
Subject: scripts.dll 3.4.1 is out
Posted by [jonwil](#) on Sat, 16 Jun 2007 04:35:52 GMT
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scripts.dll 3.4.1 is out
Get it from <http://www.sourceforge.net/projects/rentools/>
It fixes a couple of bugs in 3.4 including a nasty memory leak that wasn't picked up by our memory leak detection code.
Changes:
Updated code to calculate Tangent and Binormal data to fix a memory leak.
It should also be a little faster.
Added a new class EnlargeableBufferClass to engine_vector.h. This is used for the tangent/binormal code.
Fixed an issue with the ExpVehFac scripts that would show up on naval maps.
Fixed a couple of bugs with the SH_FileVerificationControllerScript logic.
Made a cleanup in bhs.dll that makes it easier for me to keep track of which numbers I use for what
client->server network events.
Changed the shaders interface so that bhs.dll will call ShaderSet and ShaderSet2 even if shaders is off
in the dialog box and the checking of ShaderHooks now happens in shaders.dll
Fixed a bug where certain items that should have happened on map load were not happening on map load client side

Saberhawk will probably make an installer for this as soon as he can.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [saberhawk](#) on Sat, 16 Jun 2007 04:41:14 GMT
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Installer up at <http://4camp.net/scripts341.exe>

Subject: Re: scripts.dll 3.4.1 is out
Posted by [CarrierII](#) on Sat, 16 Jun 2007 08:27:34 GMT
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Cool, what do those tangent/binormals do anyway?

Subject: Re: scripts.dll 3.4.1 is out
Posted by [Oblivion165](#) on Sat, 16 Jun 2007 14:49:39 GMT
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Sweet, wake up with the fix ready to go. I already played m10 and it ran great.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [Slave](#) on Sat, 16 Jun 2007 16:29:01 GMT
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alpha is still being a bitch. screenshot from cc_walls.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [Jerad2142](#) on Sat, 16 Jun 2007 16:44:26 GMT
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I am happy, memory leak fixed, now it doesn't crash half way through a level that the fps drops to a horribly low value on (prior to scripts, just a lot of stuff going on).

Subject: Re: scripts.dll 3.4.1 is out
Posted by [ST3ALTH](#) on Sat, 16 Jun 2007 17:43:35 GMT
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Im very happy in the improvements made, but I am unhappy in the new server listings guide.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [Cat998](#) on Sat, 16 Jun 2007 18:27:19 GMT
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This release crashes, as soon as the WOL MOTD appears, it crashes for me and someone else.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [Sn1per74*](#) on Sat, 16 Jun 2007 18:34:42 GMT
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MY FDS crashed...

Subject: Re: scripts.dll 3.4.1 is out

Posted by [StealthEye](#) on Sat, 16 Jun 2007 20:41:19 GMT

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OH NOES.

Perhaps add a crashdump or some info or whatever?

Subject: Re: scripts.dll 3.4.1 is out

Posted by [Cat998](#) on Sat, 16 Jun 2007 23:22:12 GMT

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Cat998 wrote on Sat, 16 June 2007 20:27 This release crashes, as soon as the WOL MOTD appears,
it crashes for me and someone else.

Nvm, seems scripts 3.4.1 was incompatible with the RR mod (bad jonwil), it's fixed in the latest RR release.

Subject: Re: scripts.dll 3.4.1 is out

Posted by [_SSnipe_](#) on Sun, 17 Jun 2007 00:23:11 GMT

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i got a question do u need all the .ddl files in ren folder or can someone skip some files so when they do the !cp in irc it says they have them when they dont?

Subject: Re: scripts.dll 3.4.1 is out

Posted by [Zion](#) on Sun, 17 Jun 2007 00:56:37 GMT

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The clients need nowadays scripts.dll, scripts2.dll, shaders.dll and bhs.dll according to my last usage of the scripts files.

Servers need the same files.

IRC commands are parsed using the bot/regulator which looks over the server and commands it. If the bot/regulator has its own dll files they will accompany it and the bot will call functions within them. The bot may also call functions inside scripts.dll and scripts2.dll to communicate with the game properly.

Subject: Re: scripts.dll 3.4.1 is out

Posted by [Sn1per74*](#) on Sun, 17 Jun 2007 02:39:42 GMT

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I can't upload it. It says pgae cannot be displayed.

Subject: Re: scripts.dll 3.4.1 is out

Posted by [reborn](#) on Sun, 17 Jun 2007 03:11:28 GMT

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crashdump

File Attachments

1) [crashdump35.txt](#), downloaded 376 times

Subject: Re: scripts.dll 3.4.1 is out

Posted by [Blazea58](#) on Sun, 17 Jun 2007 05:41:41 GMT

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This version works really well, especially with all the single player maps online, i havent noticed any conflicts yet with textures flickering atleast with the standard maps. Roleplay2 on the other hand now has really odd lighting in alot of areas with polygons which are stretched only a tiny bit, and it never seemed to cause a blackness around the objects prior to this release.

Other then that this is the most solid release ive seen yet, Game on!

Subject: Re: scripts.dll 3.4.1 is out

Posted by [_SSnipe_](#) on Sun, 17 Jun 2007 06:14:28 GMT

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idk about u but i be lagging on even small severs

Subject: Re: scripts.dll 3.4.1 is out

Posted by [Sn1per74*](#) on Sun, 17 Jun 2007 13:51:26 GMT

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joe937465 wrote on Sun, 17 June 2007 01:14idk about u but i be lagging on even small severs
Probably your internet my friend.

Subject: Re: scripts.dll 3.4.1 is out

Posted by [_SSnipe_](#) on Sun, 17 Jun 2007 17:27:23 GMT

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no it was good before the scripts everything will be normal but then warping or something ;(

Subject: Re: scripts.dll 3.4.1 is out
Posted by [DL60](#) on Sun, 17 Jun 2007 19:21:41 GMT
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I can hardly see any heights created by the normal maps. That can't be correct. I can see only a few but they are not shown correctly.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [_SSnipe_](#) on Mon, 18 Jun 2007 06:21:07 GMT
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john i got something that i would like to tell you about these scripts somethings impotent mind if i pm u its really worth it?

Subject: Re: scripts.dll 3.4.1 is out
Posted by [cmatt42](#) on Mon, 18 Jun 2007 07:55:26 GMT
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joe937465 wrote on Mon, 18 June 2007 01:21 somethings impotent
LOL.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [_SSnipe_](#) on Mon, 18 Jun 2007 08:15:00 GMT
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it is no lie

Subject: Re: scripts.dll 3.4.1 is out
Posted by [reborn](#) on Mon, 18 Jun 2007 08:35:37 GMT
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never mind.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [JasonKnight](#) on Mon, 18 Jun 2007 22:51:50 GMT
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quick question, I know how the scripts comes with the shaders skins for the mammy and flamer but what about all the others, kinda funny to see 2 shinny vehicles then the rest all BLAH!!!

thats the biggest thing I am waitin for...

Subject: Re: scripts.dll 3.4.1 is out
Posted by [BlueThen](#) on Tue, 19 Jun 2007 02:44:03 GMT
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Suggestion: blimit? A way to set the limit of bullet holes? Those could possibly sometimes be the problem of lag... o.O

Subject: Re: scripts.dll 3.4.1 is out
Posted by [Yrr](#) on Tue, 19 Jun 2007 11:28:34 GMT
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Lag??
Bullet holes are done clientside >.<

Subject: Re: scripts.dll 3.4.1 is out
Posted by [BlueThen](#) on Tue, 19 Jun 2007 11:41:40 GMT
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Oh... XD

Subject: Re: scripts.dll 3.4.1 is out
Posted by [IronWarrior](#) on Tue, 19 Jun 2007 13:30:06 GMT
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Wow a new one already?

Thought you wasnt gonna release an other for a while.

Subject: Re: scripts.dll 3.4.1 is out
Posted by [CarrierII](#) on Wed, 20 Jun 2007 09:58:22 GMT
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Memory leak killed performance, it had to be fixed.
