Subject: scripts.dll 1.9.2 changes
Posted by jonwil on Sat, 11 Sep 2004 07:56:18 GMT
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Here is what has changed since version 1.9.1:
Some files were #including things they didnt need to #include, this is now fixed.
Added #define WIN32_LEAN_AND_MEAN to dllmain.cpp to prevent it pulling in lots of windows
API stuff that is not required.
Fixed typo regarding Is_C4 in engine.h
A few optomization flags changed to make the dlls better.
Fix typo in the PT bug-fix, it should work now.
Bug-fixes to bhs.dll (mainly to prevent crashes e.g. if you try to use the server-only commands on
the client now, things wont crash anymore or if the player doesnt exist, things wont crash)
Some basic cleanup in the readme.txt.
Changes to the console command help messages and stuff to make things more like how
Renegade does things.
Changed JFW_Obelisk_Weapon_CnC back to using Set_Animation_Frame now that it works.
Removed the hack to use JFW_Nod_Obelisk_CnC instead of M00_Nod_Obelisk_CnC.
General fixes/cleanup for bhs.dll (I cant remember what they all are
Updates (to be made based on what NeoSaber tells me needs fixing) to make 1.9.2 and RenAlert
0.9932 work with each other.
Some bug fixes NeoSaber is working on for the RenAlert MAD tank script.

This is the complete list of what will be new/changed in 1.9.2.

Subject: scripts.dll 1.9.2 changes
Posted by Sir Kane on Sat, 11 Sep 2004 09:03:27 GMT
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1.9.2 will not work with RenAlert 9932.