Posted by jonwil on Tue, 30 Jan 2007 15:04:54 GMT

View Forum Message <> Reply to Message

Work on 3.2 continues. Some of the latest changes:
Added definitions that allow access to the existing CPUDetectClass flags to tell if the CPU supports SSE and if it supports 3DNow. This is for some "fast math" stuff SaberHawk is working on.
Implemented iterating the player list into engine_player and changed several engine calls to use the new iteration logic.
Added some new and changed scripts from Kamuix
instead of crashdump.txt, crashdumps will now be named crashdump1.txt, crashdump2.txt etc like screenshots. This makes it easier to manage multiple crashdumps.
Changed bhs.dll config dialog behaviour to be more like the other config dialogs (got rid of the "save changes" button, changes are now saved automatically)