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Subject: scripts.dll 3.4.1 is out

Posted by [jonwil](#) on Sat, 16 Jun 2007 04:36:57 GMT

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scripts.dll 3.4.1 is out

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

It fixes a couple of bugs in 3.4 including a nasty memory leak that wasn't picked up by our memory leak detection code.

Changes:

Updated code to calculate Tangent and Binormal data to fix a memory leak.

It should also be a little faster.

Added a new class `EnlargeableBufferClass` to `engine_vector.h`. This is used for the tangent/binormal code.

Fixed an issue with the `ExpVehFac` scripts that would show up on naval maps.

Fixed a couple of bugs with the `SH_FileVerificationControllerScript` logic.

Made a cleanup in `bhs.dll` that makes it easier for me to keep track of which numbers I use for what

client->server network events.

Changed the shaders interface so that `bhs.dll` will call `ShaderSet` and `ShaderSet2` even if shaders is off

in the dialog box and the checking of `ShaderHooks` now happens in `shaders.dll`

Fixed a bug where certain items that should have happened on map load were not happening on map load client side

Saberhawk will probably make an installer for this as soon as he can.

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