
Subject: Do you use the custom scripts.dll?
Posted by [jonwil](#) on Sun, 10 Dec 2006 01:57:20 GMT
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Do you use the custom scripts.dll?
If so, which version?
If not, why not?

If you are running something other than the latest version (2.9.2), why are you not running the latest version?

Subject: Re: Do you use the custom scripts.dll?
Posted by [z310](#) on Sun, 10 Dec 2006 01:59:56 GMT
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I don't because I don't have Renegade currently installed. I need to get a new drive...piece of shit.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Kamuix](#) on Sun, 10 Dec 2006 02:01:07 GMT
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Yes, I run 2.9 and am just too lazy to update to the latest bug fixed(And i won't notice the difference anyways)

Subject: Re: Do you use the custom scripts.dll?
Posted by [Tunaman](#) on Sun, 10 Dec 2006 04:00:10 GMT
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I use scripts.dll*(dunno why I put RG, wasnt thinking) and the latest version.. mainly because I like to be able to see when tanks are aiming at me.

Subject: Re: Do you use the custom scripts.dll?
Posted by [superj69](#) on Sun, 10 Dec 2006 04:15:54 GMT
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Ya I have no clue. Is there a way to check ?

Subject: Re: Do you use the custom scripts.dll?
Posted by [jonwil](#) on Sun, 10 Dec 2006 04:40:34 GMT

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How does having the latest version help with seeing when tanks are aiming at you?

Subject: Re: Do you use the custom scripts.dll?

Posted by [light](#) on Sun, 10 Dec 2006 05:04:15 GMT

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No, because I like my ren the way it is.

Subject: Re: Do you use the custom scripts.dll?

Posted by [Renx](#) on Sun, 10 Dec 2006 06:31:06 GMT

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And I bet if you could play with version 1.000 you would, wouldn't you.

Subject: Re: Do you use the custom scripts.dll?

Posted by [light](#) on Sun, 10 Dec 2006 09:06:28 GMT

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Renx wrote on Sun, 10 December 2006 19:31And I bet if you could play with version 1.000 you would, wouldn't you.

I was asked for an opinion and I gave it, plus I only got Ren after it had become an EA Classic, which means 1.037.

Subject: Re: Do you use the custom scripts.dll?

Posted by [nopol10](#) on Sun, 10 Dec 2006 09:26:00 GMT

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Running 2.9.2. It still says 290000 in the console.

Subject: Re: Do you use the custom scripts.dll?

Posted by [Tunaman](#) on Sun, 10 Dec 2006 09:30:04 GMT

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jonwil wrote on Sat, 09 December 2006 23:40How does having the latest version help with seeing when tanks are aiming at you?

Turret fix.

Subject: Re: Do you use the custom scripts.dll?
Posted by [havoc9826](#) on Sun, 10 Dec 2006 09:31:45 GMT
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I've been using 2.9.2 for months now with probably 1-3 crashes at most. A few days ago, I got Black Intel's turret lag fix version of 2.9.2. The difference between how the turrets act is like night and day.

Subject: Re: Do you use the custom scripts.dll?
Posted by [=HT=T-Bird](#) on Sun, 10 Dec 2006 12:15:04 GMT
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havoc9826 wrote on Sun, 10 December 2006 03:31 I've been using 2.9.2 for months now with probably 1-3 crashes at most. A few days ago, I got Black Intel's turret lag fix version of 2.9.2. The difference between how the turrets act is like night and day. No doubt! I run 2.9.2 with the turret and wall lag fixes and the difference is HUGE.

Subject: Re: Do you use the custom scripts.dll?
Posted by [jonwil](#) on Sun, 10 Dec 2006 13:20:31 GMT
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Just to let everyone know, the turret lag fix, the wall lag fix and a new fix for ladders also by Black-Intel (which makes vehicles not get stuck in or near or around them anymore) will be included in scripts.dll 3.0.

Subject: Re: Do you use the custom scripts.dll?
Posted by [SlikRik](#) on Sun, 10 Dec 2006 14:18:31 GMT
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Nifty! Just wanna say thanks for all the work you do in Ren, really helps out alot.

I run 2.9.0, I think. Or maybe it's 2.9.2, I'm not quite sure. If it's 2.9.0, it's cuz I'm just too lazy to upgrade, and usually wait around for the big fixes.

Subject: Re: Do you use the custom scripts.dll?
Posted by [TD](#) on Sun, 10 Dec 2006 14:28:44 GMT
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I am running 2.9.2, waiting for 3.0 with those fixes you mentioned. Havent tried them yet. Too lazy to try them, just gonna wait for 3.0.

Subject: Re: Do you use the custom scripts.dll?
Posted by [danpaul88](#) on Sun, 10 Dec 2006 14:40:01 GMT
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Using the latest version (2.9.2), because

- a) They are the most recent and I have no issues with them and
 - b) I use them as a base starting point for a few scripts of my own.
-

Subject: Re: Do you use the custom scripts.dll?
Posted by [Kamuix](#) on Sun, 10 Dec 2006 15:55:55 GMT
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light wrote on Sun, 10 December 2006 00:04No, because I like my ren the way it is.

Naw, you would probably give even more to go back to C&C95

Subject: Re: Do you use the custom scripts.dll?
Posted by [dead6re](#) on Sun, 10 Dec 2006 16:15:13 GMT
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The latest one when I bother updating

Subject: Re: Do you use the custom scripts.dll?
Posted by [Cat998](#) on Sun, 10 Dec 2006 16:25:45 GMT
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I'm using scripts.dll 2.9.2 which is pretty stable (I don't remember any crashes caused by this scripts.dll version).

I think the best feature in scripts.dll is the faster loading time. My Renegade is able to load maps in just one second (!). Without scripts.dll it takes pretty long to load a map.

And I like all the features and console commands that come with scripts.dll. Our BlackIntel server is using scripts.dll allot.

Subject: Re: Do you use the custom scripts.dll?
Posted by [danpaul88](#) on Sun, 10 Dec 2006 16:31:51 GMT
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yeah, the console commands are almost essential to the better servers now, although I would like to see kill, giveMoney, takeMoney and showMoney commands as well, and perhaps a few others...

Subject: Re: Do you use the custom scripts.dll?
Posted by [dead6re](#) on Sun, 10 Dec 2006 16:33:52 GMT
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danpaul88 wrote on Sun, 10 December 2006 11:31yeah, the console commands are almost essential to the better servers now, although I would like to see kill, giveMoney, takeMoney and showMoney commands as well, and perhaps a few others...

Thus would allow cheating in clan servers or something though.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Aprime](#) on Sun, 10 Dec 2006 16:53:13 GMT
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I do.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Jonty](#) on Sun, 10 Dec 2006 17:06:34 GMT
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Version 2.9.2 with turret+wall lag fix thing.

Subject: Re: Do you use the custom scripts.dll?
Posted by [danpaul88](#) on Sun, 10 Dec 2006 17:17:42 GMT
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True, but then again, if they were going to cheat like that they probably already cheat in other ways.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Tunaman](#) on Sun, 10 Dec 2006 19:22:25 GMT
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danpaul88 wrote on Sun, 10 December 2006 12:17True, but then again, if they were going to cheat like that they probably already cheat in other ways.
It would make it that much easier for them to cheat.. And it would basically be undetectable.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Blazer](#) on Sun, 10 Dec 2006 19:45:25 GMT
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[12:46:13] [@Blazer]: lcp
[12:46:13] [n00bsvr01]: There are 26 Core Patch users and 16 no-CP users online.
[12:46:13] [n00bsvr01]: Core Patch Users: ilonaus (2.3) hybrid7mm (2.3) Predator56 (2.3) mhgcfr (2.3) Scrooge (2.3)
[12:46:13] [n00bsvr01]: Core Patch Users: Eucharist (2.3) mordred (2.3) Mortans (2.3) duality (2.3) AAHasis (2.3)
[12:46:13] [n00bsvr01]: Core Patch Users: mcelveen2 (2.3) unifam50 (1.9) thygr8one (2.3) spatwide (2.3) akhasis (2.3)
[12:46:13] [n00bsvr01]: Core Patch Users: w0lf0d0nn (2.3) DxDraco (2.3) Gindy (2.3) toroxus (2.3) dal11 (2.3)
[12:46:13] [n00bsvr01]: Core Patch Users: allrddyded (2.3) PerfectNummer-1 (2.3) TankNub (2.3) BonHair (2.3) Jarhead57 (2.3)
[12:46:13] [n00bsvr01]: Core Patch Users: gazman86 (2.3)
[12:46:13] [n00bsvr01]: Non-CP Users: futurewas DuoDarkfi Mogar sylwa easteach
[12:46:13] [n00bsvr01]: Non-CP Users: motox2k2 PlatoonZ ultimaren shadownad theta1236
[12:46:13] [n00bsvr01]: Non-CP Users: srgmjrtcn pieman278 chillsing ShadowZXO gaira
[12:46:13] [n00bsvr01]: Non-CP Users: Dandan(2)

Subject: Re: Do you use the custom scripts.dll?
Posted by [Goztow](#) on Sun, 10 Dec 2006 20:01:54 GMT
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I use BI's.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Kamuix](#) on Sun, 10 Dec 2006 20:02:21 GMT
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A lot of people run corepatch did 2.3 have the wierd turret fix thing? In my server i have deployables and what I would do for one of the deployables is change the model of the Flametake_player to a Samsite. This works fine on scripts version 2.9, I had no idea it didn't work for people that had no custom scripts until I went back and tried it lol.

Anyway when not running the scripts the Flame turret as I call it will not turn and has a firing animation on it ingame

Subject: Re: Do you use the custom scripts.dll?
Posted by [IronWarrior](#) on Mon, 11 Dec 2006 01:52:57 GMT
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I use 2.9.2 in Renegade and APB for playing, I enjoy the uber loading times you get with it and I use custom scripts based on 2.9.2 in Leveledit.

Subject: Re: Do you use the custom scripts.dll?
Posted by [superj69](#) on Mon, 11 Dec 2006 02:40:11 GMT
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since ppl failed to answer me i will ask again, how do you find out which version if any you are using?

Subject: Re: Do you use the custom scripts.dll?
Posted by [jonwil](#) on Mon, 11 Dec 2006 02:55:31 GMT
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Open up 1 player lan.
Bring up a console (press ~) and type SVERSION.
It should print the version.

Subject: Re: Do you use the custom scripts.dll?
Posted by [StealthEye](#) on Mon, 11 Dec 2006 08:52:38 GMT
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I'm happy to see there are so many users using the turret lag fix, and I'm happy to see it will be included in scripts.dll 3.0 (although I knew that for a while now ofcourse)

I use 2.9.2 + turret wall lag + some mods to do lag testing which resulted in nothing useful

Our servers are running a heavily modded 2.9.2, as you probably already know. (We update soon after new updates are being released)

Subject: Re: Do you use the custom scripts.dll?
Posted by [danpaul88](#) on Mon, 11 Dec 2006 09:07:28 GMT
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Ralphzehunter wrote on Sun, 10 December 2006 19:22danpaul88 wrote on Sun, 10 December 2006 12:17True, but then again, if they were going to cheat like that they probably already cheat in other ways.

It would make it that much easier for them to cheat.. And it would basically be undetectable.

It could always be setup so the server announces it in F2 chat

xyz has been given x amount of credits by the host.

Subject: Re: Do you use the custom scripts.dll?
Posted by [Herr](#) on Mon, 11 Dec 2006 14:25:01 GMT
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I use the latest as for client as for server.

Subject: Re: Do you use the custom scripts.dll?
Posted by [EvilWhiteDragon](#) on Mon, 11 Dec 2006 22:12:29 GMT
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Cat998 wrote on Sun, 10 December 2006 17:25 I'm using scripts.dll 2.9.2 which is pretty stable (I don't remember any crashes caused by this scripts.dll version).

I think the best feature in scripts.dll is the faster loading time.
My Renegade is able to load maps in just one second (!).
Without scripts.dll it takes pretty long to load a map.

And I like all the features and console commands that come with scripts.dll. Our BlackIntel server is using scripts.dll allot.
cat dont you forget that we added a hell of a lot of commands ? So a whole lot is maybe by stealtheye etc

Anyway, ontopic:
Im using the BlackIntel turret and wall lag fixed (etc) Scripts.dll
I like the Cmsgs and ofcourse the super loading time

Subject: Re: Do you use the custom scripts.dll?
Posted by [trooprm02](#) on Tue, 12 Dec 2006 22:38:39 GMT
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Ofcourse, me and my serv use 2.9.2
