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Subject: Scripts.dll 3.1 is out.

Posted by [jonwil](#) on Thu, 21 Dec 2006 14:50:48 GMT

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Scripts.dll 3.1 is out.

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

Complete changelog:

Added code to only load post process shaders if the graphics card supports the right shader version

Added new post process shader for monochrome effect

Added new post process shader for invert effect

Change postprocess to postprocess throughout the code

Improvements to post process shaders (including fixes for the square sun halo/lens flare effect)

Bumped version up to 3.1

A bug fix to \*DataSafeClass::Set to make it actually work

Improvements to SimpleDynVecClass

Documented the fields in OBBoxClass

Added a band-aid fix to solve the cinematic sniper issue, a proper fix is still being worked on

Added scripts to send shader customs to shaders.dll triggering on:

Zone entry and exit (send to the player who entered/exited the zone)

Vehicle entry and exit (send to the player who entered/edited the vehicle)

Player creation/spawn/character purchase (send to the player who just bought the character/spawned/whatever)

Poke (send to the player who poked the object)

A script JFW\_Sell\_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.

A script JFW\_Resize\_Zone which takes an x,y,z size and a z rotation angle and when its created, resizes the script zone its attached to. The size specifies how far on each side of the centerpoint the zone should go and the angle specifies the rotation about the z axis for the object.

A major bug fix to the ExpVehFac scripts that could cause the server to crash.

Improvements to the shader state manager

Code to handle scope changes in shaders

Fixed the RenAlert repair script so that it can repair the mobile gap generator.

Fixed a bug with the Display\_Security\_Dialog engine call that could cause the client to crash.

Fixed a bug with the nickname exploit fixes that could cause a crash and another bug with the fixes that could cause players who join a server, leave the server and rejoin with the same nickname to be kicked out by mistake.

Also fixed bugs where the pininfo and id console commands would display player data for a player who isnt in the server (the same one causing the accidental kickouts mentioned above)

Fixed a big bug to do with the new shaders that can cause graphical glitching (such as disappearing or glitching bullet holes) for people with ATI graphics cards.

Added vsync support. This defaults to on but can be turned off via the bhs.dll config dialog.

Added code to the sidebar so that if the power plant is down and DisableCostMultiplier=yes has not been added to hud.ini, the costs displayed on the sidebar will correctly reflect the 2x cost

multiplier.

Added code to disable the display of "The Version of player 1 is 3.0" displays for the client, they now only happen on the FDS.

Added some code to prevent crashes in d3d9 if something is accidently Release()ed too many times.

Fixed a bug where the shader version was being incorrectly detected by bhs.dll causing shaders.dll to be loaded for people with cards it shouldnt be being loaded on.

note that the normal map shader fixes and anti-aliasing did not make 3.1 due to time constraints. They will be fixed for 3.2

Note that I am going away for xmas starting friday afternoon and getting back after new years.

---

Subject: Re: Scripts.dll 3.1 is out.

Posted by [Carrierll](#) on Thu, 21 Dec 2006 15:11:17 GMT

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Ty jonwil. Do I need to overwrite anything besides the DLLs?

---

Subject: Re: Scripts.dll 3.1 is out.

Posted by [JasonKnight](#) on Thu, 21 Dec 2006 15:56:04 GMT

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Ok, i tested the scripots 3.0 just this morning.

downloaded Scripts 3.1

Deleated the original 4 3.0 scripts

installed the new 4

Reneagade wont start up.

ahh...

"Leave well enough alone..." where can I get the 2.9.2 (i belie thats the version number) again... these new ones are WAY too buggy.

---

Subject: Re: Scripts.dll 3.1 is out.

Posted by [Slave](#) on Thu, 21 Dec 2006 16:04:28 GMT

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here, have a tissue

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [JasonKnight](#) on Thu, 21 Dec 2006 16:08:57 GMT  
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---

nope, never mind,

(got my own thanks )

anyway, the problem was on my end for it not starting up, not the scripts...

(was playing an old windows game last night on my Win2kPro machine. and to run the game i had to turn DirectDraw, Direct 3d off

yea go ahead and laugh, anyway, testing it now...

everything works fine, i see the shells now... (idk what that was all about)

only problem is that there are sounds missing in the story game. an example is when you get brought into the battle, you dont hear anything until your feet touch the ground. some more are the rocket launchers, but in skirmish and online play i can still hear them.

idk.. just seems a bit touchy.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [danpaul88](#) on Thu, 21 Dec 2006 16:26:24 GMT  
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Wrote this in the other topic (other products), but it also applies here for anyone who is interested.

danpaul88 wrote on Thu, 21 December 2006 16:21 Again I have chosen to provide a mirror of the scripts.dll download including the files in the correct layout for placing into the Renegade folder without working out what goes where.

Download with .dll and other required files only

Download with .dll and other required files, plus folder containing the original source code.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [CarrierII](#) on Thu, 21 Dec 2006 17:33:00 GMT  
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Random issue: turning off Vsync (yes, I restarted ren, and RG) didn't seem to do anything... I used to be able to get like... 70 FPS (ingame, menus were like 350- lol). Now it locks at 60 on the menus and ingame.

Render9 (or however you type it) gave me those figures.

Hardware: ATI X1650 Pro 512 MB.  
Driver V 10.1

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Ryu](#) on Thu, 21 Dec 2006 19:11:57 GMT  
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I noticed no new changes.

Renegade didn't crash for me.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Caveman](#) on Thu, 21 Dec 2006 19:53:55 GMT  
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I just installed 3.1 and the texture on glacier\_flying for the bar is dodgy.

Edit: I just joined my dedi server and I played. I alt tabbed to use mIRC once I tabbed back it it crashed (Renegade)

I'm not to sure which files you want me to upload

Edit again:

Whenever I leave game properly, renegade crashes with that send error crap.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [icedog90](#) on Thu, 21 Dec 2006 21:11:03 GMT  
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CarrierII wrote on Thu, 21 December 2006 09:33Random issue: turning off Vsync (yes, I restarted ren, and RG) didn't seem to do anything... I used to be able to get like... 70 FPS (ingame, menus were like 350- lol). Now it locks at 60 on the menus and ingame.  
Render9 (or however you type it) gave me those figures.

Hardware: ATI X1650 Pro 512 MB.  
Driver V 10.1

Besides the fact that your Vsync is probably still on, your refresh rate is at 60hz. That's why it's

locked at 60 FPS.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Carrierll](#) on Thu, 21 Dec 2006 23:14:43 GMT  
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Vsync - off in both the drivers and the application  
Specified refresh rate is way higher than 60.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [cmatt42](#) on Fri, 22 Dec 2006 00:00:46 GMT  
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Bullet holes still flicker. I have an ATi card.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Carrierll](#) on Fri, 22 Dec 2006 00:13:52 GMT  
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Vsync resolved itself, a bit like my audio... \*shrugs\*

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---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [SeargentSarg](#) on Fri, 22 Dec 2006 00:18:02 GMT  
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It says bhs.dll not found or not properly loaded (yes, I replaced bhs.dll and made sure its there)

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [JeepRubi](#) on Fri, 22 Dec 2006 00:47:25 GMT  
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Download the latest version of direct X (google it)

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Ryu](#) on Fri, 22 Dec 2006 01:26:03 GMT

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cmatt42 wrote on Thu, 21 December 2006 18:00Bullet holes still flicker. I have an ATi card.

Yup, Same for me, ATi Radeon X550.

---

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [CarrierII](#) on Fri, 22 Dec 2006 01:37:02 GMT  
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---

I also have flickering bullet holes, I'm on an... ATi card. Connection found... someone on an Nvidia card tell us if these scripts fix that.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [cmatt42](#) on Fri, 22 Dec 2006 01:39:09 GMT  
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---

CarrierII wrote on Thu, 21 December 2006 19:37I also have flickering bullet holes, I'm on an... ATi card. Connection found... someone on an Nvidia card tell us if these scripts fix that.

Saberhawk and I are currently working on this together, hang tight.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [SeargentSarg](#) on Fri, 22 Dec 2006 01:56:31 GMT  
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Can someone send me a copy of the latest direct x install? (I can't download it off microsoft's site for some odd reason..)

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [cmatt42](#) on Fri, 22 Dec 2006 03:23:39 GMT  
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<http://4camp.net/dxwebsetup.exe>

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [PaRaDoX](#) on Fri, 22 Dec 2006 04:16:40 GMT  
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---

Caveman wrote on Thu, 21 December 2006 14:53I just installed 3.1 and the texture on

glacier\_flying for the bar is dodgy.

Delete shaders.sdb and it'll go away.

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [R315r4z0r](#) on Fri, 22 Dec 2006 04:40:05 GMT

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I was having problems with the 3.1 shaders.. and I reverted back to 3.0

I would be playing the game, when all of a sudden, all viable textures on the terrain would either disappear or stretch out of proportion. And it was happening quite frequently too. I noticed it on walls flying.

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [Blazea58](#) on Fri, 22 Dec 2006 12:08:14 GMT

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I haven't noticed any bugs yet that are anything compared to what the game had before this release. The only single bug i have noticed is with the "dazzle" type lights, and only certain ones are bugging out. Other then that im having alot of fun playing ren with the highest detail possible and still decent fps overall.

I love the details. Was playing with AA and AF at full and 3.1 of course.

---

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [Jerad2142](#) on Fri, 22 Dec 2006 14:40:00 GMT

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I've always wanted Renegade to have reflections, about 6 days ago I saw this:

PaRaDoX wrote on Sat, 16 December 2006 21:10\_ToXiN\_ wrote on Sat, 16 December 2006 18:08I haven't heard of other people having this issue, well not so much an issue, but just a bug... (Honestly, it looks sort of cool ingame.)

On the map RA\_HostileWaters\_1 when I'm in a submarine and when I get the camera at certain angles, it gives me a ghost image of the submarine and the map around it. Like so:

I can recreate it in LAN, but I can't make it happen on RA\_shallowgrave, so I think it's something to do with the map (combination of fog and the water effect, perhaps)

I've got an nVidia Geforce 7800 GTX and I have the latest drivers installed.

That is a post possessing error. disable it and it'll work right.

And I thought if thats only an error with some work I wonder if it could be possible to turn it into a reflection (a lot of work)! I really don't know how Renegade's 3D engine works so I would have no clue.

Although bump mapping is completely possible, what you would do is set it up to use a texture as its base texture (like a picture of a wall or some thing) and then you would have the texture that would cause the bump effect (this is done in RenX, for making a object that has one of those cloak effects)! Then you would save it, now here is the interesting part, with some scripting from Jonwil he could make a script to take a picture of the screen every few seconds. The screen shot would be saved as the name of the base texture (I have noticed that if you put a new texture into the game data directory it will update the texture in game), therefore giving you one of those bump map cloak effects.

---

Subject: Re: Scripts.dll 3.1 is out.

Posted by [Alexraptor](#) on Fri, 22 Dec 2006 15:22:16 GMT

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---

hmmm i havent been able to get AA to work with Bloom Effects on. i have an GeForce 7800GS.

---

Subject: Re: Scripts.dll 3.1 is out.

Posted by [Renx](#) on Fri, 22 Dec 2006 18:03:23 GMT

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Crashing on alt-tab, no crashdump.

Also this looks funny:

---

### File Attachments

1) [ScreenShot339.jpg](#), downloaded 512 times





fatty

Credits: 10  
Time Remain

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [danpaul88](#) on Fri, 22 Dec 2006 19:17:11 GMT  
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---

the alt-tab crashing is going to drive me crazy soon, thats what forced me to stop using the old dx9 patch...

---

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Fri, 22 Dec 2006 19:49:13 GMT  
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If it's driving you crazy, just imagine what it's doing to me =P

The bullet hole issue has been tracked down, will be testing a fix in bit. It does only happen on ATI video cards (gr8 h8).

Realtime reflections can only happen with an enviromental cubemap being rendered every frame, something which the Renegade scenegraph code does not currently support.

Anti-aliasing not occurring with post processing is a known issue and is actually the reason with why scripts 3.1 had AA dropped in order to make the deadline.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [danpaul88](#) on Fri, 22 Dec 2006 20:23:09 GMT  
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Glad to hear the flashing bullet holes/scorch marks are being worked on, other than the alt-tab crashing it's the only bug I have noticed in 3.1

---

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [icedog90](#) on Fri, 22 Dec 2006 21:07:51 GMT  
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---

What would be REALLY cool to see in Renegade is motion blur as a real post-process. I love how it looks in games, and VERY few games from what I've seen use it.

---

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Fri, 22 Dec 2006 21:10:09 GMT  
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---

Motion blur requires some funky code on rendering that isn't particularly friendly to older cards but it's possible with combinations of regular shaders, post process shaders, render targets, and more.

---

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [icedog90](#) on Fri, 22 Dec 2006 21:20:09 GMT  
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It would be interesting to see what you come up with if you experiment with it.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Fri, 22 Dec 2006 21:26:52 GMT  
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Who said I'm not? << >>

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [icedog90](#) on Fri, 22 Dec 2006 21:36:16 GMT  
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Some guy at the store. I forgot his name.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Fri, 22 Dec 2006 21:44:51 GMT  
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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Alexraptor](#) on Sat, 23 Dec 2006 00:44:51 GMT  
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---

hey Saber, rumour has it your working on a new water shader, is this solely for APB or is it further enhancements included in an upcoming scripts release?

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Sat, 23 Dec 2006 00:45:22 GMT  
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:iiam:

EDIT: An issue with scripts 3.1 and the FDS has been found and will be fixed in scripts 3.1.1. Until this is released, please do not update your servers to scripts 3.1.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Alexraptor](#) on Sat, 23 Dec 2006 01:58:28 GMT  
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---

how long before we can see AA and AF intergrated into the scripts?

---

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Sat, 23 Dec 2006 19:09:47 GMT  
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3.2

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [jnz](#) on Sun, 24 Dec 2006 14:48:09 GMT  
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---

i found it possible to run scripts.dll 3.1 in the FDS if you use an older version on bhs.dll

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Sun, 24 Dec 2006 18:19:56 GMT  
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.....

It's not a fault with bhs.dll. If you want a temporary fix, contact me and I'll send you the real fix + code for it.

Mixing and matching bhs.dll versions does more harm than good...

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [jnz](#) on Sun, 24 Dec 2006 21:03:41 GMT  
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il wait untill 3.1.1 is out.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Blazea58](#) on Mon, 25 Dec 2006 07:07:22 GMT  
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---

The bloom factor can be amazing in some areas like a high polygon one. I just tested it out on a 1.8 mill one i did with mars a while back and the bloom is really amazing. It would be nice though if we had in options a way to change the bloom factor

its really amazing compared to it without bloom as shown here.

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Mon, 25 Dec 2006 07:43:04 GMT  
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---

The number of polygons have no effect on the bloom. Bloom values are currently hardcoded into the post-process sdb and can't be changed per-map yet.

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [PaRaDoX](#) on Mon, 25 Dec 2006 08:51:56 GMT  
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Let's see that normal map shader fixed

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [OWA](#) on Tue, 26 Dec 2006 18:00:07 GMT  
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---

Uh, guys. When I was playing a game on C&C\_Complex.mix the graphics kept screwing up like this. Any ideas?

---

## File Attachments

1) [ScreenShot01.png](#), downloaded 328 times



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Ah, more bugs!

---

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [CarrierII](#) on Tue, 26 Dec 2006 20:19:45 GMT  
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---

SeargentSarg wrote on Tue, 26 December 2006 12:03Ah, more bugs!

Write it better yourself.

---

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Tue, 26 Dec 2006 21:11:04 GMT  
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---

CarrierII wrote on Tue, 26 December 2006 14:19SeargentSarg wrote on Tue, 26 December 2006 12:03Ah, more bugs!

Write it better yourself.

Write it even close yourself. The huge complexity of this is exactly the reason that there are a few bugs such as these.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Slave](#) on Tue, 26 Dec 2006 21:38:19 GMT  
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---

i sure believe it is complex, but the complexity still doesnt cancel out all the bugs...

nothing that cant be fixed i bet

---

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Wed, 27 Dec 2006 00:07:13 GMT  
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The problem is that there are many different configurations out there and we can't test them all.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Halo38](#) on Wed, 27 Dec 2006 00:33:31 GMT  
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jonwil wrote on Thu, 21 December 2006 09:50A script JFW\_Sell\_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.

lol, brilliant stuff

Haven't had a chance to mess about with them but keep the shader updates coming can't wait to see them

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [R315r4z0r](#) on Wed, 27 Dec 2006 00:50:29 GMT  
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---

i get this weird error and all the visible textures would all stretch out of proportion. But it only seems to happen when I am running renegade with renguard.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [u6795](#) on Wed, 27 Dec 2006 01:08:47 GMT  
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Hey, I'm in tocsins screenshot.

OK, Just a small problem. It works, its perfect, I tested out the effects in renegade and its all beautiful. You guys are awesome.

The problem, how ever, is that when I start up renegade it gives me the "Renegade has encountered an error and needs to close" Screen.  
If I don't do anything with the screen and Alt tab to renegade, it lets me play fine, but that window is still there, and anything i press on it shuts down renegade. I play in windowed mode, so its even more annoying

Is there any way to fix this? Yes, I have all the new Dx9 stuff in the right place, yes, I have the .dll's and yeah the stuff that needs to go in data is in data

If anyone knows how to fix it that'd be great, then ill go grab these scripts for APB

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Carrierll](#) on Wed, 27 Dec 2006 01:41:14 GMT  
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Try not using windowed mode?

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [nopol10](#) on Wed, 27 Dec 2006 02:16:04 GMT  
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There's also a problem probably caused by the scripts since 2.9.  
Look at the thread here:  
<http://www.renegadeforums.com/index.php?t=msg&th=22378&start=0&rid=4> 231

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [u6795](#) on Wed, 27 Dec 2006 02:52:51 GMT  
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Also, it seems even though I put everything in the shaders don't work in APB.

---

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Jerad2142](#) on Thu, 28 Dec 2006 05:38:35 GMT  
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Another problem I have noticed is that certain shiny objects will show through other objects if you have a Nvidia graphics card. This problem does not occur with 2.92 but with 3.0+.  
Example pictures below:

And when you get closer:

And look how thick these doors are!:

---

### File Attachments

1) [shaderglitch.png](#), downloaded 1120 times

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2) [dissapeardistance.png](#), downloaded 1115 times



3) [doorlayerthickness.png](#), downloaded 1077 times



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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Canadacdn](#) on Thu, 28 Dec 2006 05:46:44 GMT  
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---

Weird bug, your map needs some serious UVW mapping though.

---

---

Subject: Re: Scripts.dll 3.1 is out.

Posted by [Jerad2142](#) on Thu, 28 Dec 2006 05:51:29 GMT

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Every object has been UVW mapped! This happens on many other objects, but this is the most noticeable.

Canadacdn wrote on Wed, 27 December 2006 22:46 Your map needs some serious UVW mapping though.

I didn't criticize the wall thickness on your map so don't criticize my texturing job, perhaps I think it looks good.

---

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [Canadacdn](#) on Thu, 28 Dec 2006 06:29:59 GMT

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Sorry if I offended you, it looks like a great mod with a lot of work put into it, just thought that room would benefit from a UVW map.

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [R315r4z0r](#) on Thu, 28 Dec 2006 06:30:20 GMT

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well.. i just recently got a virus that deleted all my restore points.. so I needed to reformat my hard drive..

So I got everything back up and running, I go to install shaders.. but they just won't work. I downloaded DirectX 9.0c, I added D3d9\_30.dll

but when I am in game, there are no bloom effects, no new shaders.. But I still get the errors that I got when the shaders were working, such as the flickering bullet wholes and such.

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [Canadacdn](#) on Thu, 28 Dec 2006 06:33:20 GMT

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Did you put postprocess into the data folder?

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [u6795](#) on Thu, 28 Dec 2006 15:11:21 GMT  
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Anyone have any ideas as to whats wrong with mine?

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [CarrierII](#) on Thu, 28 Dec 2006 17:17:46 GMT  
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Try not using windowed mode, put postprocess.sdb (I think...) into your data folder... what's your graphics card?

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Jerad2142](#) on Thu, 28 Dec 2006 17:32:26 GMT  
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The see through door thing I was talking about before happens on at least 4 other objects, one of them is a vehicle.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [R315r4z0r](#) on Thu, 28 Dec 2006 18:25:23 GMT  
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Canadacd wrote on Thu, 28 December 2006 01:33Did you put postprocess into the data folder?  
Yes I did.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Renx](#) on Thu, 28 Dec 2006 18:39:29 GMT  
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Jerad Gray wrote on Thu, 28 December 2006 13:32The see through door thing I was talking about before happens on at least 4 other objects, one of them is a vehicle.

This happens in normal Renegade too. I've seen repair beams and the repair effect on infantry through walls sometimes.

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Subject: Re: Scripts.dll 3.1 is out.

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Posted by [u6795](#) on Thu, 28 Dec 2006 19:00:42 GMT

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CarrierII wrote on Thu, 28 December 2006 12:17Try not using windowed mode, put postprocess.sdb (I think...) into your data folder... what's your graphics card?

Uhh, ATI Radeon 256 MB 9550

I will try to run in full screen mode, but my computer is notorious for sacrificing FPS for higher quality.

Postprocess.sdb and shaders.sdb are already in my Data folder.

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [u6795](#) on Thu, 28 Dec 2006 19:02:06 GMT

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Crap, double posted. Sorry.

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [R315r4z0r](#) on Thu, 28 Dec 2006 20:28:22 GMT

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hey I have that same card

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [saberhawk](#) on Thu, 28 Dec 2006 20:36:57 GMT

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Please don't put shaders.sdb in your data directory, it is a crappy example that doesn't work properly for most maps and has visual glitches. Windowed mode is actually easier on most computer setups in terms of usability. As for adding the dll, please don't do that either. Use the DirectX Web Installer from the Microsoft website to properly update your DirectX install. If you can't gain access to that, get it from <http://4camp.net/dxwebsetup.exe>

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Subject: Re: Scripts.dll 3.1 is out.

Posted by [CarrierII](#) on Fri, 29 Dec 2006 00:53:24 GMT

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Erm... Might be the fact your card is more native DX8 than 9... :s

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [saberhawk](#) on Fri, 29 Dec 2006 01:09:56 GMT  
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9550 is fine, it's a pixel shader 2 card which is enough for bloom.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [CarrierII](#) on Fri, 29 Dec 2006 01:43:38 GMT  
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Sorry.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [PaRaDoX](#) on Fri, 29 Dec 2006 19:55:52 GMT  
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u6795 wrote on Tue, 26 December 2006 20:08Hey, I'm in tocsins screenshot.

OK, Just a small problem. It works, its perfect, I tested out the effects in renegade and its all beautiful. You guys are awesome.

The problem, how ever, is that when I start up renegade it gives me the "Renegade has encountered an error and needs to close" Screen.

If I don't do anything with the screen and Alt tab to renegade, it lets me play fine, but that window is still there, and anything i press on it shuts down renegade. I play in windowed mode, so its even more annoying

Is there any way to fix this? Yes, I have all the new Dx9 stuff in the right place, yes, I have the .dll's and yeah the stuff that needs to go in data is in data

If anyone knows how to fix it that'd be great, then ill go grab these scripts for APB

Are you using Xfire? if so, close it.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [u6795](#) on Fri, 29 Dec 2006 23:07:14 GMT  
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Thanks paradox, that solved it.

Xfire does happen to be the main way I keep in touch with my friends... Ill figure something out.

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Thanks a ton though.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Cpo64](#) on Sat, 06 Jan 2007 03:46:14 GMT  
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Renegade won't run...

Quote:This application has failed to start because d3dx9\_30.dll was not found. Re-installing the application may fix this problem.

Quote:bhs.dll not found or did not load correctly

I have run DX9 setup, and it seems to think all is installed, the dll is not listed in dxdiag.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Cpo64](#) on Sat, 06 Jan 2007 05:34:41 GMT  
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Never mind, found the file, downloaded it, placed it in my system file, now it works. Apparently if you update your dx via windows update, it doesn't include the file. But thats only what some random site on goggle says.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [icedog90](#) on Sat, 06 Jan 2007 07:13:10 GMT  
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I finally played Renegade for a while with these scripts. It looks like bloom got bumped up a TON... I think it's way too high now. It was fine in 3.0, but in this version it's really freaking bright and it looks bad that way.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Tankkiller](#) on Fri, 02 Feb 2007 01:37:52 GMT  
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The sell zone script...

MAP IDEA, Make a little town and put an auto dealer, lol

Love this sript pack, but can you turn down the explosins abit, I get blinded in a tank fest

---

Subject: Re: Scripts.dll 3.1 is out.  
Posted by [nopol10](#) on Fri, 02 Feb 2007 08:53:08 GMT  
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You should have put this in the 3.1.1 thread.

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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [Tankkiller](#) on Sat, 03 Feb 2007 00:31:21 GMT  
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Ooops...

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