
Subject: scripts.dll 3.4.2 is out

Posted by [jonwil](#) on Mon, 13 Aug 2007 05:42:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

scripts.dll 3.4.2 is out

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

It is basically a small bugfix release to fix a couple issues that have come up whilst testing the latest internal beta build of RA:APB

Of note for normal renegade users is that it may solve some of the "I get crappy FPS with 3.x issues".

Improvements to the calculation of the Binormal data which makes it faster

Changed the calculation of BaseVertexIndex to make it better

Small fix to some debug code in engine_common.cpp

Small fix to Buffers_Apply in engine_3d.cpp

Corrected an issue in engine_obj2.cpp raised by Prefast

Fixed an issue with JFW_Radar_Jammer

Made JFW_Time_Remaining_Sounds not trigger if the time is set to "unlimited"

Fixed a bug with the ExpVehFac scripts and vehicle alternates

Corrected some issues in the memory leak detection code

Corrected a crash bug in SceneShaderControllerClass::OnCustom

Corrected a bug in shaderhud.cpp

Added code to speed up rendering in certain places

Disabled a spurious warning in shawk.cpp
