
Subject: scripts.dll 2.9.2 is out

Posted by [jonwil](#) on Mon, 07 Aug 2006 04:02:04 GMT

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get it from <http://www.sourceforge.net/projects/rentools/>

Changes in this release:

- 1.A one-off change to prevent bhs.dll 2.9.2 from working with any scripts.dll other than 2.9.2 unless you recompile scripts.dll with the needed change (this is to prevent all the people who are using 2.9.x with SSAOW 1.5 which DOES NOT work).
 - 2.Changes for the future so that you cant mix scripts.dll and bhs.dll versions
 - 3.A fix to Get_Player_Name_By_ID to make it return NULL instead of "None" if the player ID doesnt exist.
 - 4.Fixes to places where Get_Remote_Host is used so that if it returns NULL, it wont crash.
 - 5.A change to correctly release memory in the nickname exploit fixes when Get_IP_Address is used to obtain the IP address in order to print it later. (happens every time the code runs)
 - 6.A fix to uses of Find_Base_For_Star() so that if it returns NULL (i.e. player is unteamed or w/e), it wont crash anymore.
 - and 7.A fix to the sidebar to correctly disable the buttons (infantry that costs money plus vehicles) if the relavent setting in BaseControlerClass is set (i.e. the buildings are down)
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