

---

Subject: Scripts 3.2.2

Posted by [BlueThen](#) on Sat, 19 May 2007 16:28:58 GMT

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

---

"Unfortunately, there was a error loading scripts2.dll. Please report this bug!"

:/ I believe I installed it right. I followed the instructions as it said. Help?

dllload:

[scripts2.dll] Failed to load, error 1001. Recursion too deep; the stack overflowed.

---

---

Subject: Re: Scripts 3.2.2

Posted by [danpaul88](#) on Sat, 19 May 2007 16:36:03 GMT

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

---

Your scripts2.dll is wrong. Did you rename a scripts.dll from a previous version of jonwils scripts to scripts2.dll? If so thats why. scripts2.dll should be a renamed version of the scripts.dll that came with renegade 1.037.

---

---

Subject: Re: Scripts 3.2.2

Posted by [Carrierll](#) on Sat, 19 May 2007 19:43:25 GMT

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

---

If you need that, I have it right here

---

### File Attachments

1) [scripts2.dll](#), downloaded 223 times

---

---

Subject: Re: Scripts 3.2.2

Posted by [AoBfrost](#) on Mon, 21 May 2007 13:32:10 GMT

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

---

I also found black-cell.net/clientscripts.zip inside has scripts2.dll which seems to work, except for the fact, once ingame, it freezes the whole screen at map loading, but the game does load you can hear "Unit ready" and walk around and fire shots, just not see them.....i'll try your scripts2.dll maybe that will fix the problem.

---

---

Subject: Re: Scripts 3.2.2

Posted by [AoBfrost](#) on Mon, 21 May 2007 16:14:53 GMT

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

---

Sorry to double post, but it seems i dont see a edit button on my last post.

I used your scripts2.dll, copied it into the westwood/renegeade directory, THEN copied it into the new mod directory like it says to using level edit blah blah...game loads up fine, map loads, still locks up at the map loading screen, yet I hear sounds and can play....just no graphics, just sound.

---

---

Subject: Re: Scripts 3.2.2

Posted by [CarrierII](#) on Mon, 21 May 2007 16:31:44 GMT

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

---

Erk.

Use jonwil's scripts 2.9.2, it's very stable, if that fails, delete scripts.dll and rename the one I uploaded earlier to scripts.dll (In that order.)

---

---

Subject: Re: Scripts 3.2.2

Posted by [AoBfrost](#) on Mon, 21 May 2007 22:00:34 GMT

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

---

I usually use 2.9.2 but I wanted to upgrade to 3.2.2 since my vide ocard can handle it, but Still, my only problem is, luckup during map loading, 2.9.2 runs ok, but no bloom or anything....

---

---

Subject: Re: Scripts 3.2.2

Posted by [CarrierII](#) on Tue, 22 May 2007 16:12:25 GMT

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

---

Hmm, go ask jonwil

---

---

Subject: Re: Scripts 3.2.2

Posted by [PsuFan](#) on Wed, 30 May 2007 14:39:10 GMT

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

---

he did ask him lol. He said he didnt know what the problem was.

---

---

Subject: Re: Scripts 3.2.2

Posted by [BlueThen](#) on Thu, 31 May 2007 01:45:32 GMT

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

---

It's fixed...

---

---

Subject: Re: Scripts 3.2.2

Posted by [AoBfrost](#) on Thu, 31 May 2007 13:48:18 GMT

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

---

Well, i'm left behind.....No fix for my 3.2.2 or 3.2.3 issues....

---