
Subject: scripts.dll 4.0 beta 3 server owners pre release
Posted by [StealthEye](#) on Wed, 07 Dec 2011 14:39:21 GMT
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We are planning to release beta3 tomorrow at 14:00 GMT. Like last time, servers running 4.0 beta2 are required to update to beta3, since beta2 and beta3 are incompatible.

The changes that will have to be made are:

- Install the new version.
- Update anticheat.ini to include the always3.dat hash and two versions of mnatr_mct.w3d.
- Port/recompile any modifications. Plugins are likely binary compatible with the new version, but recompilation is recommended to be sure.

The beta3 files are available from the download page.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [Caveman](#) on Wed, 07 Dec 2011 14:59:39 GMT
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Awesome - Much appreciated.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [Omar007](#) on Wed, 07 Dec 2011 15:28:47 GMT
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Sweet

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [NACHO-ARG](#) on Wed, 07 Dec 2011 15:38:08 GMT
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thanks again TT ppl

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [iRANian](#) on Wed, 07 Dec 2011 16:32:13 GMT
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Awesome.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [sla.ro\(master\)](#) on Wed, 07 Dec 2011 17:41:53 GMT

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nice, i can't wait to run Mutant Co-Op again and maybe other

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [NACHO-ARG](#) on Thu, 08 Dec 2011 02:16:01 GMT

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cant get siverhawnk's shaders to work, also the when i use the flame trower cant see the emiter, any ideas of how make them work?

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [StealthEye](#) on Thu, 08 Dec 2011 02:31:32 GMT

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If you mean those soft particles things, support for it was disabled because they broke anti-aliasing, and we figured we don't want to break some feature by making another. It should be fixed in the next beta though.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [NACHO-ARG](#) on Thu, 08 Dec 2011 03:22:01 GMT

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ha ok man thanks for the fast reply, also i installed beta 3 in a friend's computer, it works fine but when you go to options/controls/lookmouse and get back it crashes badly, i have to reboot the computer every time i get back from lookmouse control section, any ideas of what could be causing it?

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [iRANian](#) on Thu, 08 Dec 2011 03:23:28 GMT

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I don't have that issue.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [jonwil](#) on Thu, 08 Dec 2011 04:45:36 GMT

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For reference, here is a list of changes in 4.0b3:

Fix various ghosting issues

Add -map <mapname> command line option to automatically load a map in LAN mode on startup (good for easy testing)

Fix various issues causing input configuration to become corrupted or stuffed up or go wrong. (e.g. "I lost all my key settings and nothing is working")

Fix issue where you can shoot through vehicle logos

Fix memory leak on gameover

Add support for per-map settings in the CTF and crates plugins

Fix DisableExtraWeapons option in SSGM

Fix for a net-code issue that could happen if you have a large number of weapons

Various updates that should help improve FPS a little bit

Add support for loading an always3.dat

Ship a TT always3.dat containing the English language versions of the Core Patch 2 sound effects (nuke/ion countdown) and a fixed w3d file for the airstrip MCT to fix issues with that object

Make points distribution plugin not give points for objects that are neutral (i.e. not GDI or Nod)

Workaround for problem someone was having with lots of rundll32 instances appearing when they used TT

Fixed bug where vehicles could get money every frame when they ran over a crate when picking up crates with vehicles was disabled

Fix driver-controlled anti-aliasing

Fix so the launcher displays better errors if it cant contact the TT update server (and also allow you to enter the game anyway even without the update check if you want)

Fix for some garbage pixels on the HUD

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [iRANian](#) on Thu, 08 Dec 2011 13:26:57 GMT

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Loading the game via the -map command has the same issue as Renegade skirmish mode (but not LAN has), after drawing a screen like the purchase screen or the screens for the "J" and "K" buttons, the game takes a few seconds to get you out of that screen during which the game hangs.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [StealthEye](#) on Thu, 08 Dec 2011 14:04:11 GMT

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We unfortunately had to make a last minute change to the beta3 code, so that all binaries that were distributed yesterday have to be updated. The new files are now available for download from the same location. The scripts.dll source code has also changed, but only for two files that are likely not modified by anyone. To update to the new release, do the following:

- Copy the dll files from the new server owners release to your FDS directory and overwrite the

previous beta3 files.

- If you have a custom version of scripts.dll or any plugins, download the new source archive and copy scripts/AudibleSoundClass.h and scripts/WWAudioClass.h, and overwrite your copies unless you have changed them manually.

- If you have a custom scripts.dll and have modified those files, you will have to apply the differences shown below manually.

The changes are minor, but it is important if you want to apply a patch file later on. If you do not make these changes, you may be unable to patch future versions.

We are sorry for the inconvenience.

Tiberian Technologies download page

Code differences Basically, "SHADERS_API " was removed in several locations. See the diff below: diff --git a/scripts/AudibleSoundClass.h b/scripts/AudibleSoundClass.h

index 32b63d6..8bc8836 100644

--- a/scripts/AudibleSoundClass.h

+++ b/scripts/AudibleSoundClass.h

@@ -87,7 +87,7 @@ public:

virtual bool Save (ChunkSaveClass& xSave);

virtual bool Load (ChunkLoadClass& xLoad);

virtual AudibleSoundClass* As_AudibleSoundClass ();

- SHADERS_API virtual bool On_Frame_Update (uint32 timePast);

+ virtual bool On_Frame_Update (uint32 timePast);

virtual void Set_Position (const Vector3& position);

virtual Vector3 Get_Position () const;

virtual void Set_Listener_Transform (const Matrix3D& listenerTransform);

@@ -105,7 +105,7 @@ public:

virtual SHADERS_API bool Play (bool addToPlaylist);

virtual bool Pause ();

virtual bool Resume ();

- SHADERS_API virtual bool Stop (bool removeFromPlaylist);

+ virtual bool Stop (bool removeFromPlaylist);

virtual void Seek (uint32 playPosition);

virtual uint32 Get_State () const;

virtual void Fade_Out (uint32 fadeTime);

@@ -151,15 +151,15 @@ public:

virtual void Update_Fade ();

virtual SoundHandleClass* Get_Miles_Handle () const;

virtual void Set_Miles_Handle (HSAMPLE milesHandle);

- SHADERS_API virtual void Free_Miles_Handle ();

+ virtual void Free_Miles_Handle ();

virtual void Initialize_Miles_Handle ();

virtual void Allocate_Miles_Handle ();

virtual SoundBufferClass* Get_Buffer () const;

virtual SoundBufferClass* Peek_Buffer () const;

SHADERS_API virtual void Set_Buffer (SoundBufferClass* buffer);

```
virtual void Restart_Loop ();
- SHADERS_API virtual void Update_Play_Position ();
- SHADERS_API virtual void On_Loop_End ();
+ virtual void Update_Play_Position ();
+ virtual void On_Loop_End ();
```

```
bool Verify_Playability();
```

```
diff --git a/scripts/WWAudioClass.h b/scripts/WWAudioClass.h
```

```
index f7c9145..fd54c01 100644
```

```
--- a/scripts/WWAudioClass.h
```

```
+++ b/scripts/WWAudioClass.h
```

```
@@ -213,7 +213,7 @@ public:
```

```
void Flush_Playlist (void);
void Flush_Playlist (SOUND_PAGE page);
bool Is_Sound_In_Playlist (AudibleSoundClass *sound_obj);
- SHADERS_API bool Acquire_Virtual_Channel (AudibleSoundClass *sound_obj, int
channel_index);
+ bool Acquire_Virtual_Channel (AudibleSoundClass *sound_obj, int channel_index);
void Release_Virtual_Channel (AudibleSoundClass *sound_obj, int channel_index);
void Set_Active_Sound_Page (SOUND_PAGE page);
SOUND_PAGE Get_Active_Sound_Page (void) { m_CurrPage; }
```

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [NACHO-ARG](#) on Thu, 08 Dec 2011 16:42:22 GMT

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NACHO-ARG wrote on Wed, 07 December 2011 20:22 i installed beta 3 in a friend's computer, it works fine but when you go to options/controls and get back it crashes badly, i have to reboot the computer every time i get back from controls section, any ideas of what could be causing it?

hey ppl i need some feedback here, it keeps crashing, i think that could be caused due to the folder my documents been located in a diferent partition than where is the ren installation, i mean, ren is installed in partiton "C" and the ren folder created by TT got installed in my documents folder located in partiton "D", dont know if this is the sourse of the problem but if you can, give me some tips of how to fix it please.

Also wtf? did you put nitro instead of disel in harv's is fuel? ;p look this, the weels moves way faster than before.

<http://www.youtube.com/watch?v=n62ehgVxjOU>

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [sla.ro\(master\)](#) on Thu, 08 Dec 2011 17:45:45 GMT
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NACHO-ARG, probably the calculation of speed and wheels rotation is different

also i have Documents located in different locations and doesn't crash so thats not a problem.

try Check video/sound drivers updates and windows updates.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [StealthEye](#) on Thu, 08 Dec 2011 19:09:36 GMT
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Can you please see what happens in windowed mode, and if it generated a crashdump in My Documents/Renegade/Client/debug. You indicate that you have to reboot because you cannot exit the game once it crashed, does the num lock led toggle properly when you press the num lock key when it hangs like that?

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release
Posted by [NACHO-ARG](#) on Thu, 08 Dec 2011 20:14:28 GMT
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Quote:NACHO-ARG, probably the calculation of speed and wheels rotation is different

also i have Documents located in different locations and doesn't crash so thats not a problem.

try Check video/sound drivers updates and windows updates.

yea i noticed the weels were ratating faster than they use to just wanted to report it ;p
i dont think that updating drivers could solve the problem, this issue dont appear whit 3.44 installation.

Quote:Can you please see what happens in windowed mode, and if it generated a crashdump in My Documents/Renegade/Client/debug. You indicate that you have to reboot because you cannot exit the game once it crashed, does the num lock led toggle properly when you press the num lock key when it hangs like that?

no crash dumps in my doc/ren folder.

yep the num lock led toggle properly when you press the num lock key when it hangs like that, i can sometimes shot down the aplication by presing ctrl+alt+supr whit out the nesesity of reboot but still no crash dumps in my doc/renfolder.

clean installation whit 3.44 work just fine so i thought it could be a problem related to how TT save configuration but again i dont know a shit about this things so most probably i am talking nonsens lol

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [StealthEye](#) on Fri, 09 Dec 2011 15:04:53 GMT

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Can you try and see what happens in windowed mode?

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [NACHO-ARG](#) on Fri, 09 Dec 2011 18:59:36 GMT

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already did it, right after you sugested above, a frap of the thing, also i recorded it in windowed mode but whit fraps set up to half screen so sorry lol

<http://www.youtube.com/watch?v=zxrMCNQLVVI&feature=youtu.be>

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [StealthEye](#) on Sat, 10 Dec 2011 17:05:35 GMT

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Well, you didn't say what happened when you tried that, so I thought I'd ask again. Anyway, it does not matter; I am able to reproduce this bug and will have a fix for it soon.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [Starbuzz](#) on Sat, 10 Dec 2011 20:36:07 GMT

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thanks!

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [NACHO-ARG](#) on Sat, 10 Dec 2011 20:56:42 GMT

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in windowed mode mode happens the same way, don't really know what change do you expect to see in windowed mode, even if I shut down the application without the necessity of a reboot, it won't generate any crash dumps

I am running beta 2 in that computer without problems, anyway thanks a lot for your work and looking forward to get this fixed when you have the time of course.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [saberhawk](#) on Sun, 11 Dec 2011 20:26:14 GMT

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iRANian wrote on Thu, 08 December 2011 05:26 Loading the game via the -map command has the same issue as Renegade skirmish mode (but not LAN has), after drawing a screen like the purchase screen or the screens for the "J" and "K" buttons, the game takes a few seconds to get you out of that screen during which the game hangs.

That's because it is Skirmish mode, not LAN. I never said it was LAN in the commit messages, so I don't know where that came from.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [iRANian](#) on Sun, 11 Dec 2011 23:54:32 GMT

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Ah, that explains.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [jonwil](#) on Mon, 12 Dec 2011 00:28:16 GMT

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That was my fault, I mis-read the code and thought it was LAN mode.

Subject: Re: scripts.dll 4.0 beta 3 server owners pre release

Posted by [Starbuzz](#) on Tue, 13 Dec 2011 01:57:30 GMT

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StealthEye wrote on Sat, 10 December 2011 10:05 Well, you didn't say what happened when you tried that, so I thought I'd ask again. Anyway, it does not matter; I am able to reproduce this bug and will have a fix for it soon.

thanks so much for the fix!
