Subject: So when Scirpts 4.0 comes out, is it going to be required?
Posted by s0meSkunk on Mon, 30 Mar 2009 12:16:59 GMT
View Forum Message <> Reply to Message

Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Goztow on Mon, 30 Mar 2009 12:30:58 GMT
View Forum Message <> Reply to Message

s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade.
However, I think you'll be able to disable all scripts3+ related functionalities.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by s0meSkunk on Mon, 30 Mar 2009 12:59:10 GMT
View Forum Message <> Reply to Message

Any version I get past 2.9 the games main menu doesn't even come up.

So if I can disable 3.x features, will I be able to disable them outside of the game??

Why would they make it required for everyone?
: (

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Goztow on Mon, 30 Mar 2009 13:01:11 GMT
View Forum Message <> Reply to Message

A lot of the fixes are client side and need scripts 4.0 to work.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by nopol10 on Mon, 30 Mar 2009 13:13:14 GMT
View Forum Message <> Reply to Message

I think Saberhawk mentioned some time ago that the shaders stuff that are causing the black screen in 3.4.4 is an additional and optional download separate from 4.0 (but which requires 4.0) so if you don't download that, I don't think you'll have the problems.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by s0meSkunk on Mon, 30 Mar 2009 13:20:16 GMT
View Forum Message <> Reply to Message

Sweet, good news.
I wonder if there's a beta I could test?

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by u6795 on Mon, 30 Mar 2009 13:44:02 GMT
View Forum Message <> Reply to Message

s0meSkunk wrote on Mon, 30 March 2009 09:20Sweet, good news.
I wonder if there's a beta I could test?
So does everyone else, and the answer is pretty much always no.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Ghostshaw on Mon, 30 Mar 2009 14:29:34 GMT
View Forum Message <> Reply to Message

The black screen stuff occuring with 3.x should be fixed in 4.0.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by danpaul88 on Mon, 30 Mar 2009 15:24:45 GMT
View Forum Message <> Reply to Message

u6795 wrote on Mon, 30 March 2009 14:44s0meSkunk wrote on Mon, 30 March 2009
09:20Sweet, good news.
I wonder if there's a beta I could test?
So does everyone else, and the answer is pretty much always no.

Fixed

Be patient, it will be released when it's ready and not before.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by saberhawk on Mon, 30 Mar 2009 15:46:40 GMT
View Forum Message <> Reply to Message

nopol10 wrote on Mon, 30 March 2009 09:13I think Saberhawk mentioned some time ago that the
shaders stuff that are causing the black screen in 3.4.4 is an additional and optional download

separate from 4.0 (but which requires 4.0) so if you don't download that, I don't think you'll have the problems.

Not exactly. But the black screen stuff stuff is fixed for sure

---

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Di3HardNL on Mon, 30 Mar 2009 18:09:07 GMT
View Forum Message <> Reply to Message

I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

Thats for people that use 32MB video cards or lower. I had that card to a while back and when I started a map in Renegade while using 3.4.4 it instantly crashed.

Only when I got a new card (256 MB) it suddenly worked fine

But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't

---

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Xpert on Mon, 30 Mar 2009 18:53:44 GMT
View Forum Message <> Reply to Message

Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade.
However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Hitman on Mon, 30 Mar 2009 18:59:23 GMT
View Forum Message <> Reply to Message

Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade.
However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

why

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by BlueThen on Mon, 30 Mar 2009 19:35:19 GMT
View Forum Message <> Reply to Message

Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything. Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade. However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

whyThey won't be able to actually do that without EA giving them permission. It'd require a lot of community support and fixes though. He probably doubts it because EA doesn't really give a shit about us.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by a000clown on Mon, 30 Mar 2009 20:42:41 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Mon, 30 March 2009 13:09I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

Thats for people that use 32MB video cards or lower. I had that card to a while back and when I started a map in Renegade while using 3.4.4 it instantly crashed.

Only when I got a new card (256 MB) it suddenly worked fine

But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't
Scripts 3.4.4 works fine for me with NVIDIA GeForce2 MX 100/200, which is about 8 years old. I'm reluctant to believe many people have problems without it turning out to be their own fault by not following instructions properly.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [EvilWhiteDragon](#) on Tue, 31 Mar 2009 09:58:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Mon, 30 March 2009 21:35Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade.
However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

whyThey won't be able to actually do that without EA giving them permission. It'd require a lot of community support and fixes though. He probably doubts it because EA doesn't really give a shit about us.
Actually, from what I've heard EA will help us with this. (Probably because it doesn't costs them anything but still)

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by [Starbuzzz](#) on Tue, 31 Mar 2009 11:59:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have actually stopped playing Ren and will only go online after this patch is released (besides I could use a break   ).

I really hope the patch is made mandatory and EA gives the nod.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by [TruYuri](#) on Tue, 31 Mar 2009 21:06:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Mon, 30 March 2009 12:09I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

Thats for people that use 32MB video cards or lower. I had that card to a while back and when I started a map in Renegade while using 3.4.4 it instantly crashed.

Only when I got a new card (256 MB) it suddenly worked fine

But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't

I have doubts that it was just the memory capacity, if you're going from something with 32MB of VRAM to 256 you're likely going over many other things concerning the GPU, such as VRAM type

(GDDRx), shader model, etc.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by BlueThen on Tue, 31 Mar 2009 22:17:07 GMT
View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Tue, 31 March 2009 04:58BlueThen wrote on Mon, 30 March 2009 21:35Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade.
However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

whyThey won't be able to actually do that without EA giving them permission. It'd require a lot of community support and fixes though. He probably doubts it because EA doesn't really give a shit about us.
Actually, from what I've heard EA will help us with this. (Probably because it doesn't costs them anything but still)
That's good to know.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by liquidv2 on Wed, 01 Apr 2009 00:29:04 GMT
View Forum Message <> Reply to Message

i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

every time i exited renegade with 3.4.4 the screen would freeze up and sit that way until i hit Esc 20 times and windows prompted me to send an error report (every single time)

it felt to me also that my vehicles got stuck to other vehicles, infantry, and the terrain for no apparent reason a lot more with 3.4.4 on than with 2.9.2

the only thing i do miss is the turrets spinning faster

i have a feeling everything from 3.4.4 is going to be dropped back on my face if and when 4.0 is done

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Xpert on Wed, 01 Apr 2009 01:17:18 GMT

View Forum Message <> Reply to Message

BlueThen wrote on Mon, 30 March 2009 15:35Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.
Scripts 2.9 is the last version to work properly with my video card.
It will be required for everyone, as it will be pushed through an auto update of Renegade.
However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

whyThey won't be able to actually do that without EA giving them permission. It'd require a lot of community support and fixes though. He probably doubts it because EA doesn't really give a shit about us.

Ya you were right on it. That's why I doubt it.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by havoc9826 on Wed, 01 Apr 2009 03:39:45 GMT

View Forum Message <> Reply to Message

liquidv2 wrote on Tue, 31 March 2009 17:29i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

every time i exited renegade with 3.4.4 the screen would freeze up and sit that way until i hit Esc 20 times and windows prompted me to send an error report (every single time)

it felt to me also that my vehicles got stuck to other vehicles, infantry, and the terrain for no apparent reason a lot more with 3.4.4 on than with 2.9.2

the only thing i do miss is the turrets spinning faster

i have a feeling everything from 3.4.4 is going to be dropped back on my face if and when 4.0 is done
Well, there is the Black Intel turret/wall lag fix version of scripts 2.9.2, but IIRC the included version of blackintel.dll contains that backdoor dead6re left in there for himself only that would allow him to get a reserved spot or whatever (if anyone knows for sure, correct me if I'm wrong). If you want it, here it is.

```
File Attachments
1) blackintel.1.0.client.zip, downloaded 174 times
```

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by EvilWhiteDragon on Wed, 01 Apr 2009 09:53:14 GMT
View Forum Message <> Reply to Message

havoc9826 wrote on Wed, 01 April 2009 05:39liquidv2 wrote on Tue, 31 March 2009 17:29i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

every time i exited renegade with 3.4.4 the screen would freeze up and sit that way until i hit Esc 20 times and windows prompted me to send an error report (every single time)

it felt to me also that my vehicles got stuck to other vehicles, infantry, and the terrain for no apparent reason a lot more with 3.4.4 on than with 2.9.2

the only thing i do miss is the turrets spinning faster

i have a feeling everything from 3.4.4 is going to be dropped back on my face if and when 4.0 is done
Well, there is the Black Intel turret/wall lag fix version of scripts 2.9.2, but IIRC the included version of blackintel.dll contains that backdoor dead6re left in there for himself only that would allow him to get a reserved spot or whatever (if anyone knows for sure, correct me if I'm wrong). If you want it, here it is.
The client file is clean, but because in general 3.* is better we don't have 2.9.2 +turret lag fix & wall lag fix listed on our site.
You can run the BlackIntel client 2.9.2 Dll without worries. Only the Reserved Slots DLL is faulty.

Original download for the attached file here above is:
http://www.blackintel.org/files/blackintel.1.0.client.zip

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by jonwil on Wed, 01 Apr 2009 10:47:25 GMT
View Forum Message <> Reply to Message

Most of the nasty hacks that were in 3.4.4 have been rewritten properly for 4.0.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Gohax on Fri, 03 Apr 2009 08:01:31 GMT
View Forum Message <> Reply to Message

jonwil wrote on Wed, 01 April 2009 04:47Most of the nasty hacks that were in 3.4.4 have been rewritten properly for 4.0.

Already? How?

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by danpaul88 on Fri, 03 Apr 2009 08:06:32 GMT
View Forum Message <> Reply to Message

Gohax wrote on Fri, 03 April 2009 09:01jonwil wrote on Wed, 01 April 2009 04:47Most of the nasty hacks that were in 3.4.4 have been rewritten properly for 4.0.

Already? How?

Same way the original ones were done... by coding it...

(EDIT: Forum decided to ditch my post on a page by itself, so I added quotation for context)

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by StealthEye on Fri, 03 Apr 2009 09:22:22 GMT
View Forum Message <> Reply to Message

Still on the same page here dp.

But yeah, they have been rewritten to be less buggy.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by thefile on Sat, 04 Apr 2009 02:18:57 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Fri, 03 April 2009 03:22Still on the same page here dp.

But yeah, they have been rewritten to be less buggy.

Are you implying that the deveopers of scripts 4.0 ARE the hackers?.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Ghostshaw on Sat, 04 Apr 2009 08:42:35 GMT
View Forum Message <> Reply to Message

Nasty "hacks" doesn't refers to hacks as in cheats but as in dirty coding tricks to get various things done that cause bugs and crashes.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Gohax on Sun, 05 Apr 2009 10:32:20 GMT
View Forum Message <> Reply to Message

Ah nvm. I thought you were talking about cheats/hax ingame.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by thefile on Mon, 06 Apr 2009 05:17:13 GMT
View Forum Message <> Reply to Message

Gohax wrote on Sun, 05 April 2009 05:32Ah nvm. I thought you were talking about cheats/hax ingame.

FFS You have a strange user nickname.................

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by Gohax on Tue, 07 Apr 2009 01:47:07 GMT
View Forum Message <> Reply to Message

thefile wrote on Mon, 06 April 2009 00:17Gohax wrote on Sun, 05 April 2009 05:32Ah nvm. I thought you were talking about cheats/hax ingame.

FFS You have a strange user nickname.................

You intending that the second part of it is true?

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by TruYuri on Tue, 07 Apr 2009 21:12:26 GMT
View Forum Message <> Reply to Message

Can you people please not make random shitty posts like that? I'm sorry, I'm not trying to backseat moderate, but I'm starting to see posts like that all over the place and it really turns the thread into shit.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?
Posted by CarrierII on Fri, 10 Apr 2009 10:45:25 GMT
View Forum Message <> Reply to Message

I can't moderate this subforum for a technical reason, so I'm afraid I can't help.

Please do stay on topic!