Subject: calling for scripts.dll modifications
Posted by jonwil on Sat, 16 Oct 2004 08:32:18 GMT
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We are trying to build up a database of all the variants of the scripts.dll (firstly for client-side checking so when we make Renguard check the scripts.dll on the client, we can be sure its on the list and secondly so we can identify which dll a server is running for brenbot/RG info purposese).

If you have any legitimate scripts.dll modifications that you want to use with RenGuard and/or on a public server, let us know so we can add them to the database. (it wont be a database in the strict sense, we just need to find all of them)
We already have all official scripts.dll versions.
Plus we already know about the stuff from Black-Cell (i.e. SSAOW, SSCTF etc) so dont bother reporting that.
But we need to know about anything else you may have. (i.e. custom stuff you are running on your server, modified versions of BC stuff/official dlls and whatever else)

Note that RenGuard does not and will not check scripts.dll on the server, it will be checking on the client at some point in the future though so it is essential that we get everything that people are running on the client so we can approve them.

Also, note that SKs bhs.dll is not approved by Blackand Studios and will not be supported. Only bhs.dll from the official scripts.dll download will be supported, nothing else.
If you have SKs dll installed and try to use it with the latest version of the scripts.dll, things will break.
Also, if SKs dll is running on the client and my bhs.dll is running on the server (or vice versa), things will break.
Note that the breakage is unintentional, it happens because the dlls send different data over the network.
Plus, my dll does everything his dll does and more.

Subject: calling for scripts.dll modifications
Posted by Aircraftkiller on Sat, 16 Oct 2004 20:31:17 GMT
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SK made the DLL first, so that means you're not the creator of it.

Subject: calling for scripts.dll modifications
Posted by Deactivated on Sat, 16 Oct 2004 23:16:22 GMT
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Duh, of course Jonwil didn't make Silent Kane's DLL.

Subject: calling for scripts.dll modifications
Posted by EA-DamageEverything on Mon, 17 Jan 2005 01:03:23 GMT
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I got a question about the scripts.dll=

I DLed 2 different versions of it.

1 has 856.064 KB and 11/28/04 <--This was separate in a ZIP

and 1 has 575.488 KB and 08/17/04. <--this was in a ZIP where BHS.dll and the new bandtest.dll
was in.

Where is the difference between those 2 DLLs? I am currently using the bigger (and newer) one
without problems...

Subject: calling for scripts.dll modifications
Posted by jonwil on Mon, 17 Jan 2005 02:35:11 GMT
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you shouldnt be using anything with a new bandtest.dll.
Anything that has a modified bandtest.dll is wrong and bad and should be deleted.
The latest version of scripts.dll/bhs.dll is at http://www.sourceforge.net/projects/rentools/ and is
version 2.0.1.
Version 2.1 is in progress right now.
Oh and btw, all those *.cpp, *.h etc files in the official scripts.dll zip are the source code which
means that programmers can change the scripts.dll.
Thats how things like SSAOW are made.