Subject: scripts.dll 1.9 is out

Posted by jonwil on Mon, 16 Aug 2004 12:27:21 GMT

View Forum Message <> Reply to Message

some of the highlights:
BHS.DLL
new comsole commands
new and fixed script commands
new stuff in engine.cpp
working sounds
working animations
working poke
some great stuff from the RenAlert team
new scripts that take advantage of the new engine functionality and script commands stuff
and more, including a way to say "my map needs the client to have bhs.dll installed" which
BrenBot (and presumably other regulators if they add support for it) will recognise and enforce.

read readme*.txt for details.
also read bhs.txt for details about bhs.dll.
http://www.sourceforge.net/projects/rentools/ is where to get it from.
Note that scripts.dll/scripts.so requires bhs.dll/bhs.so and vice versa.

unless a later version is available by then, 1.9 will be included with BHS Core Patch 1 which
means that anyone running Core Patch 1 will get all the fixed.

Please let me know of any bug reports, ideas, problems or questions you may have and enjoy
scripts.dll 1.9, best release yet