()->Get_Ip_Address()

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edit: Ah, you need to use the Get_XXXX() member functions. It gave me an error when I used Get_Ip_Address() for some reason that went away after rebuilding twice.