
Subject: scripts.dll 2.1.1 is out
Posted by [jonwil](#) on Mon, 18 Apr 2005 00:20:30 GMT
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This fixes the typo that caused the GDI Advanced Guard Tower to stop shooting at people.
Hopefully there wont be a need for a 2.1.2
Apollogies to everyone for not finding this before the release but I had to do all the testing myself
because none of my testers actually DID any testing

Get it from <http://www.sourceforge.net/projects/rentools/>

Subject: scripts.dll 2.1.1 is out
Posted by [Renx](#) on Mon, 18 Apr 2005 02:32:37 GMT
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This includes the fix for no name exploiters too?

Subject: scripts.dll 2.1.1 is out
Posted by [jonwil](#) on Mon, 18 Apr 2005 03:58:23 GMT
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no, I dont have a fix for bad nick exploits.

Subject: scripts.dll 2.1.1 is out
Posted by [Renardin6](#) on Mon, 18 Apr 2005 23:43:33 GMT
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Can't wait to test that with Reborn.

Subject: scripts.dll 2.1.1 is out
Posted by [Achilles](#) on Tue, 19 Apr 2005 01:29:34 GMT
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For some reason my game crashes almost every hour. I should've backed up my scripts.dll, since I think this causes my crash. Don't know why, but it started happening today, and today its when I installed these.

Can someone help me on this?? I'm not good with computers :oops:

Subject: scripts.dll 2.1.1 is out

Posted by [jonwil](#) on Tue, 19 Apr 2005 03:39:31 GMT

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send me _except.txt from your renegade folder, it will help me find out whats causing the crash.

Subject: scripts.dll 2.1.1 is out

Posted by [Achilles](#) on Tue, 19 Apr 2005 20:02:06 GMT

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Its a very very long list, Ill just post the top, if you need more tell me

Quote:Error code: EXCEPTION_ACCESS_VIOLATION

Description: The thread tried to read from or write to a virtual address for which it does not have the appropriate access.

Access address:00000774 was read from.

Exception occurred at 006A5F10

Stack walk...

RELEASE Build 838 by Brian_Hayes - Build time 01/23/2003 - 11:46:16

Thread list

ID: 00000B8C - Main Thread ***CURRENT THREAD***

ID: 00000C70 - Texture loader thread

ID: 00000D10 - Firewall thread

CPU Intel(R) Pentium(R) 4 CPU 2.40GHz, 2391 Mhz, Vendor: Intel

Details:

Eip:006A5F10 Esp:0012EBD0 Ebp:0012ED14

Eax:00000000 Ebx:00000000 Ecx:00000000

Edx:00000033 Esi:596A2EBE Edi:0B7F45E8

EFlags:00210212

CS:001b SS:0023 DS:0023 ES:0023 FS:003b GS:0000

I doubt thats what your looking for but it's what I found

Subject: scripts.dll 2.1.1 is out

Posted by [jonwil](#) on Tue, 19 Apr 2005 22:45:49 GMT

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Please post more from the _except.txt

Subject: scripts.dll 2.1.1 is out
Posted by [Renx](#) on Wed, 20 Apr 2005 00:48:53 GMT
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Mine is also crashing, except it seems more like every 10 minutes. I've rolled back to 2.0.1 for now. If you want my _except.txt just give me an email address.

Subject: scripts.dll 2.1.1 is out
Posted by [Achilles](#) on Wed, 20 Apr 2005 01:15:49 GMT
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Ok nevermind, more of my friends' game are crashing also, went back to 1.9 until it gets fixed (hopefully)

Subject: scripts.dll 2.1.1 is out
Posted by [jonwil](#) on Wed, 20 Apr 2005 06:57:51 GMT
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ok, email except.txt files to jonwil@tpgi.com.au
Without those files, I cant investigate the crashes.

Subject: scripts.dll 2.1.1 is out
Posted by [Sir Kane](#) on Wed, 20 Apr 2005 13:28:52 GMT
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That's why you test stuff before releasing it.

Subject: scripts.dll 2.1.1 is out
Posted by [danpaul88](#) on Wed, 20 Apr 2005 16:17:11 GMT
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well i aint been having crashes, I update my scripts.ddl and bhs.dll everytime a new one is released....

Subject: scripts.dll 2.1.1 is out
Posted by [WNxCABAL](#) on Wed, 20 Apr 2005 16:52:02 GMT
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danpaul88well i aint been having crashes, I update my scripts.ddl and bhs.dll everytime a new one is released....
ditto
