
Subject: scripts.dll 3.2.3 is out

Posted by [jonwil](#) on Sat, 26 May 2007 10:02:47 GMT

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

Changelog for scripts.dll 3.2.3

Updated all dlls to fix errors reported by the PREFast static code analysis tool (such as potential buffer overflows, crashes and other potential issues)

fixed a potential bug in the wall lag fix

Fixed a crash in the Random texture mapper

Fixed a possible bug that could cause a crash on exit

Added code to delete the extra Message console command that was on the list (it was on the list because my code overrides the Message console command to allow for hooking it)

Fixed a bug to do with Set_Vehicle_Is_Visible on linux RH8 not working correctly

Changed the way bhs.dll version checking takes place. GetBHSVersion in bhs.dll is now only for checking that the bhs.dll version used to build this scripts.dll

is the same one present at runtime.

the BHS_VERSION #define in engine_common.h is the correct way to detect the scripts.dll/bhs.dll version in your own code

Further fix to the normal map shader/tangent/binormal code (it is now as good as its going to get unless some math guru can help, not that its all that bad in any case)

Fix to ShaderClass::Apply (causing the "alpha blend" issues people reported before)

Bug fixes to SimpleDynVecClass, SimpleVecClass, and DynamicVectorClass

Bug fix to Get_Beacon_Owner, it doesn't hang anymore

Fixed some off-by-one errors to do with Text_File_Get_String

Corrected my email address in readme.txt

Fixes to some stuff to do with Scene Shaders that could cause crashes

Fixes to the code that saves and restores fog settings for SM3.0 cards

(no it doesn't correctly fog shaded vehicles yet, we are working on that though)

Fixed a bug in the stacking scene shader code for sdbedit.exe

I expect Saberhawk will make an installer for 3.2.3 as soon as he can
