

---

Subject: scripts.dll 2.9.2 is out  
Posted by [jonwil](#) on Mon, 07 Aug 2006 04:02:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

Changes in this release:

- 1.A one-off change to prevent bhs.dll 2.9.2 from working with any scripts.dll other than 2.9.2 unless you recompile scripts.dll with the needed change (this is to prevent all the people who are using 2.9.x with SSAOW 1.5 which DOES NOT work).
- 2.Changes for the future so that you cant mix scripts.dll and bhs.dll versions
- 3.A fix to Get\_Player\_Name\_By\_ID to make it return NULL instead of "None" if the player ID doesnt exist.
- 4.Fixes to places where Get\_Remote\_Host is used so that if it returns NULL, it wont crash.
- 5.A change to correctly release memory in the nickname exploit fixes when Get\_IP\_Address is used to obtain the IP address in order to print it later. (happens every time the code runs)
- 6.A fix to uses of Find\_Base\_For\_Star() so that if it returns NULL (i.e. player is unteamed or w/e), it wont crash anymore.
- and 7.A fix to the sidebar to correctly disable the buttons (infantry that costs money plus vehicles) if the relavent setting in BaseControlerClass is set (i.e. the buildings are down)

---

Subject: Re: scripts.dll 2.9.2 is out  
Posted by [Zion](#) on Mon, 07 Aug 2006 13:55:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What about "PINFO"? Will that will crash the server when it's called?

---

---

Subject: Re: scripts.dll 2.9.2 is out  
Posted by [jonwil](#) on Tue, 08 Aug 2006 03:19:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nope, the fixes I did fix the PINFO issue.

---

---

Subject: Re: scripts.dll 2.9.2 is out  
Posted by [Zion](#) on Tue, 08 Aug 2006 12:50:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Sun, 06 August 2006 23:02

- 1.A one-off change to prevent bhs.dll 2.9.2 from working with any scripts.dll other than 2.9.2 unless you recompile scripts.dll with the needed change (this is to prevent all the people who are using 2.9.x with SSAOW 1.5 which DOES NOT work).

This needs not apply. SSAOW and SSCTF need their counterpart scripts.dll to work, however, bhs.dll is not required and can be upgraded (to the latest version (if applicable)). Server hosters cannot do this if you force scripts.dll 2.9.2 and bhs.dll 2.9.2 to work only with eachother.

This is ok clentside, but, will cause havoc for server hosters trying to upgrade their servers.

Does this mean that SSAOW users will have to be stuck with what they get from SSAOW or have to use bhs.dll 2.8?

---

Subject: Re: scripts.dll 2.9.2 is out  
Posted by [jonwil](#) on Tue, 08 Aug 2006 15:30:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

The real issue is that using a bhs.dll version with any scripts.dll version other than the one it was designed to be used for can cause bugs. I have several possible issues that may be caused because someone mixed SSAOW 1.5 and recent bhs.dll versions (2.8/2.9/whatever) and implemented this so that people wont try and mix incompatible dlls in future. I have also found problems in the past where people mixed dlls and had problems as a result.

Using anything other than bhs.dll 2.5.2 with SSAOW 1.5 WILL NOT WORK and anyone trying otherwise may think its working but its NOT working correctly.

If you wish to use SSAOW with scripts.dll 2.9, you will need to wait for SSAOW 1.6 which will be thoroughly tested by WhiteDragon (and checked by myself) to ensure complete compatiblity with scripts.dll 2.9 (obviously if scripts.dll 3.0 comes out before SSAOW 1.6, SSAOW 1.6 will use scripts.dll 3.0 and not scripts.dll 2.9)

Anyone who is using SSAOW 1.5 with any bhs.dll version other than 2.5.2 (regardless of what, if any, changes they made to SSAOW) will NOT get any support from me and probobly none from WhiteDragon either (although I dont pretend to speak for him)

---

Subject: Re: scripts.dll 2.9.2 is out  
Posted by [Cat998](#) on Tue, 08 Aug 2006 15:30:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Merovingian wrote on Tue, 08 August 2006 14:50jonwil wrote on Sun, 06 August 2006 23:02  
1.A one-off change to prevent bhs.dll 2.9.2 from working with any scripts.dll other than 2.9.2 unless you recompile scripts.dll with the needed change (this is to prevent all the people who are using 2.9.x with SSAOW 1.5 which DOES NOT work).

This needs not apply. SSAOW and SSCTF need their counterpart scripts.dll to work, however, bhs.dll is not required and can be upgraded (to the latest version (if applicable)). Server hosters

cannot do this if you force scripts.dll 2.9.2 and bhs.dll 2.9.2 to work only with eachother.

This is ok clentside, but, will cause havoc for server hosters trying to upgrade their servers.

Does this mean that SSAOW users will have to be stuck with what they get from SSAOW or have to use bhs.dll 2.8?

No, you shouldn't mix any scripts.dll with any bhs.dll or it will

crash the server sometimes.

If you have scripts.dll 2.4 you need to use bhs.dll 2.4,

if you have scripts.dll 2.2.2 you need to use bhs.dll 2.2.2

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [Nightma12](#) on Tue, 08 Aug 2006 15:41:24 GMT

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

---

<http://www.renegadeforums.com/index.php?t=msg&th=20731&amp;start=0&rid=1350>

This would work....?

no more bhs.dll + scripts.dll conflicts, and would also allow for bhs.dll to be updated along with the scripts2 without causing any problems

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [nopol10](#) on Wed, 09 Aug 2006 05:59:40 GMT

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

---

"Error getting function from bhs.dll-AddCreateObjectHook"

I get this error while running Renegade. It didn't happen with 2.9

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [Cat998](#) on Wed, 09 Aug 2006 06:36:30 GMT

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

---

you need to copy bhs.dll too

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [Cat998](#) on Wed, 09 Aug 2006 21:40:26 GMT

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

---

omg jonwil,

you don't mention anywhere that you changed 2 functions

in bhs.dll.

AddObjectCreateHook to NewAddObjectCreateHook

and RemoveObjectCreateHook to NewRemoveObjectCreateHook

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [Nightma12](#) on Thu, 10 Aug 2006 00:39:58 GMT

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

---

new bug

id = 1 - 3 is ingame

id 5 is ingame

but id 4 is not ingame

PINFO will only go up to id 3

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [nopol10](#) on Fri, 11 Aug 2006 07:29:57 GMT

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

---

I did copy the bhs.dll.

---

---

Subject: Re: scripts.dll 2.9.2 is out

Posted by [Nightma12](#) on Fri, 11 Aug 2006 09:40:31 GMT

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

---

nopol10 wrote on Fri, 11 August 2006 02:29I did copy the bhs.dll.

Cat998 wrote on Wed, 09 August 2006 23:40omg jonwil,

---

you don't mention anywhere that you changed 2 functions  
in bhs.dll.

AddObjectCreateHook to NewAddObjectCreateHook

and RemoveObjectCreateHook to NewRemoveObjectCreateHook