
Subject: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 07 Jan 2007 08:59:47 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 [Cat998](#) on Sun, 07 Jan 2007 09:49:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sun, 07 January 2007 09:59Oh and for those wanting an installer, SaberHawk is working on one for 3.1.1 which should be available soon.

You mean 3.1.2 or 3.2

I appreciate your work you do for Renegade, even if many people here do not do that.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Viking](#) on Sun, 07 Jan 2007 09:52:15 GMT
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FIRST POST W00TSAUCE!

Scripts are fun but I cant use um for another week or so when I get my new computer!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Cat998](#) on Sun, 07 Jan 2007 09:57:43 GMT

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Viking wrote on Sun, 07 January 2007 10:52 FIRST POST W00TSAUCE!

Sorry...

I just tried to play with scripts 3.1.1.

Joined an empty server, minimized the game while in gameplay pending state -> CRASH !

http://www.ice-gfx.com/files/renegade/crashdump7_1_06.txt

Note: It didn't crash with 3.1.0

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Sun, 07 Jan 2007 10:11:58 GMT

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No, the installer is for 3.1.1 and will install 3.1.1

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Cat998](#) on Sun, 07 Jan 2007 10:14:35 GMT

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Oh ok, I thought you are going to package it with the next scripts release

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Viking](#) on Sun, 07 Jan 2007 10:22:20 GMT

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No, sorry I ment because this computer sucks and the bloom effect will give me -10 FPS.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Sun, 07 Jan 2007 13:21:37 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 [danpaul88](#) on Sun, 07 Jan 2007 13:37:44 GMT
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I already have a working NSIS installer for BRenBot 1.50 which could be altered slightly to install client side scripts if you want it.. all you need to do is change the registry key it looks up from the FDS one to the Client one (or add both)

And 3.1.2 still crashes on alt-tab... When you click to maximise again from taskbar the screen turns brighter for a moment, then pauses, and then Renegade just closes...

This time it had a crashdump though (First time it's ever given one with this)

EDIT;

Download mirrors;
Necessary files only
Necessary files + Source Code folder

File Attachments

1) [crashdump.txt](#), downloaded 245 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TD](#) on Sun, 07 Jan 2007 13:43:23 GMT
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I get a crash when I alt-tab and then want to go back to renegade. It didn't happen in 3.0, though 3.0 had that graphics flicker bug and also that bullethole bug. They have been fixed in 3.1.1. Now if just that crash bug gets fixed it'd be perfect for a while. Goin back to 2.9 (has none of these bugs)

EDIT: I see 3.1.2 now after I refreshed that SF page? Does that fix it?

EDIT2: Nice, they're all fixed in 3.1.2, good job jonwil

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 07 Jan 2007 14:32:45 GMT
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ok, firstly, I already have an installer (or rather SaberHawk does). He needs to update it to 3.1.2 and upload it.

As for danpaul88 and that crash, what specs do you have?

There is a known serious bug with xfire and scripts.dll 3.x, try disabling xfire and see what

happens.
Other than that, no clue.
Does it happen every time you alt-tab?

Anyone else still experiencing alt-tab crashing with 3.1.2?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Sun, 07 Jan 2007 15:21:13 GMT
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The alt-tab crash still occurred even with Xfire turned off, so it's not caused by that. So far it has happened every time I have tried to alt-tab.

System specs;
Pentium 4 3.0ghz +HT
1024mb RAM
Radeon 9800se 128mb

Software;
Catalyst Control Center 1.2.2243.38605
Graphics Driver Version: 8.231.0.0
DirectX December 06 redistributable

EDIT: Also attached a crash-dump from when I tried it with xfire turned off, incase it helps at all.

File Attachments

1) [crashdump.txt](#), downloaded 183 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [cmatt42](#) on Sun, 07 Jan 2007 18:49:43 GMT
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I get a crash in Renegade sometimes when logging into XWIS, or just opening Renegade.
Crashdump affixed.

File Attachments

1) [crashdump.txt](#), downloaded 217 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Sun, 07 Jan 2007 20:26:04 GMT

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I am not crashing but I am getting this weird effect:

<http://s27.photobucket.com/albums/c175/r315razor/Stuff/?action=view¤t=game22007-01-0715-04-23-64.flv>

I apologize for the off sound and the frozen first 5 seconds. It didn't record properly.

But what you should notice is the scrolling sun glare. It also happens on some other lights on other maps. Like street lights in m07 or the white/red lights on the back of an orca or apache.

I have:

Pentium 4 CPU 2.0 GHz

1.24GB RAM

My Graphics card is an ATI Radeon 9550.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [saberhawk](#) on Sun, 07 Jan 2007 20:28:19 GMT

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danpaul: PLEASE PLEASE PLEASE DON'T INCLUDE THE SAMPLE SHADERS.SDB. It only really works right for one map and is included as an example for that specific reason. There is no reason for any regular client to include that file in their install as they will see glitches in most maps.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [danpaul88](#) on Sun, 07 Jan 2007 20:45:15 GMT

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yeah, but as me and jonwil worked out, its postprocess.sdb causing the alt-tab crashes, NOT shaders.sdb

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Halo38](#) on Sun, 07 Jan 2007 21:07:21 GMT

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It's amazing how fast you guys work, many thanks

Subject: Re: scripts.dll 3.1.1 is out

Posted by [TD](#) on Sun, 07 Jan 2007 21:54:12 GMT

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razorblade001 wrote on Sun, 07 January 2007 21:26I am not crashing but I am getting this weird effect:

<http://s27.photobucket.com/albums/c175/r315razor/Stuff/?action=view¤t=game22007-01-0715-04-23-64.flv>

I apologize for the off sound and the frozen first 5 seconds. It didn't record properly.

But what you should notice is the scrolling sun glare. It also happens on some other lights on other maps. Like street lights in m07 or the white/red lights on the back of an orca or apache.

I have:

Pentium 4 CPU 2.0 GHz

1.24GB RAM

My Graphics card is an ATI Radeon 9550.

I get that same effect now too, ATI Radeon x300SE, at some places the graphics are being weird...

Subject: Re: scripts.dll 3.1.1 is out

Posted by [saberhawk](#) on Sun, 07 Jan 2007 21:57:26 GMT

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<http://4camp.net/scripts312.exe> for installer. This installer will update Direct3D if it determines that you don't have it properly update and also handles installing on a 'fresh' install of Renegade that has been properly patched.

danpaul: Still shouldn't be included because of "wierd graphics" glitches that people are reporting.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [icedog90](#) on Sun, 07 Jan 2007 22:01:17 GMT

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EDIT: Nevermind, I missed the post above.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [saberhawk](#) on Sun, 07 Jan 2007 22:01:57 GMT

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Use the installer. <http://4camp.net/scripts312.exe>

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 07 Jan 2007 23:40:27 GMT
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cmatt42, there is a known issue with xfire and 3.x, you will need to stop using xfire (or at least the "xfire inside renegade" part) until it is solved by the xfire team.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Mon, 08 Jan 2007 00:10:42 GMT
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xfire and renegade play quite nicely together here...

And saberhawk: I already updated the downloads on my site to not include the shaders.sdb file.

EDIT: I notice you didn't include sdbedit.exe or keycfg.exe in your installer, any particular reason behind this? It would be easy to add an extra section under the bloom section to install them

Subject: Re: scripts.dll 3.1.1 is out
Posted by [saberhawk](#) on Mon, 08 Jan 2007 02:30:47 GMT
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Yeah, I was lazy and pressed for time, updating it now

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 08 Jan 2007 04:58:30 GMT
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Wow... Even though I had the exact same files in my Renegade folder, the bloom never worked, but I use the installer and it defiantly does now:

Although the sun does get rather huge with it, will this be changed later?

All I am having problems with slowly scrolling lens flares.
I am using a computer with a Nvidia Geforce FX 5200.

Oh wait, no one ever said to put postprocess in the data folder, that explains why it never worked.

File Attachments

1) [ScreenShot12.png](#), downloaded 1128 times



2) [ScreenShot13.png](#), downloaded 1123 times



Subject: Re: scripts.dll 3.1.1 is out
Posted by [icedog90](#) on Mon, 08 Jan 2007 05:07:05 GMT
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I still think the bloom got bumped up a little too high since Scripts 3.0. It'd be nice if you lowered back to how it was in 3.0.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [cmatt42](#) on Mon, 08 Jan 2007 05:24:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sun, 07 January 2007 17:40cmatt42, there is a known issue with xfire and 3.x, you will need to stop using xfire (or at least the "xfire inside renegade" part) until it is solved by the xfire team.

Eh, I reinstalled and it works fine now. It was due for a cleanup anyway.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [cmatt42](#) on Mon, 08 Jan 2007 06:07:48 GMT
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(Excuse the double-post; I decided to add this after the edit button expired)

Not too big of an issue, but right now the "hud" command doesn't completely remove the objects on screen, such as the credits, time left, fps/etc, and the player list. I would like to have this fixed.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Aprime](#) on Mon, 08 Jan 2007 06:54:33 GMT
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<http://img381.imageshack.us/img381/4897/screenshot05tn9.jpg> Same thing Exdeath got.
<http://img354.imageshack.us/img354/7179/untitled2xa7.jpg> Filtering issues according to Saberhawk.
<http://img480.imageshack.us/img480/4025/untitledgh3.jpg> ...^

ATI X800XT

Just so Jonwil knows.

Also using 3.1.2

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 08 Jan 2007 07:04:52 GMT
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Watch out GDI has there new ion cannon, I mean pixel cannon.

Oh and I am also have a flare problem, there image slowly scrolls inside their flare object.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TD](#) on Mon, 08 Jan 2007 10:05:41 GMT
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By the way, I do not use Xfire, and here's one of the glitches:

More places act weird like this. This did not happen in 3.0.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Zion](#) on Mon, 08 Jan 2007 12:29:37 GMT
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In the tunnel for those who can't see it.

To me, it looks like a vis error, that's in the map not in scripts.

Another thing i noticed was that FRAPS displayed that there was 42 frames per second in one of those images, yet Renegade was displaying that there was only 20 frames per second. What's going on there?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 08 Jan 2007 14:25:32 GMT
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I think I said something about this before:

Jerad Gray wrote on Wed, 27 December 2006 22:38Another problem I have noticed is that certain shiny objects will show through other objects if you have a Nvidia graphics card. This problem does not occur with 2.92 but with 3.0+.

Example pictures below:

And when you get closer:

And look how thick these doors are!:

This only happens if I have scripts 3.0, 3.1, or 3.1.1 in my renegade data directory.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Cpo64](#) on Mon, 08 Jan 2007 15:32:48 GMT
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I have noticed some vis errors on a few maps, that I never noticed before, I almost would suspect the scripts, but I'm not sure how they could be responsible for it.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TD](#) on Mon, 08 Jan 2007 16:03:57 GMT
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Merovingian wrote on Mon, 08 January 2007 13:29In the tunnel for those who can't see it.

To me, it looks like a vis error, that's in the map not in scripts.

Another thing i noticed was that FRAPS displayed that there was 42 frames per second in one of those images, yet Renegade was displaying that there was only 20 frames per second. What's going on there?

More places act weird like that in more maps, not only there in the tunnel from that angle. I am not running fraps, I'm running ATI Tray Tools, bout the different FPS, the FPS refresh frequency is different than in renegade.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Mon, 08 Jan 2007 16:09:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Comrade wrote on Mon, 08 January 2007
01:54<http://img381.imageshack.us/img381/4897/screenshot05tn9.jpg> Same thing Exdeath got.
<http://img354.imageshack.us/img354/7179/untitled2xa7.jpg> Filtering issues according to
Saberhawk.
<http://img480.imageshack.us/img480/4025/untitledgh3.jpg> ...^

ATI X800XT

Just so Jonwil knows.

Also using 3.1.2

Use the Catalyst Control Center (download it if you don't have it already:
<http://ati.amd.com/support/drivers/xp/radeonx-xp.html>)

For ATI cards, that link is for the X800 Series.

Using that program you can adjust your card's abilities. The reason your Ion cannon and some other stuff looks all pixilated, is cause of your settings, not shaders. (I am 80% sure of it)

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Aprime](#) on Mon, 08 Jan 2007 16:44:49 GMT
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And you're 100% wrong.

gtfo

Subject: Re: scripts.dll 3.1.1 is out
Posted by [icedog90](#) on Mon, 08 Jan 2007 18:56:48 GMT
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Merovingian wrote on Mon, 08 January 2007 04:29 Another thing i noticed was that FRAPS displayed that there was 42 frames per second in one of those images, yet Renegade was displaying that there was only 20 frames per second. What's going on there?

The refresh rate for the FPS counter in FRAPS is WAY faster than the one in Renegade. Go figure.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Canadacdn](#) on Tue, 09 Jan 2007 03:02:34 GMT
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Comrade wrote on Mon, 08 January 2007 00:54
<http://img354.imageshack.us/img354/7179/untitled2xa7.jpg> Filtering issues according to Saberhawk.
<http://img480.imageshack.us/img480/4025/untitledgh3.jpg>

C&C Renegade! Now on Nintendo DS!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Tue, 09 Jan 2007 03:47:51 GMT
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Right can someone update me on the scripts and what I should install and what I shouldnt please?

Am using an NVIDIA GeForce FX 5700LE graphics card.

Last time I installed the new scripts > 3.0, the game wouldnt start, even when I removed the scripts, the game wouldnt start, couldnt even re-install the game after I uninstalled it, which led to me formatting my XP drive.

I dont wanna repeat the same shit, lol

Am really worried about all these shaders stuff...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Tue, 09 Jan 2007 04:51:11 GMT
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Comrade wrote on Mon, 08 January 2007 11:44And you're 100% wrong.

gtfo

eh... worked for me

ERRORS!!!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Aprime](#) on Tue, 09 Jan 2007 06:54:10 GMT
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Wow, the WF's interior actually looks better like that.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Zion](#) on Tue, 09 Jan 2007 08:17:42 GMT
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Comrade wrote on Tue, 09 January 2007 06:54Wow, the WF's interior actually looks better like that.

Yeah, i was just about to say that...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Tue, 09 Jan 2007 13:37:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

razorblade001 wrote on Mon, 08 January 2007 22:51Comrade wrote on Mon, 08 January 2007 11:44And you're 100% wrong.

gtfo

eh... worked for me

ERRORS!!!

Med tank is doing warp speed in that one.

Agrees on WF, looks better. ^^

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Tue, 09 Jan 2007 18:47:12 GMT
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I am still wondering if you (Jonwil) would be willing to add a multi scripts loader in you next version of scripts.dll. Like the one seen at:

http://sourceforge.net/project/showfiles.php?group_id=176277&package_id=202669&release_id=444016

This would be very helpful to me, as I would no longer have to rename you scripts every time you came out with a deferent scripts package. And when I released my mod I would not have to get everyone to go through the trouble of renaming you scripts just so they could play my mod.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Wed, 10 Jan 2007 06:26:23 GMT
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Still wishing to know if these scripts gonna mess me up or not.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Wed, 10 Jan 2007 07:06:27 GMT
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IWarriors wrote on Tue, 09 January 2007 23:26Still wishing to know if these scripts gonna mess me up or not.

Only one way to find out!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Wed, 10 Jan 2007 07:31:26 GMT
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Jerad Gray wrote on Tue, 09 January 2007 23:06IWarriors wrote on Tue, 09 January 2007 23:26Still wishing to know if these scripts gonna mess me up or not.

Only one way to find out!

HA!...

^-^

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Wed, 10 Jan 2007 08:38:36 GMT
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saberhawk wrote on Sun, 07 January 2007 15:57<http://4camp.net/scripts312.exe> for installer. This installer will update Direct3D if it determines that you don't have it properly update and also handles installing on a 'fresh' install of Renegade that has been properly patched.

danpaul: Still shouldn't be included because of "wierd graphics" glitches that people are reporting.

Is there an uninstaller? Or can you tell me exactly which files to remove if I want to go back to pre 3.0 (2.9.2)? Cause I tried 3.0 and it rene did not even start.

Thanks!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Wed, 10 Jan 2007 11:14:34 GMT
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I tried it, the installer version, without the bloom option cause I definitely think my graphics card (Intel Extreme Graphics, integrated with up to 64mb memory) can't run it

Problems:

1. Flickering bullet holes when moving mouse (not picture)
2. Flickering damage marks when moving mouse, like those blackened places after an explosion. (both pictures)
3. Is the lighting supposed to be that way? I mean, black light coming out from doors??? (both pictures)

File Attachments

1) [ScreenShot01.png](#), downloaded 567 times



2) [ScreenShot02.png](#), downloaded 573 times



Subject: Re: scripts.dll 3.1.1 is out
 Posted by [jnz](#) on Wed, 10 Jan 2007 12:05:30 GMT
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lol @ the guy with -104 points

i think the door looks good like that.

Subject: Re: scripts.dll 3.1.1 is out
 Posted by [jonwil](#) on Wed, 10 Jan 2007 12:29:04 GMT

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TSS888, I suggest you go into the bhs.dll config options and disable shaders completely.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Wed, 10 Jan 2007 17:13:49 GMT
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just like Comrade, i also faced evil pixels wich refused to die.

Occured using latest scripts and a nvidia based 3d card
(xfx 6600gt). I can randomly let this happen is i alt+tab or minimize a lot and then go back ingame.

Also the semi-fix for decals is quite obvious... maybe they could be made a little less floating.

edit: oh yeah, before i forget. is it possible to come up with a fix for the agt trying to shoot
purchased nod vehicles inside planes? when the plane is in the sky, and visible for the agt, it
tends to hunt it down with no success, redering gdi's defence occupied for quite some seconds.
i believe this had to do with the invisible harv bug, but this is one nasty side effect you dont want
to face when trying to defend vs a flamer rush.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Wed, 10 Jan 2007 18:09:53 GMT
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I have never seen the AGT shooting at a cargo plane...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Wed, 10 Jan 2007 19:39:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

mesa for example

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Wed, 10 Jan 2007 22:11:42 GMT
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The one with the tiberium cave where nod arties or gdi med tanks camp for a whole game? (I can
never remember map names, I recognise them by sight...)

Never seen it happen... sure you ain't got a bugged scripts version running on your server?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [PaRaDoX](#) on Thu, 11 Jan 2007 02:24:36 GMT
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I sure most of the errors are coming from using the shaders.sdb that i came with or using bad drivers/missing DX9 stuff.

get rid of it, it's crap.

Now get your asses to microsoft and nvidia/ATi and get your drivers

nvidia, you should use 91.**'s www.nvidia.com
ATi, new drivers out today 7.1's www.ati.com
DX9 updater <http://4camp.net/dxwebsetup.exe>

Xfire bug was fixed last time I talked to saberhawk.

If you want less bloom, open the SDB editor that came with the last set and go to file>open and then open prepossesses.sdb or what ever it's named.

I have to tell you guys, my computer is a pile of shit and the only bug I have had yet is the xfire one and some simple game engine bugs, lol.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Thu, 11 Jan 2007 14:21:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

In that map, the AGT NEVER shoots at the cargo plane.
Make sure your rene ain't screwed.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Zion](#) on Thu, 11 Jan 2007 16:05:28 GMT
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I've found on some maps the light texture will move with the water displayed behind it, unless the reticle is within the main texture itself.

Using scripts 3.0.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [CarrierII](#) on Thu, 11 Jan 2007 17:10:41 GMT

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Wow. I installed this with the installer, no problems, start ren and it looks like UT 2004 for quality lol

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Slave](#) on Thu, 11 Jan 2007 20:21:45 GMT

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thanks for being danpaul88's echo.

anyway, im sane enough to realize i have everything up to date. also, when you think about it, it makes perfect sense:

the invisible harv bug was fixed by not turning vehicles

invisible in the first place before they are delivered.

this means a visible part of the nod vehicle will always stick a bit out of the back of the neutral cargo plane. On mesa, the cargoplane flies well within the agt's range (one of the few maps where this is the case, so indeed, its hard to notice).

the agt sees a tip of the tank, and ofcourse starts shooting it, even tho it doesn't have any effect. In the end the agt can be found firing at the wall for a few seconds, because it keeps a lock-on on the nod tank for a short while.

anyway, screw this minor bug, lets consider it a random feature like all other bugs. fell free to contribute, just dont walk in, suggesting scripts is flawless, and that the problem is therefor caused by myself, making it look like im some casual noob. thanks

Subject: Re: scripts.dll 3.1.1 is out

Posted by [danpaul88](#) on Thu, 11 Jan 2007 20:59:06 GMT

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PaRaDoX wrote on Thu, 11 January 2007 02:24I sure most of the errors are coming from using the shaders.sdb that i came with or using bad drivers/missing DX9 stuff.

SaberHawk already mentioned that shaders.sdb is not meant to be used, it was included as an example only. Only postprocess.sdb should be in your data folder from the scripts download

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Thu, 11 Jan 2007 21:40:58 GMT

Jonwil, I'm sure you remember me complaining about how certain parts of my doors were showing through the outer door, but only if I was using 3.0 3.1 and it didn't happen with 2.9. Will I finally found an object in Renegade that this also happens to.

This can be seen on every map I've tried, but you have to be able to get far enough away from the HON to see it. I will continue looking for an object that better shows this. I hope you will be able to correct what ever is causing it, and it still happens even if you don't have postprocess.sdb in the data folder.

File Attachments

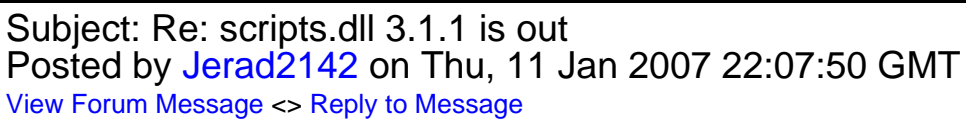
1) [ScreenShot17.png](#), downloaded 674 times



2) [ScreenShot18.png](#), downloaded 673 times



3) [ScreenShot19.png](#), downloaded 652 times



I still get the lens flare scrolling glitch, but it only happens when ever you get you targeting reticle directly over the center of a lens flare:

Actually in the time it took me to up load those I have just been running through renegades levels, and I'm starting to think it happens when the Suns lens flare is close to another type of lens flare. The sun in those pics is behind the rocks (or the moon).

File Attachments

1) [ScreenShot22.png](#), downloaded 633 times



2) [ScreenShot23.png](#), downloaded 615 times



3) [ScreenShot24.png](#), downloaded 621 times



4) [ScreenShot25.png](#), downloaded 622 times



5) [ScreenShot26.png](#), downloaded 615 times



Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Thu, 11 Jan 2007 22:30:39 GMT
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Jerad Gray wrote on Thu, 11 January 2007 14:40Jonwil, I'm sure you remember me complaining about how certain parts of my doors were showing through the outer door, but only if I was using 3.0 3.1 and it didn't happen with 2.9. Will I finally found an object in Renegade that this also happens to.

This can be seen on every map I've tried, but you have to be able to get far enough away from the HON to see it. I will continue looking for an object that better shows this. I hope you will be able to correct what ever is causing it, and it still happens even if you don't have postprocess.sdb in the data folder.

I think I found a better example, but this could be something completely different to so. Ok there is a map called C&C_Fusion1, stand between the ref and power and look at the obelisk, walk toward it and tell me what you see, that red thing in the middle disappears.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Thu, 11 Jan 2007 22:31:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

you sure hate 56k people dont you?

EDIT:
anyway, even tho its amazing you ever found it, you're right.

also, when standing around the spot im on, this happened

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Thu, 11 Jan 2007 22:35:15 GMT
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Slave wrote on Thu, 11 January 2007 15:31you sure hate 56k people dont you?
What? Oh the pictures you mean, sorry.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Fri, 12 Jan 2007 09:10:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Thu, 11 January 2007 16:31you sure hate 56k people dont you?

Haha Owned.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Fri, 12 Jan 2007 13:30:14 GMT
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jonwil wrote on Wed, 10 January 2007 06:29TSS888, I suggest you go into the bhs.dll config options and disable shaders completely.

I have disable shaders completely and restart renegade but the problem still persists (flickering bullet marks). Nopol says he has the same problem as me.

Can you please, please fix this? It would be so much less distracting.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Goztow](#) on Fri, 12 Jan 2007 13:48:41 GMT
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Got to agree: too much bloom. Especially inside buildings this is very annoying. For the rest: no real problems.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Renx](#) on Fri, 12 Jan 2007 13:58:40 GMT
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TSS888 wrote on Thu, 11 January 2007 10:21In that map, the AGT NEVER shoots at the cargo plane.
Make sure your rene ain't screwed.

I'm sure that was because the AGT was set to the neutral that base defences ignore. Now it must be a neutral that base defences do not ignore.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [zunnie](#) on Fri, 12 Jan 2007 15:41:03 GMT
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The AGT on Mesa is not shooting at the cargo plane, its shooting at the harvester in the cave as far as i know.
I never noticed (on any map) defense shooting at the cargo plane or its cargo.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TD](#) on Fri, 12 Jan 2007 16:57:25 GMT

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The AGT never shoots at the cargo plane in normal games without modifications. When I made a drop mod with bots however, it did shoot. But of course that IS a mod after all.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Fri, 12 Jan 2007 19:47:12 GMT
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So does anyone know what new feature in scripts.dll is causing objects with second passes to show through each other. I have disabled every setting in bhs.dll, and even removed postprocess.sdb. But it still keeps happening. This bothers me even more the the dazzle effects glitch (because Renhalo uses tons of shiny objects with second passes, and sometimes you are able to see shiny vehicles through the walls and stuff like that).

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Fri, 12 Jan 2007 19:52:19 GMT
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Slave wrote on Thu, 11 January 2007 15:31you sure hate 56k people dont you?

EDIT:
anyway, even tho its amazing you ever found it, you're right.

also, when standing around the spot im on, this happened

I have not had the problems with the texture smearing on the other hand (make sure you don't have shaders.sdb in you data folder)!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Fri, 12 Jan 2007 20:59:02 GMT
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i blame the 3.11 installer for re-adding it again...
moments before that i removed it for 3.10
since it was buggy, i must have assumed it was left out, and forgot about it. the silly stretching is gone now, but while
walking around a bit i noticed this

its obvious what i mean

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Goztow](#) on Fri, 12 Jan 2007 21:32:43 GMT
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Uninstalled it cause of the alt-tab bug :-S.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Fri, 12 Jan 2007 22:56:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Fri, 12 January 2007 13:59 i blame the 3.11 installer for re-adding it again... moments before that i removed it for 3.10 since it was buggy, i must have assumed it was left out, and forgot about it. the silly stretching is gone now, but while walking around a bit i noticed this

its obvious what i mean
DON'T GO IN THE TUNNEL! IT LOOKS LIKE ITS GOING TO COLLAPSE!!!!!!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Sat, 13 Jan 2007 00:49:56 GMT
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All I have to say is this:
<http://files.filefront.com/glitchmoviewmv/;6522001;;/fileinfo.html>
This is especially directed toward jonwil.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Canadacdn](#) on Sat, 13 Jan 2007 01:05:32 GMT
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The next scripts should really be tested more before release...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Sat, 13 Jan 2007 01:25:46 GMT
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Well they did change a lot of stuff, and I'm sure its a lot quicker to let 800 people test for bugs rather than 15 (obviously, both numbers are made up).

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Aprime](#) on Sat, 13 Jan 2007 10:35:46 GMT
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Jerad, stop double-posting.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Sat, 13 Jan 2007 11:42:12 GMT
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yeah, you force people into typing useless posts...
like the above, and mine.
that's just cruel

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Sat, 13 Jan 2007 18:25:25 GMT
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The 30 minutes had expired.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [nopol10](#) on Sun, 14 Jan 2007 02:12:54 GMT
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I get the same exploding models bug again, but note that this version comes with a glowy bar on top...

File Attachments

1) [ScreenShot34.png](#), downloaded 695 times



Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Sun, 14 Jan 2007 02:23:44 GMT
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nopol10 wrote on Sat, 13 January 2007 19:12I get the same exploding models bug again, but note that this version comes with a glowy bar on top...

You didn't tell what type of graphics card you have. Does it happen to all infantry, or just the GDI soldier?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Sun, 14 Jan 2007 08:49:59 GMT
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Back to 2.9.2 again.
This time because 3.1.2 didn't fix the single player crash (crashdump.txt couldn't be found somehow) and also because of the stupid bullet marks flickering.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 14 Jan 2007 10:35:16 GMT
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ok, looks like there is another single player crash other than the one I fixed
TSS888, what were you doing when your crash (that happened with 3.1.2) occurred?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Mon, 15 Jan 2007 01:50:21 GMT
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Everyone having graphical problems please update to the latest version of the drivers for your graphics card.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Canadacdn](#) on Mon, 15 Jan 2007 03:07:10 GMT
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I think that there should be a different kind of release for the next version of scripts.

How about a "light" version for those who still want the new scripts but without the framerate-reducing graphics and bugs that happen for some users, and a regular version for those who want the new graphical effects and scripts?

That way, everyone's happy.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Mon, 15 Jan 2007 03:39:39 GMT
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If you are experiencing graphical problems, in addition to the already mentioned "upgrade your graphics drivers", try the following (in this order) and see if any of them help:

- 1.Remove shaders.sdb from your renegade data folder
- 2.Remove postprocess.sdb from your renegade data folder
- 3.Disable shaders in the bhs.dll config dialog

Some of the graphics problems are related to changes made by microsoft between Direct3D8 and Direct3D9. (for example the bullet hole glitching is caused because D3DRS_ZBIAS went away in Direct3D9 and the replacement D3DRS_DEPTHBIAS works a little differently)

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 04:10:11 GMT
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What about my problem jonwil? You still have not even addressed it.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Mon, 15 Jan 2007 04:27:17 GMT
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Have you tried updating your graphics drivers to the most recent?
Removing the sdb files from your renegade data folder?
Disabling shaders through the bhs.dll config options?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Canadacd](#) on Mon, 15 Jan 2007 04:31:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sun, 14 January 2007 21:39If you are experiencing graphical problems, in addition to the already mentioned "upgrade your graphics drivers", try the following (in this order) and see if any of them help:

- 1.Remove shaders.sdb from your renegade data folder
- 2.Remove postprocess.sdb from your renegade data folder
- 3.Disable shaders in the bhs.dll config dialog

Some of the graphics problems are related to changes made by microsoft between Direct3D8 and Direct3D9. (for example the bullet hole glitching is caused because D3DRS_ZBIAS went away in

Direct3D9 and the replacement D3DRS_DEPTHBIAS works a little differently)

I don't have problems anymore, I was just making a suggestion.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 04:37:11 GMT
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jonwil wrote on Sun, 14 January 2007 21:27 Have you tried updating your graphics drivers to the most recent?
Removing the sdb files from your renegade data folder?
Disabling shaders through the bhs.dll config options?

If you talking to me I have done that on my newest computer and it made no difference with the problem I'm talking about, have you even watched the trailer I made demonstrating it?

Jerad Gray wrote on Fri, 12 January 2007 17:49 All I have to say is this:
<http://files.filefront.com/glitchmoviewmv/6522001/;fileinfo.html>
This is especially directed toward jonwil.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Mon, 15 Jan 2007 05:31:43 GMT
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In order to diagnose the problem shown in that movie, I am going to need a PIX log of the problem taken when shaders is off in the bhs.dll config options (i.e. its been turned off and then renegade restarted)

Jerad, do you have MSN/AIM/ICQ/Yahoo?

If so, we can talk there since its easier.

Otherwise I can email or PM you the instructions on how to collect a PIX log.

Basicly a PIX log is a special log of everything Direct3D does, it will enable me to see exactly what Direct3D calls are being used to render those doors that are failing to render properly.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 05:34:01 GMT
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I do not have a messaging program, you will have to e-mail me the instructions. I will pm you my e-mail. But it does still happen even if shaders are still off, the only time it doesn't happen is with 2.9.2 or older.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 06:01:53 GMT
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My Internet is running so slow its not even funny, its been downloading for 5 min and its still at 1%. I think I have a slightly better solution for this problem I will tell you it in 6 min.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 06:07:27 GMT
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The glitch happens on every graphics card so how about I just give you a package with the door on a map and you can get the info you need in a hundredth of the amount of the time it will take me to get it to you. The package is can be downloaded from:
<http://files.filefront.com/GlitcheyGraphicspkg/6534816/;fileinfo.html>
Sorry for double posting.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [nopol10](#) on Mon, 15 Jan 2007 09:20:26 GMT
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Graphics card ATI Mobility Radeon 9200 64MB, shouldn't support shaders 2.0 but also shouldn't be having those shit.
Can someone tell me what the latest driver for that card is?
Please post a link if there is one thanks.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [nopol10](#) on Mon, 15 Jan 2007 10:29:09 GMT
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Jerad Gray wrote on Sun, 14 January 2007 10:23nopol10 wrote on Sat, 13 January 2007 19:12
get the same exploding models bug again, but note that this version comes with a glowy bar on top...

You didn't tell what type of graphics card you have. Does it happen to all infantry, or just the GDI soldier?

Forgot to add that the exploding thingy happened to all vehicles and weapons. It's not the infantry

that is actually exploded. Sometimes the terrain is totally missing on other maps.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Mon, 15 Jan 2007 13:22:58 GMT
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jonwil wrote on Sun, 14 January 2007 04:35ok, looks like there is another single player crash other than the one I fixed
TSS888, what were you doing when your crash (that happened with 3.1.2) occurred?

It happened right after the cinematic after the 1st mission (The Scorpion Hunters). The cinematic was the one where Havoc liberated a hovercraft from the ship. Right after the cinematic, before the loading screen, it crashes. I could not find any crashdump.txt (I deleted it before playing single player mode).

jonwil wrote on Sun, 14 January 2007 21:39
Some of the graphics problems are related to changes made by microsoft between Direct3D8 and Direct3D9. (for example the bullet hole glitching is caused because D3DRS_ZBIAS went away in Direct3D9 and the replacement D3DRS_DEPTHBIAS works a little differently)

Is there a possible fix to that?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Mon, 15 Jan 2007 13:28:29 GMT
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Sorry about this useless post, accidentally clicked the 'submit' button.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Mon, 15 Jan 2007 13:32:37 GMT
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Ok, thanks TSS888, I will have to find my renegade cinematics CD and try it out and see if I can reproduce it in the debugger.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 17:26:14 GMT
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So did you ever have time to download the package yourself jonwil?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Mon, 15 Jan 2007 18:29:44 GMT
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Yes, I downloaded that package and can reproduce the specific issue with that blast door.
I am investigating what causes it and will hopefully know more soon.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 15 Jan 2007 18:52:32 GMT
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Just to let you know it, seems to happen whenever you have two objects, each with a texture with 2 passes, and the second pass is transparent (like it has screen or add for the second pass).

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Mon, 15 Jan 2007 20:22:17 GMT
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Yea, I am getting the same crashing error as TSS888.

Crashes right after the M01 Video when he lands on the beach.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Tue, 16 Jan 2007 04:27:29 GMT
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Ok just to follow up. I havent been able to track down the cause of this particular single player crash. Did it happen in versions prior to 3.0? Which version was the first version to have this crash?

Also, does it happen if you make a savedgame near the end of mission 1 and then reload that savedgame and finish the mission?

Does it happen if you dont have the cinematics disk in the drive (and therefore the cinematic doesnt play?)

Also, the lens flare issue is being investigated and hopefully will be fixed in scripts.dll 3.1.3.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Tue, 16 Jan 2007 06:42:15 GMT
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Well, first of all I run The First Decade, so I can't say weather or not it works with out the disk.

And also I didn't try it in past versions, I just heard this happening a lot, and decided to try it out for myself, and as it turned out I had the problem too.

About the save, do you mean to save the game just at the end of the first mission? And then load it later?

Cause that is the only time that I can save. Cause after the mission, it shows the stats then the movie, then it shows my desktop.

If that is the case as to were you want me to try and load a save from, I will do it tomorrow.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [nopol10](#) on Tue, 16 Jan 2007 09:02:17 GMT
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Can someone answer my question please?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Tue, 16 Jan 2007 12:31:41 GMT
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Nopol10, I do not have an answer for your graphics problem. Especially since so far you are the only one who can reproduce the issue.

As for the single player crash, figuring out which version it first started happening in is important.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Tue, 16 Jan 2007 19:02:57 GMT
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nopol10 wrote on Mon, 15 January 2007 03:29Jerad Gray wrote on Sun, 14 January 2007 10:23nopol10 wrote on Sat, 13 January 2007 19:12I get the same exploding models bug again, but note that this version comes with a glowy bar on top...

You didn't tell what type of graphics card you have. Does it happen to all infantry, or just the GDI soldier?

Forgot to add that the exploding thingy happened to all vehicles and weapons. It's not the infantry that is actually exploded. Sometimes the terrain is totally missing on other maps.

Actually I think I've seen something like it before, but I can't quite think of what was causing it...

Now I remember it was on a game called Homeworld: Cataclysm. It happened on my friends ATI graphics card, in the end we got it fixed; we had to patch the game. When I get home I will read the readme file in Cataclysm and see if they specified what was causing it. If they do I will get back to you guys.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Tue, 16 Jan 2007 19:36:28 GMT
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nopol10 wrote on Mon, 15 January 2007 03:29Jerad Gray wrote on Sun, 14 January 2007 10:23nopol10 wrote on Sat, 13 January 2007 19:12I get the same exploding models bug again, but note that this version comes with a glowy bar on top...

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As for the missing terrain, when I installed Renguard, and had some missing terrain, on field and a few other maps. In the end I reinstalled the game and everything was fine.

Another thing that could be happening is, do if you mod Renegade, if you do, have you ever tried making you own soldiers. Will that almost looks exactly like what happens if you do not WW space wrap (I think that's what it is called) the meshes correctly. Of course if you haven't modded Renegade that's not what is happening.

Regardless, it would be helpful if you would tell us what the computers graphics card is (if you simply don't know how to, all you need to do is go into "Control Panel" double click on the "System" icon (if in classic view) click the "Hardware" tab, click "Device Manager" open "Display Adapters" and there it is. It's as simple as that!).

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Snuggles](#) on Wed, 17 Jan 2007 00:12:37 GMT
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Well, I downloaded SaberHawks installer and I installed the new scripts.dll, however there is a problem. When ever I even start up ren, it crashes, there is no message, it just closes. I have not added anything else to my renegade folder and I cant find an answer, so please someone help.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Wed, 17 Jan 2007 00:38:37 GMT
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Does it spit out a crashdump.txt in your renegade folder?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Wed, 17 Jan 2007 00:51:29 GMT
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So I was just wondering, if you were going to be able to add a multi scripts loader (like the one I mentioned earlier) into your next scripts package Jonwil?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Wed, 17 Jan 2007 01:49:06 GMT
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No plans for a multi scripts loader at this time.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Wed, 17 Jan 2007 02:00:52 GMT
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Darn. How the transparent texture glitch coming?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Wed, 17 Jan 2007 09:42:10 GMT
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jonwil wrote on Mon, 15 January 2007 20:27Ok just to follow up. I havent been able to track down the cause of this particular single player crash. Did it happen in versions prior to 3.0? Which

version was the first version to have this crash?

Also, does it happen if you make a savedgame near the end of mission 1 and then reload that savedgame and finish the mission?

Does it happen if you dont have the cinematics disk in the drive (and therefore the cinematic doesnt play?)

Also, the lens flare issue is being investigated and hopefully will be fixed in scripts.dll 3.1.3.

Well, I don't really know which version it started in but the first scripts I ever installed was 2.9.2 and that crash has been happening from 2.9.2 till now, 3.1.2. I tried it but it did not generate a crashdump.txt. Just to let you know, I deleted the crashdump.txt from my rene folder before testing this crash.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Wed, 17 Jan 2007 09:53:27 GMT

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ok, further regression testing is necessary to find out if 2.9.2 was what broke it or if not which version was the first broken one.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Wed, 17 Jan 2007 09:56:49 GMT

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As for jerards problem, its because (like the bullet hole glitches), there are differences between D3D8 and D3D9 when it comes to D3DRS_ZBIAS on D3D8 and D3DRS_DEPTHBIAS on D3D9 (both are supposed to do the same thing but they do it slightly differently hence the problems.) For 3.2 we are going to look into some kind of rewrite of the relevant code or something to fix the issues for good (hopefully).

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Wed, 17 Jan 2007 10:38:31 GMT

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And now we have scripts.dll 3.1.3. Get it from <http://www.sourceforge.net/projects/retools/>
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 [Slave](#) on Wed, 17 Jan 2007 15:33:42 GMT
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good to see this is being worked on.

but,
when i minimized the game, to write my gratitude here, the game crashed...

this is triggered by pressing the windows button, and clicking the game on the taskbar again. over and over.

heres the casual file

File Attachments

1) [crashdump.txt](#), downloaded 171 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Wed, 17 Jan 2007 21:51:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome, you fixed the Flare problem.

Here is a texture problem I have been getting (Got it from all versions)

I just thought it was already notified, but since it isn't fixed over 3 versions I will post screenshots:

Notice, that the normal texture is there, but it is over lapped with the default "You don't own this texture" Big white W.

(That is my map Death Pass. I have also noticed this problem on a few other maps, such as Siege)

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Canadacdn](#) on Wed, 17 Jan 2007 21:54:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

That barracks is going to give me nightmares.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [saberhawk](#) on Wed, 17 Jan 2007 22:13:00 GMT
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Seeing as people STILL don't RTFM, then why should I tell them *again* why it's doing that?

EDIT: If you don't get it, delete the damn shaders.sdb...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Wed, 17 Jan 2007 23:49:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Spetz5](#) on Thu, 18 Jan 2007 00:12:52 GMT
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I just downloaded 3.1.3 and tried it out. I am only getting one error, which i'm not sure if it's the alt-tab crash. When I minimize the game, it is still displayed in the bottom bar, however if I attempt to restore it, the game shuts down.

All texture issues, including the barracks metal and GT sandbags have been fixed for me. Only thing this needs now is anti-aliasing and anisotropic support

Here is my crashdump for the crash I am getting.

File Attachments

1) [crashdump.txt](#), downloaded 157 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Thu, 18 Jan 2007 01:10:20 GMT
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yes, It is doing the same thing for me, Minimizing and crashing on maximize.

I believe that the problem is in the updated ID3DXEffect instances.

Cause I remember a while ago when that other D3d9 thing that allowed renegade to use DX9.0c did the exact same thing to me. (I forgot what the site was called)

EDIT: I tried that Single player crash that was happening after The M01 movie, and it is still happening.

I Tried skipping the movie by pushing ESC, but it still crashed.
I even tried loading a previous save. No luck.

File Attachments

1) [crashdump.txt](#), downloaded 156 times

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Thu, 18 Jan 2007 02:08:54 GMT

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danpaul88 wrote on Wed, 17 January 2007 16:49 You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.

I have yet to see where it said it should, but I also took a guess and put them in the data folder.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Thu, 18 Jan 2007 02:19:11 GMT

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For scripts.dll 3.1.3, the only files that are of interest to people other than those doing mods and such are:

1.scripts.dll, bhs.dll, d3d8.dll, shaders.dll. These go into the renegade folder

2.postprocess.sdb (which can be used if you want to see the bloom effect). This goes in your renegade data folder

All the rest of 3.1.3 (including shaders.sdb) is only of interest to modders.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [nopol10](#) on Thu, 18 Jan 2007 09:38:04 GMT

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Jerad Gray wrote on Wed, 17 January 2007 03:36 nopol10 wrote on Mon, 15 January 2007

03:29 Jerad Gray wrote on Sun, 14 January 2007 10:23 nopol10 wrote on Sat, 13 January 2007

19:12I get the same exploding models bug again, but note that this version comes with a glowy bar on top...

You didn't tell what type of graphics card you have. Does it happen to all infantry, or just the GDI soldier?

Forgot to add that the exploding thingy happened to all vehicles and weapons. It's not the infantry that is actually exploded. Sometimes the terrain is totally missing on other maps.

Actually I think I've seen something like it before, but I can't quite think of what was causing it...

Now I remember it was on a game called Homeworld: Cataclysm. It happened on my friends ATI graphics card, in the end we got it fixed; we had to patch the game. When I get home I will read the readme file in Cataclysm and see if they specified what was causing it. If they do I will get back to you guys.

As for the missing terrain, when I installed Renguard, and had some missing terrain, on field and a few other maps. In the end I reinstalled the game and everything was fine.

Another thing that could be happening is, do if you mod Renegade, if you do, have you ever tried making you own soldiers. Will that almost looks exactly like what happens if you do not WW space wrap (I think that's what it is called) the meshes correctly. Of course if you haven't modded Renegade that's not what is happening.

Regardless, it would be helpful if you would tell us what the computers graphics card is (if you simply don't know how to, all you need to do is go into "Control Panel" double click on the "System" icon (if in classic view) click the "Hardware" tab, click "Device Manager" open "Display Adapters" and there it is. It's as simple as that!).

I did post my graphics card in the previous page. Just to mention again, its a ATI Mobility Radeon 9200 which probably can't support bloom. What do you mean by "mod" Renegade? I make mods but not new soldiers or whatever...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [archer427](#) on Thu, 18 Jan 2007 13:26:07 GMT
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I cant even start renegade now, I get a general error before the game launches which tells me the error is in " ModName: raphook.dll
"

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Zion](#) on Thu, 18 Jan 2007 14:37:29 GMT

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I never knew of a "raphook.dll" that existed in the Renegade folder, but the word "hook" in that name doesn't sound nice.

Maybe if you take your cheats/hooks/bypasses off it'll work?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 14:55:25 GMT
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Just as a warning, never put maps in the Renegade folder, it mistakes them for .dlls and pops up an error message.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Thu, 18 Jan 2007 18:16:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Thu, 18 January 2007 02:08danpaul88 wrote on Wed, 17 January 2007 16:49You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.
I have yet to see where it said it should, but I also took a guess and put them in the data folder.

I was referring to saberhawks post when he was on about people reading the manual (RTFM), I was just pointing out that its not IN the manual (readme.txt), so we cant read it

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 20:33:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Thu, 18 January 2007 11:16Jerad Gray wrote on Thu, 18 January 2007 02:08danpaul88 wrote on Wed, 17 January 2007 16:49You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.
I have yet to see where it said it should, but I also took a guess and put them in the data folder.

I was referring to saberhawks post when he was on about people reading the manual (RTFM), I was just pointing out that its not IN the manual (readme.txt), so we cant read it

You are defiantly correct in that case.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Thu, 18 Jan 2007 21:32:50 GMT
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Well I would read a manual... if it had one. I use the installer and hope that it installs properly -_-

Not once does it say that it extracted a manual, or "Would you like to view the manual?"

But I fixed my problem so I don't need it anymore.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 21:58:53 GMT
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I don't think we were talking about the installer.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [PaRaDoX](#) on Thu, 18 Jan 2007 22:55:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alt tab error

File Attachments

1) [crashdump.txt](#), downloaded 136 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [cmatt42](#) on Thu, 18 Jan 2007 23:54:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

PaRaDoX wrote on Thu, 18 January 2007 15:55Alt tab error

File Attachments

1) [crashdump.txt](#), downloaded 171 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Thu, 18 Jan 2007 23:54:34 GMT
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Minimize using windows key and click on Renegade on task bar crash:

File Attachments

1) [crashdump.txt](#), downloaded 148 times

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Thu, 18 Jan 2007 23:57:00 GMT

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Crash that happens after you have exited Renegade using the "Quit" button on the main screen.

File Attachments

1) [crashdump.txt](#), downloaded 123 times

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Zion](#) on Fri, 19 Jan 2007 00:04:44 GMT

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you know, there's an edit button for a reason.

And don't give me that "the 30 minutes was up" shite, you posted 4 minutes after. This isn't the only time you've done this.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 00:13:03 GMT

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Merovingian wrote on Thu, 18 January 2007 17:04you know, there's an edit button for a reason.

And don't give me that "the 30 minutes was up" shite, you posted 4 minutes after. This isn't the only time you've done this.

Both Crash dumps were the same name, you try sorting them out.
Looks like you need some spelling work to.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Fri, 19 Jan 2007 01:09:13 GMT

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And here is one more, slightly different crash that happens after you finish playing a level and after you have exited Renegade using the "Quit" button on the main screen.

File Attachments

1) [crashdump.txt](#), downloaded 151 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Aprime](#) on Fri, 19 Jan 2007 02:30:49 GMT
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Learn how to fucking read.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Fri, 19 Jan 2007 03:51:50 GMT
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All three of those crashdump files are different.
Comrade wrote on Thu, 18 January 2007 19:30Learn how to fucking read.
What are you talking about now?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [saberhawk](#) on Fri, 19 Jan 2007 07:38:04 GMT
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danpaul88 wrote on Thu, 18 January 2007 19:16
I was referring to saberhawks post when he was on about people reading the manual (RTFM), I was just pointing out that its not IN the manual (readme.txt), so we cant read it

It's inside bhs.txt along with the rest of the shader docs.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [danpaul88](#) on Fri, 19 Jan 2007 09:40:53 GMT
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Ok, I stand corrected, although surely it should be mentioned in readme.txt that the information for shaders is in bhs.dll ?

Anyway, the installer does negate this problem, so it's hardly a big deal now....

Subject: Re: scripts.dll 3.1.1 is out
Posted by [CarrierII](#) on Fri, 19 Jan 2007 17:33:03 GMT
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I would like to point out that the main menu quit button crash can be avoided by skipping the quit confirm dialog, SK's Extended Renegade COnfiguration Utility can do this, I'm sure jonwil would know how as well.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Zion](#) on Fri, 19 Jan 2007 21:49:53 GMT
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Jerad Gray wrote on Fri, 19 January 2007 00:13Merovingian wrote on Thu, 18 January 2007 17:04you know, there's an edit button for a reason.

And don't give me that "the 30 minutes was up" shite, you posted 4 minutes after. This isn't the only time you've done this.

Both Crash dumps were the same name, you try sorting them out.
Looks like you need some spelling work to.

1. It's not my job to read crashdumps, and
2. "Shite" is actually a word, it is British slang for "shit".

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jnz](#) on Fri, 19 Jan 2007 22:06:50 GMT
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RuleZ

Spelling/Grammar: This is a gaming forum, not literature. Keep the urge to correct to yourself. If it pains you so much to see someone misspell a word, miss a comma, etc., give them lessons in private because we don't want to see it on the forums. However, we would appreciate it if everyone's post was at least legible.

study...

Subject: Re: scripts.dll 3.1.1 is out
Posted by [CarrierII](#) on Fri, 19 Jan 2007 23:46:46 GMT
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3.1.3

Alt tabbed out of the game, attempted to restore it, it crashed and re-maximised the RG window.

Proverbial attached:

File Attachments

1) [crashdump.txt](#), downloaded 242 times

Subject: Re: scripts.dll 3.1.1 is out

Posted by [archer427](#) on Sat, 20 Jan 2007 05:05:37 GMT

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Personally I am inuslted.

I dont run any cheats.

I have some custom textures I have some custom maps.

Renegade worked before I installed 3.1.3 and now I get the aforementioned error.

Edit: I killed ATI Tray Tools and the oridginal error is gone. Now I recieve the error during load that scripts2.dll failed to load.

dllload.txt says "scripts2.dll failed to load, error = 1001"

Subject: Re: scripts.dll 3.1.1 is out

Posted by [jonwil](#) on Sat, 20 Jan 2007 11:43:51 GMT

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That error suggests your scripts2.dll file is corrupt and you need to replace it with a fresh copy.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [archer427](#) on Sat, 20 Jan 2007 12:07:49 GMT

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Thankyou Johnny I've done that and now the problem is solved.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [TSS888](#) on Sat, 20 Jan 2007 12:48:55 GMT

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CarrierII wrote on Fri, 19 January 2007 11:33I would like to point out that the main menu quit button crash can be avoided by skipping the quit confirm dialog, SK's Extended Renegade COnfiguration Utility can do this, I'm sure jonwil would know how as well.

So can you please do everyone a favour by posting that Utility here? Or at least the link to download it? I am having that crash myself and its quite irritating.

Alternatively, Jonwil can include it in his next scripts update.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [Zion](#) on Sat, 20 Jan 2007 14:00:57 GMT

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It can be done from the registry too.

Subject: Re: scripts.dll 3.1.1 is out

Posted by [danpaul88](#) on Sat, 20 Jan 2007 14:23:39 GMT

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TSS888 wrote on Sat, 20 January 2007 12:48CarrierII wrote on Fri, 19 January 2007 11:33I would like to point out that the main menu quit button crash can be avoided by skipping the quit confirm dialog, SK's Extended Renegade COnfiguration Utility can do this, I'm sure jonwil would know how as well.

So can you please do everyone a favour by posting that Utility here? Or at least the link to download it? I am having that crash myself and its quite irritating.

http://www.lmsbc.com/html_new/downloads.php?download=10

Subject: Re: scripts.dll 3.1.1 is out

Posted by [CarrierII](#) on Sat, 20 Jan 2007 18:08:30 GMT

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Damnit, I got beaten to it. :s

Any news on that alt tab bug Jonwil?

Subject: Re: scripts.dll 3.1.1 is out

Posted by [TSS888](#) on Sun, 21 Jan 2007 06:36:04 GMT

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danpaul88 wrote on Sat, 20 January 2007 09:23TSS888 wrote on Sat, 20 January 2007 12:48CarrierII wrote on Fri, 19 January 2007 11:33I would like to point out that the main menu quit button crash can be avoided by skipping the quit confirm dialog, SK's Extended Renegade COnfiguration Utility can do this, I'm sure jonwil would know how as well.

So can you please do everyone a favour by posting that Utility here? Or at least the link to download it? I am having that crash myself and its quite irritating.

http://www.lmsbc.com/html_new/downloads.php?download=10

Ok, i tried it and it works (as in skipping the dialogs and stuff), but I still got the crash when quitting. Crashdump.txt included.

File Attachments

1) [crashdump.txt](#), downloaded 160 times

Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Sun, 21 Jan 2007 12:32:15 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 [R315r4z0r](#) on Sun, 21 Jan 2007 17:53:18 GMT
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Yes. Nice work, It fixed my crashes.

Now the only thing that is still crashing is the single player... but I don't play that much anyway so... Good Job

Subject: Re: scripts.dll 3.1.1 is out
Posted by [s0meSkunk](#) on Thu, 25 Jan 2007 01:54:34 GMT
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OK, I tried using the 3.14 installer, it's broke my Renegade.

Was there something I needed to do first?

I get a black screen, and I hear Renegade music in the background for a few seconds, then it crashes.

PS
This is the first time I've tried updating scripts.

OK, looks like 2.92 is the latest one that works on my Renegade.

Is it possible for you guys to modify these to let npatches work with nVidia cards? Or do I have to stick with this ATi X850XT PE forever? At 5.08 Catalyst drivers no less?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [saberhawk](#) on Thu, 25 Jan 2007 09:51:10 GMT
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NPatches don't work on nVidia cards simply because they aren't supported by the hardware. If you can upload your crashdump.txt, that would be helpful.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Thu, 25 Jan 2007 17:57:48 GMT
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saberhawk wrote on Thu, 25 January 2007 04:51NPatches don't work on nVidia cards simply because they aren't supported by the hardware. If you can upload your crashdump.txt, that would be helpful.

Am using an NVIDIA GeForce FX 5700LE graphics card with the latest driver update.

Will these scripts work for me?

Can I disable the bloom stuff and just run the scripts like I do with 2.9.2?

Subject: Re: scripts.dll 3.1.1 is out
Posted by [R315r4z0r](#) on Thu, 25 Jan 2007 18:01:02 GMT
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The installer gives you the options of what you want installed, just deselect the bloom.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [IronWarrior](#) on Thu, 25 Jan 2007 18:10:25 GMT
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Awesome, the installer worked and it didnt fuck up my Renegade or my PC.

Hooah!

Thank you.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [s0meSkunk](#) on Thu, 25 Jan 2007 18:24:41 GMT
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Actually, nPatches aren't hardware based.

They're driver based, that's why if you get a driver newer than Catalyst 5.08, you can't turn TruForm on.

It hasn't been on the actual card since the ATi 8500.
It's all done on the CPU now, and, that just means it's been all software based for a while.

I mean the 8500 at this point is a seriously old card.

I guess it would take some serious software modding to enable truform on newer ATi, and nVidia cards.

: (

Here's my crash dump from 3.1.4

File Attachments

1) [crashdump.txt](#), downloaded 193 times

Subject: Re: scripts.dll 3.1.1 is out

Posted by [s0meSkunk](#) on Thu, 25 Jan 2007 18:33:48 GMT

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My Renegade days suck now : (

Subject: Re: scripts.dll 3.1.1 is out

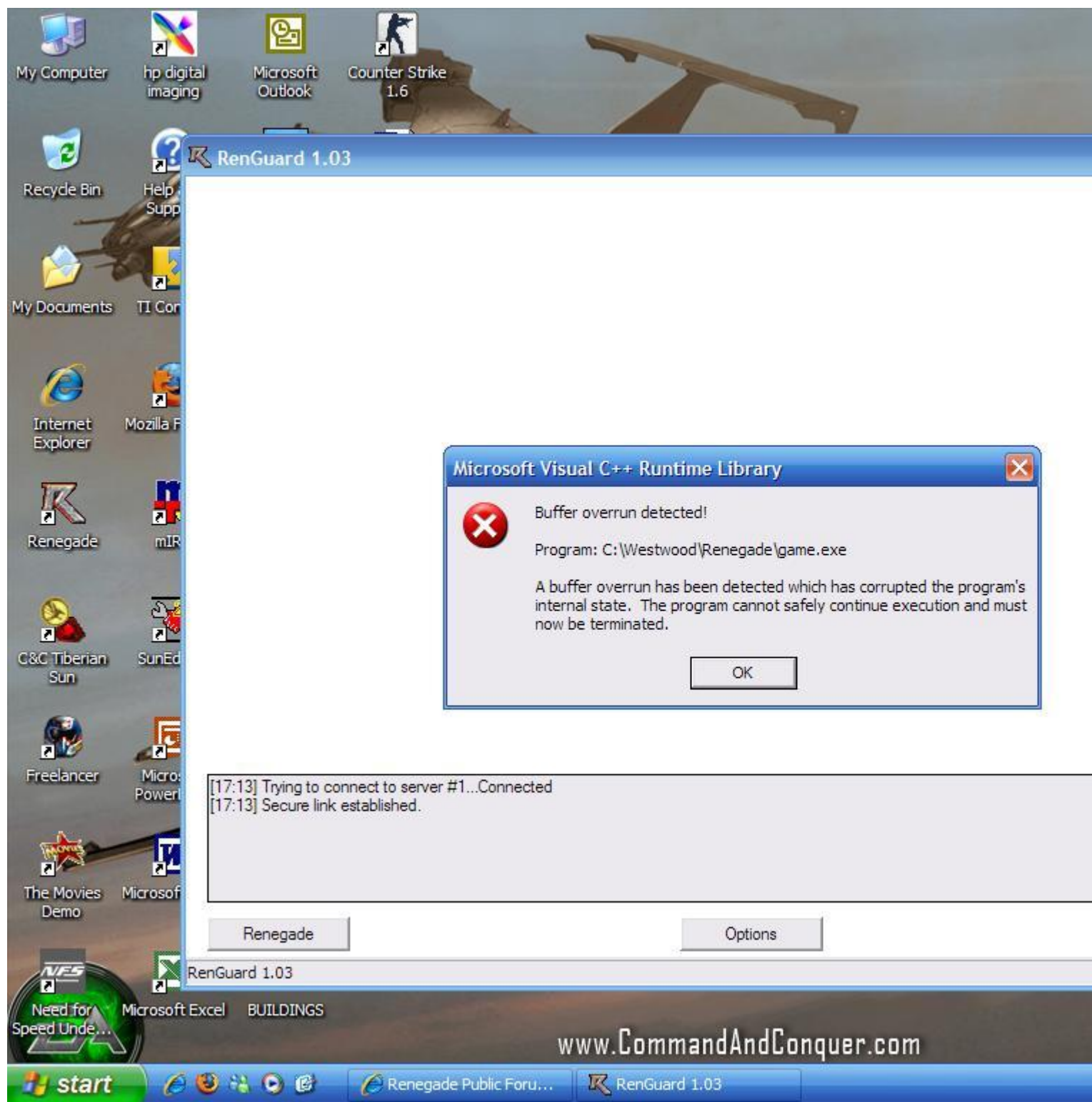
Posted by [TSS888](#) on Fri, 26 Jan 2007 09:16:22 GMT

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FUCK! Now what?

File Attachments

1) [untitled.JPG](#), downloaded 875 times



Subject: Re: scripts.dll 3.1.1 is out
Posted by [jonwil](#) on Fri, 26 Jan 2007 09:32:37 GMT
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TSS888, thats a RenGuard problem and should be posted in the RenGuard forums. It has nothing to do with scripts.dll.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Fri, 26 Jan 2007 09:41:17 GMT
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But it happened right after i installed 3.1.4!! It did not happen before this.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 14:10:38 GMT
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Never the less it is a RenGuard problem. And will not be fixed unless you post in the RenGuard forum!

Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Sun, 28 Jan 2007 04:41:21 GMT
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Nvm, I 'fixed' it already by going back to 3.1.3. Thanks for the help anyway.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Tue, 30 Jan 2007 18:29:34 GMT
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This is the place to report bugs right?
I found yet another one, its not really severe, but i just felt like bringing it to attention. Who knows what other related bugs can be fixed in the progress.

I tested it on 2 computers, both with the latest mix of scripts: The visceriod has 3 scrolling textures over it, one of them always looks pixelized. Like this:

I dont know if this is a magic twist in faith and if it only happens on my computer.

If this is one of those dx9 unfixable problems, no big problem, there are bigger bugs to worry about.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 20:21:51 GMT
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Ah!!!
Pixelroid!!!
Kill it with your club.

I haven't noticed it myself but I haven't got that close to one either lately.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Tue, 30 Jan 2007 22:33:26 GMT
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Hah, your loss.
They make great waterflowing pillows.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [furryboy3](#) on Fri, 09 Mar 2007 08:13:05 GMT
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>.<!!! i tried to install 3.14 and it messed up my game! when i join a server im stuck on the loading screen even after its done loading,...i can here all the sfx like bullets and explosions but only see the loading screen! i cant reinstall because my instal disk is broke....

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Renx](#) on Sun, 01 Apr 2007 22:14:30 GMT
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Using any version of 3.1.* seems to cause an immediate crash upon joining a server with the latest DX9c version installed.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jonty](#) on Mon, 02 Apr 2007 08:34:03 GMT
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furryboy3 wrote on Fri, 09 March 2007 08:13>.<!!! i tried to install 3.14 and it messed up my game! when i join a server im stuck on the loading screen even after its done loading,...i can here all the sfx like bullets and explosions but only see the loading screen! i cant reinstall because my instal disk is broke....

I tried to enable lots of enhancing effects like Antialiasing with the nVidia control panel and this happened to me...now it seems the only effect I can use is Anisotropic filtering up to 16x.

And I use the latest scripts, and it happens in both Renegade and APB.
I'm guessing, therefore, that it's a DX9 problem.
And I have DX10, but I doubt that would affect anything seeing as I don't have a DX10 card.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Jerad2142](#) on Mon, 02 Apr 2007 14:44:29 GMT
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Chances are that even if you card doesn't support DX10 it will still try to use the drivers and mess up Renegade.

Subject: Re: scripts.dll 3.1.1 is out
Posted by [Gen_Blacky](#) on Mon, 09 Apr 2007 03:30:30 GMT
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meh
