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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 17:28:25 GMT

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Jerad Gray wrote on Mon, 29 January 2007 20:28: Could you make two scripts: one that attaches a script when you enter a zone, and one that removes a script when you leave the zone. I tried making the script myself but nothing happened when I entered the zone, but the script that was being attached could have been flawed I suppose.

So jonwil will you be able to add these scripts in your next scripts package?

jonwil wrote on Tue, 30 January 2007 08:04: Work on 3.2 continues. Some of the latest changes: Added definitions that allow access to the existing CPUDetectClass flags to tell if the CPU supports SSE and if it supports 3DNow. This is for some "fast math" stuff SaberHawk is working on.

Good more 3D stuff (not sarcasm I actually do find the new effects for Renegade to be a good thing, I still have yet to try the z-buffer thing, but I will soon).

jonwil wrote on Tue, 30 January 2007 08:04

instead of crashdump.txt, crashdumps will now be named crashdump1.txt, crashdump2.txt etc like screenshots. This makes it easier to manage multiple crashdumps.

This scares me, I already have hundreds of little win/lose text documents in my Renegade folder, now I get to have a bunch of crash dump files. I will have thousands two weeks after 3.2's Release.

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