
Subject: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 07 Jan 2007 08:57:56 GMT
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grab it from <http://www.sourceforge.net/projects/rentools/>

Changes in 3.1.1:

A fix for the bullet hole/decal flicker/z fighting on ATI cards

A proper working fix for the version mismatch problem

A fix for various crashes including one caused on loading C&C_Last_Stand and one caused when a savedgame I have is loaded. If you were getting "single player" crashes on loading (either a savedgame or a level), this should make them go away.

Further post process improvements (be sure to use the new postprocess.sdb file and if you are building your own the new pp_combineupscale8.fx file)

A fix for the alt-tab crash (if you still get alt-tab crashes, post and I will see what I can do)

A fix for the crash preventing the dll from running on the FDS

Oh and for those wanting an installer, SaberHawk is working on one for 3.1.1 which should be available soon.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 07 Jan 2007 13:22:50 GMT
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I have just uploaded a 3.1.2 release, it fixes an alt-tab crash introduced in 3.1.1 and makes the dll work on the server again.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [saberhawk](#) on Sun, 07 Jan 2007 22:07:04 GMT
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<http://4camp.net/scripts312.exe> for the installer.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Wed, 17 Jan 2007 10:39:34 GMT
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And now we have scripts.dll 3.1.3. Get it from <http://www.sourceforge.net/projects/rentools/>

Changes:

Improvements to the way we manage ID3DXEffect instances (will fix the other alt-tab crash)

Some small code cleanup

A fix for the sun lens flare bug

Extra debugging stuff for shaders in a few places
Upgraded to Visual Studio 2005 Service Pack 1 and fixed a problem with the crashdump code that resulted from the upgrade
If you are using Visual Studio 2003 or Visual Studio 2005 without service pack 1 and you have problems compiling 3.1.3, let me know
But I suggest upgrading to Visual Studio 2005 SP1 in any case
Just make sure except.lib is in the same folder as all the source files and the code will do the rest

An installer is available at <http://4camp.net/scripts313.exe>

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 21 Jan 2007 12:35:45 GMT
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I have a fix for the alt-tab crash and the quit crash (which are the same thing) but because of work being done for scripts.dll 3.2, I am unable to release a new bhs.dll at this time.
The workaround is to use bhs.dll (and only bhs.dll) from scripts.dll 3.1.2.

There is a new installer available here that will install the right dlls.
<http://4camp.net/scripts314.exe>

Subject: Re: scripts.dll 3.1.1 is out
Posted by [StoneCold](#) on Fri, 02 Mar 2007 22:54:15 GMT
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wats the newest one ?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Carrierll](#) on Fri, 02 Mar 2007 23:08:29 GMT
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This one, I do understand, it is confusing: <http://4camp.net/scripts314.exe>

Subject: Re: scripts.dll 3.1.1 is out
Posted by [AoBfrost](#) on Mon, 26 Mar 2007 17:23:11 GMT
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I noticed I cant use scripts.dll 3.0 and above, it makes my game lock up, when you see the map load, it freezes 3/4 of the way yet i can hear gunfire and walk around, but I still see the map

loading screen, what could be causing this?

Subject: Re: scripts.dll 3.1.1 is out

Posted by [SeargentSarg](#) on Fri, 30 Mar 2007 11:40:45 GMT

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Tried joining another server? Same problem?

Subject: Re: scripts.dll 3.1.1 is out

Posted by [AoBfrost](#) on Fri, 30 Mar 2007 13:35:36 GMT

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Same problem, every PC I try it on, I have renegade installed on 3 pc's and they all seem to not work with the new scripts.dll 3.0 and up, they all work fine with 2.9.2 and 2.3 and up...but once you reach 3.0+ it screws up during map loading, every server, even practice multiplayer, and singleplayer.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [cmatt42](#) on Fri, 30 Mar 2007 20:30:26 GMT

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Try updating your drivers.
