Subject: changes in scripts.dll 1.9.2
Posted by jonwil on Thu, 26 Aug 2004 11:52:59 GMT
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I will be releaseing version 1.9.2 of the scripts.dll/bhs.dll soon.
Here is what has changed since version 1.9.1:
Some files were #including things they didnt need to #include, this is now fixed.
Added #define WIN32_LEAN_AND_MEAN to dllmain.cpp to prevent it pulling in lots of windows
API stuff that is not required.
Fixed typo regarding Is_C4 in engine.h
A few optomization flags changed to make the dlls better.
Fix typo in the PT bug-fix, it should work now.
1 or 2 small fixes to bhs.dll (for example, the Donate command now checks that both players exist
before it does anything on them(
Some general console command cleanup (most notably all the Console command help messages
are now more like the ones for the standard Renegade commands)
And a little bit of cleanup of the readme.txt file.

I am also working on a possible way to enable the scripts.dll to be compiled with the free Microsoft
Visual C++ Toolkit 2003 (which is the same compiler and runtime library as included in the
Microsoft Visual Studio .NET 2003 product, you just dont get all the extra stuff like the IDE, MFC
and others).
I hope to have this working soon.

As for when 1.9.2 will be out, I am currently waiting for NeoSaber to test 1.9.x with RenAlert
0.9932 (so I can make any fixes required to make things compatible). I should have 1.9.2 out as
soon as NeoSaber says that the scripting for 0.9932 is completed.