
Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [EvilWhiteDragon](#) on Wed, 01 Apr 2009 09:53:14 GMT

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havoc9826 wrote on Wed, 01 April 2009 05:39liquidv2 wrote on Tue, 31 March 2009 17:29i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

every time i exited renegade with 3.4.4 the screen would freeze up and sit that way until i hit Esc 20 times and windows prompted me to send an error report (every single time)

it felt to me also that my vehicles got stuck to other vehicles, infantry, and the terrain for no apparent reason a lot more with 3.4.4 on than with 2.9.2

the only thing i do miss is the turrets spinning faster

i have a feeling everything from 3.4.4 is going to be dropped back on my face if and when 4.0 is done

Well, there is the Black Intel turret/wall lag fix version of scripts 2.9.2, but IIRC the included version of blackintel.dll contains that backdoor dead6re left in there for himself only that would allow him to get a reserved spot or whatever (if anyone knows for sure, correct me if I'm wrong). If you want it, here it is.

The client file is clean, but because in general 3.* is better we don't have 2.9.2 +turret lag fix & wall lag fix listed on our site.

You can run the BlackIntel client 2.9.2 Dll without worries. Only the Reserved Slots DLL is faulty.

Original download for the attached file here above is:

<http://www.blackintel.org/files/blackintel.1.0.client.zip>
