
Subject: scripts.dll 3.2 is out
Posted by [jonwil](#) on Mon, 09 Apr 2007 15:46:04 GMT
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After a lot of work, 3.2 is finally out.
Grab it from <http://www.sourceforge.net/projects/rentools/>

The (near-final) changelog has been posted in various places for a while now and doesn't need to be posted again here.
I am sure Saberhawk will build an installer for this sometime soon.

Subject: Re: scripts.dll 3.2 is out
Posted by [OWA](#) on Mon, 09 Apr 2007 16:06:11 GMT
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Thanks jonwil, now to update all of my Renegade apps.

Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 16:13:14 GMT
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<insert respect aimed at jonwil here>

lol you should update this in your readme

Quote:Installation:

Go to your *\\Westwood\\Renegade\\ Directory, and rename the scripts.dll to scripts2.dll
Unzip Scripts.dll into your *\\Westwood\\Renegade\\ Directory.

bye now, trying to get this to work..

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 16:42:06 GMT
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Excellent! RP2 Will be released soon!

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 17:18:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bad News I have found an error if you use the console exit command...

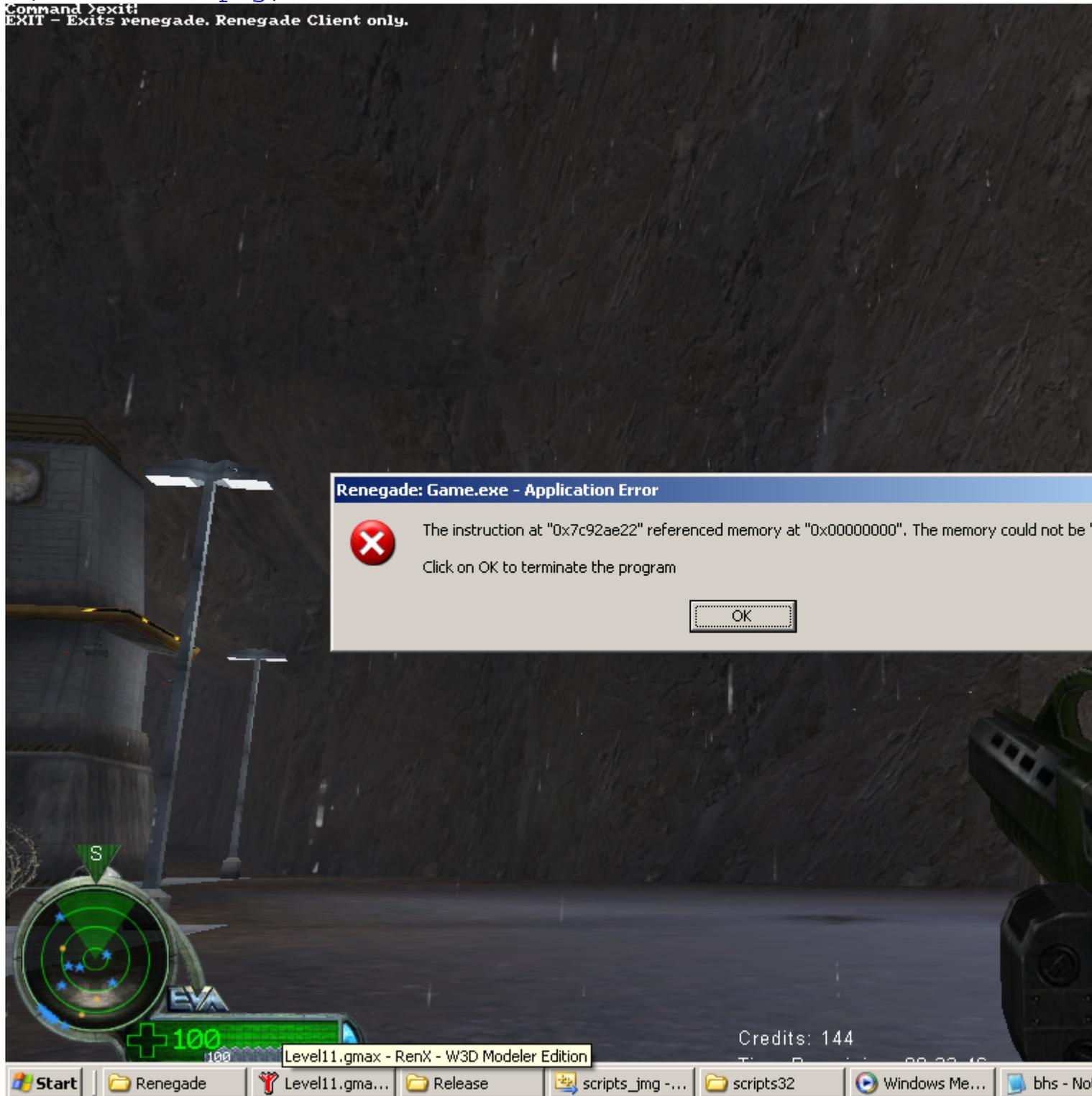
As long as it pops up on top your okay, but if it pops up under the game window, you have to go invisible dialog box hunting.

File Attachments

1) [New Error.png](#), downloaded 1230 times

Command >exit!

EXIT - Exits renegade. Renegade Client only.



Subject: Re: scripts.dll 3.2 is out
Posted by [SlikRik](#) on Mon, 09 Apr 2007 17:28:32 GMT
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I hate invisible dialogue boxes, been screwed over by those waaaay too many times.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 17:31:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

My computer does not seem to generate crash logs any more!

Subject: Re: scripts.dll 3.2 is out
Posted by [OWA](#) on Mon, 09 Apr 2007 17:33:03 GMT
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My Renegade crashed on loading the intro movie.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 17:49:31 GMT
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One Winged Angel wrote on Mon, 09 April 2007 11:33My Renegade crashed on loading the intro movie.
Is your computer generating any crash logs?

Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 18:48:07 GMT
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The exit problem does not occur at my computer, but then again, neither do all the shader effects. I made sure they were enabled at the options menu. They worked before, and i double checked if all the files were in place.

Meh, ill wait for the installer, too many files to make sure i didn't just miss one.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 18:50:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 09 April 2007 12:48The exit problem does not occur at my computer, but

then again, neither do all the shader effects. I made sure they were enabled at the options menu. They worked before, and i double checked if all the files were in place.

Meh, ill wait for the installer, too many files to make sure i didn't just miss one. All .FX files and both shaders and scene_shaders appfix packages go into the data directory. The rest of the dll files go into the game directory.

Subject: Re: scripts.dll 3.2 is out
Posted by [jnz](#) on Mon, 09 Apr 2007 18:57:20 GMT
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>.<

Crashed while i was on multiplayer. I had everything enabled. its when i tabbed out. It is also when i try to join a game.

File Attachments

1) [crashdump.txt](#), downloaded 259 times

Subject: Re: scripts.dll 3.2 is out
Posted by [danpaul88](#) on Mon, 09 Apr 2007 19:02:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Same as OWA, mine crashes on the intro movie. The screen goes blank, you hear about 1 second of the background music for the EA / WW logo screen (but no picture), and then it crashes to desktop.

Crashdump attached, exception in shaders.dll

File Attachments

1) [crashdump3.txt](#), downloaded 301 times

Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 19:16:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks jerad, seems like i did miss one.

Also, since i like everything that's shiny, i like the newly mapped mammoth tank. Question though, why does it miss random parts?

To close my post, i do not have any problems playing videos.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 19:28:31 GMT
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I am currently getting crashes while playing Renhalo whenever I enter certain zone, beings my computer has decided it won't make crash dumps, I will investigate it my self, but it does say it has to do with shaders.dll.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jonty](#) on Mon, 09 Apr 2007 19:28:47 GMT
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The new shaders look pretty good, although I couldn't get them to work until I saw Jerad's post up there. ^^
One problem however, odd shapes have started appearing on my tanks.
I'm getting the missing bits too.

File Attachments

1) [shadererrors.png](#), downloaded 1085 times



Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 19:34:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

you should put the normal maps inside the data folder.
they are the dds files that came with the scripts.
i also took a look at the flame tank, only the right side seems normal mapped.

Subject: Re: scripts.dll 3.2 is out
Posted by [Oblivion165](#) on Mon, 09 Apr 2007 19:39:17 GMT
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Can you tell me why my wiimote doesn't work with renegade? The mouse wont move but it moves fine on the desktop. It does the same for other older games like AVP2, maybe a directx problem?

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 20:31:50 GMT
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Attention Jonwil

Okay, I thought the problem was with a change you guys must have done to the cinematic scripts. But after a closer look I think it must be with one of these scripts:

JFW_Attach_Custom

JFW_Send_Custom_Distance_Objects_Custom

Reborn_MMK2_Turret

There are a few other script that it could be but these are the most likely, attach them to an object (like the default starting infantry) and if the game crashes you have found the flawed script, it use to work before 3.2 but now I am having problems on tons of levels. If I had more time I would see which script was causing it, but now I have to leave for work.

Subject: Re: scripts.dll 3.2 is out
Posted by [Canadacdn](#) on Mon, 09 Apr 2007 20:46:40 GMT
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Awesome. If everything goes smoothly, Roleplay 2 will be out by the end of the week.

Subject: Re: scripts.dll 3.2 is out
Posted by [jnz](#) on Mon, 09 Apr 2007 21:34:03 GMT
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ignore my post... It was shitty renguard killing my renegade.

Subject: Re: scripts.dll 3.2 is out
Posted by [Canadacdn](#) on Mon, 09 Apr 2007 21:54:32 GMT
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Awesome, now I can crash as soon as I start up Renegade instead of halfway through an online match. How convenient!

Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 22:00:42 GMT
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hey jonwil, have you ever considered beta testing?
or is this it, and are we the test victims/volunteers?

oh well, the bugfinding works

Subject: Re: scripts.dll 3.2 is out
Posted by [Jonty](#) on Mon, 09 Apr 2007 22:05:03 GMT
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OK, so I fixed the weird arrows (thanks Slave), but it's kinda slow now. I thought there were supposed to be loads of performance enhancements, that may even make it faster than stock Renegade? 'Cause over here I get 75fps average on 1280x1024 and 25fps average with shaders enabled.

Also, I'm guessing the only vehicles that have the fancy light effects are ones that have been mapped, or something, which would explain why nothing seems different when I put it in APB.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jonty](#) on Mon, 09 Apr 2007 22:09:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, so I fixed the weird arrows (thanks Slave), but it's kinda slow now. I thought there were supposed to be loads of performance enhancements, that may even make it faster than stock Renegade? 'Cause over here I get 75fps average on 1280x1024 and 25fps average with shaders enabled.

Also, I'm guessing the only vehicles that have the fancy light effects are ones that have been mapped, or something, which would explain why nothing seems different when I put it in APB.

Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 22:16:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, if i don't want my tanks to be shaded/mapped wich files would i need to delete?

Subject: Re: scripts.dll 3.2 is out
Posted by [Zion](#) on Mon, 09 Apr 2007 22:18:54 GMT
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The ones with the .dds file extention.

Subject: Re: scripts.dll 3.2 is out
Posted by [Slave](#) on Mon, 09 Apr 2007 22:29:47 GMT
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nah, that would cause renegade to try normal mapping them with the ww logo.

Subject: Re: scripts.dll 3.2 is out
Posted by [Tunaman](#) on Mon, 09 Apr 2007 22:32:18 GMT
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I'm guessing my comp doesn't support it because it makes everything ingame black. :(I can see the HUD but that's about it.

Subject: Re: scripts.dll 3.2 is out
Posted by [Gen_Blacky](#) on Mon, 09 Apr 2007 23:06:06 GMT
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well im gonna wait for installer since you guys are having problems

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Tue, 10 Apr 2007 00:30:13 GMT
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Only the mammoth and flame tanks have the normal mapping. If you don't want it, delete shaders.sdb.

The guy who reported the slowdown, please post your system specs here.

As for all the various crashes, I am going to look into them and figure out just WTF is going on. Beta testing WAS carried out on various builds of 3.2 (including a bunch of testing alongside the APB 994 betas).

Subject: Re: scripts.dll 3.2 is out
Posted by [Canadacdn](#) on Tue, 10 Apr 2007 00:45:00 GMT
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I am quite upset about this, I hope it is fixed soon. In the meantime, enjoy this image:

File Attachments

1) [dll32.jpg](#), downloaded 1162 times



Subject: Re: scripts.dll 3.2 is out
Posted by [cmatt42](#) on Tue, 10 Apr 2007 01:54:06 GMT
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For those who crash during the intro, try skipping them with the extended config, which I have affixed to this post. I have them skipped and I haven't had that problem.

File Attachments

1) [renexcfgrc1.1.exe](#), downloaded 169 times

Subject: Re: scripts.dll 3.2 is out
Posted by [PaRaDoX](#) on Tue, 10 Apr 2007 05:07:03 GMT

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Mine just dies, had a older version and it did the same, tried to say something, just fell on deaf ears

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Tue, 10 Apr 2007 07:58:29 GMT
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Working on scripts.dll 3.2.1 right now. Changes so far:

1.Fixed a bug that would show up if you used certain hud.ini keywords or engine calls (basically anything that uses Render2DClass)

Updated the readme to reflect the fact that crashdumps are now numbered and the other readme thing mentioned up in the thread.

Moved 3 memory allocation statements so that they run even if shaders is off (fixes a major bug). Yes, this is the "Renegade crashes at the intro movie" issue.

the EXIT console command works just fine on my WIP build btw.

Jonty, what are your system specs? If you have a crappy video card, it may explain why its slow.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jonty](#) on Tue, 10 Apr 2007 09:38:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Tue, 10 April 2007 08:58Jonty, what are your system specs? If you have a crappy video card, it may explain why its slow.

Well, I have a Sempron64 3400+ with 1.5Gb RAM and a 256Mb GF6200, which I know is hardly the best specs nowadays, but my friend just installed them on his PC with an FX5700 (Microstar or something odd) and that runs at about 40 fps, same resolution.

And I just realised I double posted up, there, blame the database lock thing.

Anyway, like I said, is there any point in using this for APB? Because I plonked it in and nothing changed.

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Tue, 10 Apr 2007 10:07:28 GMT
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scripts.dll 3.2.1 is out.

This should hopefully fix various errors people have been having (such as "renegade wont start" and "renegade wont go into the map and hangs on loading")

Grab it from <http://www.sourceforge.net/projects/rentools/>
Or use this installer <http://4camp.net/scripts321.exe>

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Tue, 10 Apr 2007 13:07:37 GMT
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I am working on finding which script is crashing the game.

Never mind it would seem that it crashes whenever a certain effect on a model happens, so I guess that may computer was correct in saying it had to do with shader.dll. I will figure out what effects have to be applied to cause this crash.

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Tue, 10 Apr 2007 13:28:28 GMT
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If you can produce a test package/map/whatever that shows the crash happening, that would be really good
Unlike the graphical problems with your blast doors, crashes are something we can actually FIX

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Tue, 10 Apr 2007 13:30:14 GMT
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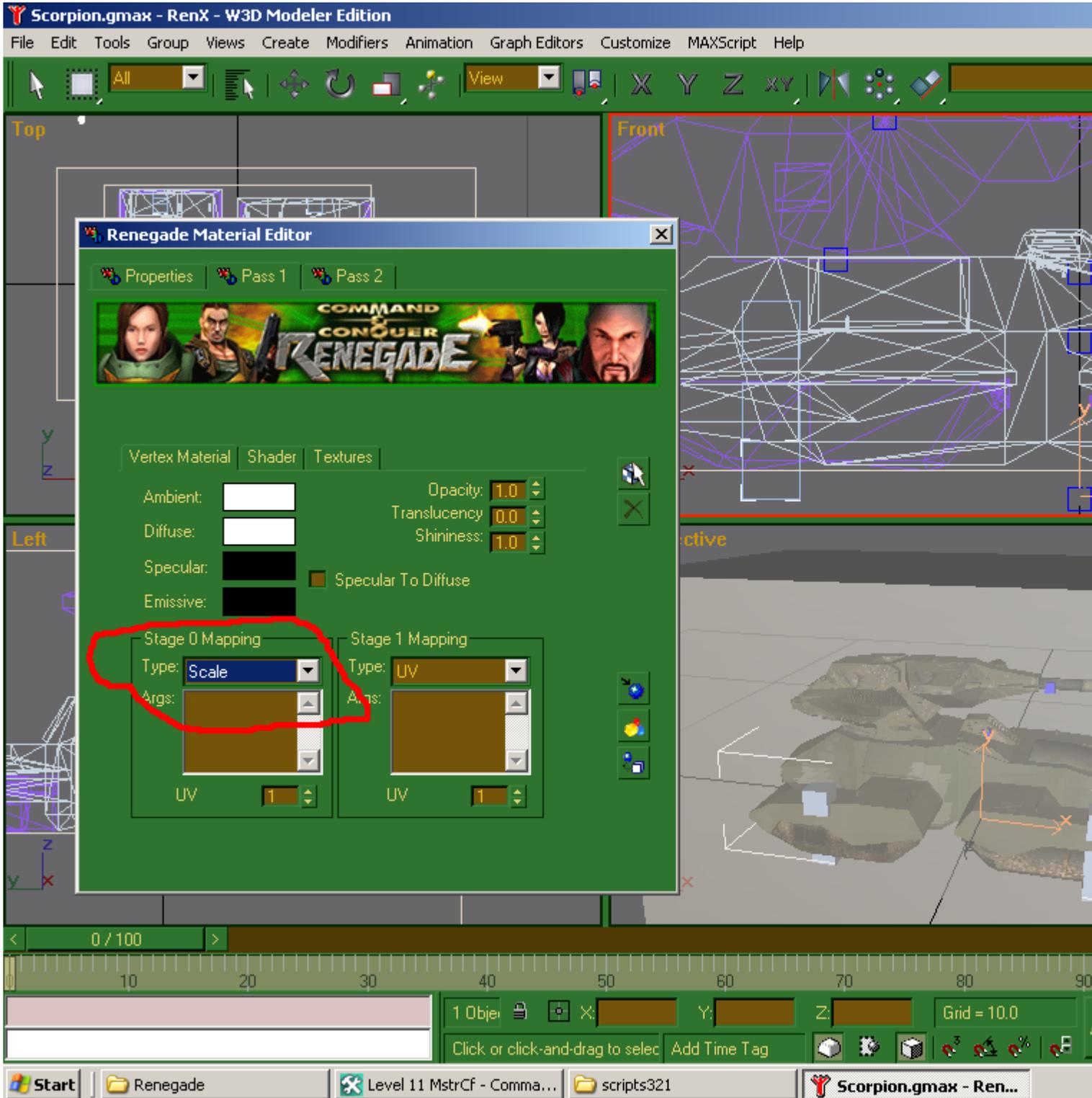
Attention Jonwil

Okay, I figured it out, the game crashes when ever "scale" (in the UV mappers) is used. Its not your scripts. Which would explain why it always says that it is shaders.dll. It even crashes if you leave the scale at its default.

If you still want a package tell me, I will have it done in 15 minutes. Oh and my system info is also below.

File Attachments

1) [Don't take my scale away.png](#), downloaded 876 times



2) [sysinfo.txt](#), downloaded 232 times

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Tue, 10 Apr 2007 14:25:05 GMT
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A package would be nice, it would make it easier to debug.
I think I know where its failing, I just need to see why.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Tue, 10 Apr 2007 14:31:11 GMT
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Okay here it is, the tank is right behind you, as you turn around the game will load it up and crash.
If you don't have a 7Z file extractor, tell me and I will reupload it as a win zip file.

File Attachments

1) [Scripts Glitch Testing.7z](#), downloaded 193 times

Subject: Re: scripts.dll 3.2 is out
Posted by [DL60](#) on Tue, 10 Apr 2007 18:03:01 GMT
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Adding more normal maps?

I tried (together with some other people) to add normalmaps for the pistol and the GDI APC. We quickly rendered some normal maps and tried to add them to the game with the sbhedit. We used values from the mammothtank entry (except the .tga normalmapfilename of course) but the normalmap didn't appear ingame.

Subject: Re: scripts.dll 3.2 is out
Posted by [CarrierII](#) on Tue, 10 Apr 2007 21:12:04 GMT
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3.1.2

Broke on using the console Exit command.
Also broke on attempting to load it after using enabling 3X Anti Aliasing.

Intel P4D, Asus Mboard, ATI X1650.

Made a .zip of my debug folder here, forums won't let me upload anything (Using IE7 - family choice. :@)

-->I do not know why it is 56 MB, but it is<--
<http://hosted.filefront.com/CarrierII>

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Tue, 10 Apr 2007 21:30:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

DeathLink6.0 wrote on Tue, 10 April 2007 13:03 Adding more normal maps?

I tried (together with some other people) to add normalmaps for the pistol and the GDI APC. We quickly rendered some normal maps and tried to add them to the game with the sbhedit. We used values from the mammothtank entry (except the .tga normalmapfilename of course) but the normalmap didn't appear ingame.

The 'name' of the shader in sdbedit is important when trying to do that. You need to make sure that it is the same as the 'material name' of the object you are trying to put the shader on.

Subject: Re: scripts.dll 3.2 is out
Posted by [Renx](#) on Tue, 10 Apr 2007 21:42:55 GMT
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gamemodding wrote on Mon, 09 April 2007 18:34 ignore my post... It was shitty renguard killing my renegade.

No it's not. I have the exact same problem with the previous versions of scripts.dll, and it only started happening after I updated to the latest version of DX9c. I haven't tried 3.2 yet but I presume this is still going to happen if you're experiencing it.

Subject: Re: scripts.dll 3.2 is out
Posted by [jnz](#) on Tue, 10 Apr 2007 22:18:27 GMT
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It was because i was running a rene in a diffrent folder that renguard was installed.

Subject: Re: scripts.dll 3.2 is out
Posted by [Cat998](#) on Tue, 10 Apr 2007 23:16:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why does the F8 console in Renegade on windows vista still doesn't work jonwil ? I thought you are going to fix this one.

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Wed, 11 Apr 2007 00:22:31 GMT
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We were going to look into it, but at the current time it just doesn't seem simple enough to fix.

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Wed, 11 Apr 2007 00:42:22 GMT
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If you don't want the tanks to be shaded, remove the shaders.sdb file.

Subject: Re: scripts.dll 3.2 is out
Posted by [R315r4z0r](#) on Wed, 11 Apr 2007 01:28:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

very nice, job well done. I am seeing little to no errors.

Actually.. only one really tiny error.. but it doesn't really bother me so

Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Wed, 11 Apr 2007 01:46:06 GMT
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ok, I fixed the Scale mapper bug (and the same thing in several other texture mappers)
Fix will be in 3.2.2

Subject: Re: scripts.dll 3.2 is out
Posted by [R315r4z0r](#) on Wed, 11 Apr 2007 02:09:37 GMT
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Uh oh, I found a visual error.

On foggy maps, the flame tank and the mammoth tank stick out of the fog like black on white...

If you line a bunch of vehicles up including the flame and mamm, you can see how the fog starts to engulf the other vehicles, but the flame tank and the mammoth tank just stay visable. They don't get over taken by the fog.

I will post a screen shot in a min.

Subject: Re: scripts.dll 3.2 is out
Posted by [R315r4z0r](#) on Wed, 11 Apr 2007 02:42:55 GMT
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Can't edit, so double post:

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Wed, 11 Apr 2007 04:44:54 GMT
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Unfortunately, that is "by design" for right now. On SM3 capable cards, fog simply doesn't work with shaders of any kind, causing it be to be the fog color all over no matter where it is. So rather than fix the fog, we just disabled it (If you know how to calculate fog that matches in HLSL, be my guest to add it).

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Wed, 11 Apr 2007 06:33:45 GMT
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CarrierII wrote on Tue, 10 April 2007 16:123.1.2

Broke on using the console Exit command.
Also broke on attempting to load it after using enabling 3X Anti Aliasing.

Intel P4D, Asus Mboard, ATI X1650.

Made a .zip of my debug folder here, forums won't let me upload anything (Using IE7 - family choice. :@)

-->I do not know why it is 56 MB, but it is<--
<http://hosted.filefront.com/CarrierII>

Do you have any instant messaging system? More than half of those crashdumps point to an error that me and jonwil are stumped to by just crashdumps and we need to run further tests.

Subject: Re: scripts.dll 3.2 is out
Posted by [CarrierII](#) on Wed, 11 Apr 2007 08:20:40 GMT
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Check your PMs. I use Windows Live Messenger, or I can log on to n00bstories IRC.

Subject: Re: scripts.dll 3.2 is out
Posted by [XSilent0X](#) on Wed, 11 Apr 2007 08:31:13 GMT
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Good Job saberhawk,
the Normalmap shader works great

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Wed, 11 Apr 2007 08:36:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Of course it works great!

Subject: Re: scripts.dll 3.2 is out
Posted by [nopol10](#) on Wed, 11 Apr 2007 11:16:20 GMT
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What exactly does normal maps do?

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Wed, 11 Apr 2007 13:13:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Tue, 10 April 2007 19:46ok, I fixed the Scale mapper bug (and the same thing in several other texture mappers)
Fix will be in 3.2.2

Good I thought that I was going to have to redo at least 4 levels, and a ton of vehicle models.

Subject: Re: scripts.dll 3.2 is out
Posted by [Cat998](#) on Wed, 11 Apr 2007 13:23:56 GMT
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saberhawk wrote on Wed, 11 April 2007 02:22We were going to look into it, but at the current time it just doesn't seem simple enough to fix.

Well it's a bug which needs to be fixed. People are unable to use any console commands because of it.

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Wed, 11 Apr 2007 13:26:36 GMT
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Cat998 wrote on Tue, 10 April 2007 17:16 Why does the F8 console in Renegade on windows vista still doesn't work jonwil ? I thought you are going to fix this one. It works on some of the computers, just look on ren alert forums, that is defiantly a vista operating system that is crashing on the exit console command.

<http://www.apathbeyond.com/forum/index.php?showtopic=12501&st=30>

Subject: Re: scripts.dll 3.2 is out
Posted by [DL60](#) on Wed, 11 Apr 2007 15:22:14 GMT
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Edit: deleted.

It's all fine.

Subject: Re: scripts.dll 3.2 is out
Posted by [Cat998](#) on Wed, 11 Apr 2007 15:44:38 GMT
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Jerad Gray wrote on Wed, 11 April 2007 15:26 Cat998 wrote on Tue, 10 April 2007 17:16 Why does the F8 console in Renegade on windows vista still doesn't work jonwil ? I thought you are going to fix this one. It works on some of the computers, just look on ren alert forums, that is defiantly a vista operating system that is crashing on the exit console command.

<http://www.apathbeyond.com/forum/index.php?showtopic=12501&st=30>

I think you are wrong, that's WIN XP

It's a bug caused by d3d8.dll

Subject: Re: scripts.dll 3.2 is out
Posted by [Jerad2142](#) on Wed, 11 Apr 2007 16:43:05 GMT
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Cat998 wrote on Wed, 11 April 2007 09:44Jerad Gray wrote on Wed, 11 April 2007 15:26Cat998 wrote on Tue, 10 April 2007 17:16Why does the F8 console in Renegade on windows vista still doesn't work jonwil ? I thought you are going to fix this one.
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<http://www.apathbeyond.com/forum/index.php?showtopic=12501&st=30>

I think you are wrong, that's WIN XP

It's a bug caused by d3d8.dll
All the black just made me think it was vista.

Subject: Re: scripts.dll 3.2 is out
Posted by [R315r4z0r](#) on Thu, 12 Apr 2007 03:58:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

EDIT:

never mind this post

Subject: Re: scripts.dll 3.2 is out
Posted by [ericlaw02](#) on Thu, 12 Apr 2007 16:39:54 GMT
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Has anyone tried to make a normal map for the Nod APC? I tried and it crashed when it spawns...worked all nice when I made a normal map for the light tank...

Subject: Re: scripts.dll 3.2 is out
Posted by [XSilent0X](#) on Thu, 12 Apr 2007 17:02:42 GMT
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i have the same problem with the gdi apc

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Thu, 12 Apr 2007 21:10:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Send me a test case and I'll take a look at it.

Subject: Re: scripts.dll 3.2 is out
Posted by [ericlaw02](#) on Fri, 13 Apr 2007 03:48:40 GMT
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Here's the files I'm using for the Nod APC...crashdumps included for reference.

File Attachments

1) [v_nod_apc.rar](#), downloaded 190 times

Subject: Re: scripts.dll 3.2 is out
Posted by [nopol10](#) on Fri, 13 Apr 2007 10:13:40 GMT
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I just found an error in the singleplayer which is probably caused by the scripts.
At the second mission (after Scorpion Hunters) when I click on vehicles under the pause menu, Renegade just quits to the desktop without any crash messages. No crashdump was generated.

Subject: Re: scripts.dll 3.2 is out
Posted by [saberhawk](#) on Fri, 13 Apr 2007 20:18:07 GMT
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eric_law_ca wrote on Thu, 12 April 2007 22:48 Here's the files I'm using for the Nod APC...crashdumps included for reference.

Found, fixed. The Nod APC has a two pass material that has no textures one of the passes, which causes the crash. Might be a good idea to change that.

nopol10 wrote on Fri, 13 April 2007 05:13 I just found an error in the singleplayer which is probably caused by the scripts.

At the second mission (after Scorpion Hunters) when I click on vehicles under the pause menu, Renegade just quits to the desktop without any crash messages. No crashdump was generated. Will look into it.

Subject: Re: scripts.dll 3.2 is out
Posted by [JohnDoe](#) on Sun, 15 Apr 2007 16:59:15 GMT
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You guys are one of the few modders that I respect...making Renegade nicer instead fucking up the gameplay/working on mods that 10 people care about like those other douchebags.

Will you add more normal maps in later release? Those look kinda neat.

Subject: Re: scripts.dll 3.2 is out
Posted by [Renx](#) on Mon, 16 Apr 2007 00:48:09 GMT
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Saberhawk and jonwil are douchebags that make mods that only 10 people care about too, don't let this fool you!

Subject: Re: scripts.dll 3.2 is out
Posted by [Cunin](#) on Wed, 25 Apr 2007 07:44:42 GMT
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1) as this is my first post I want to thank jonwil and all the other people involved in the scripts.dll project for your continued efforts in keeping this game up-to date and adding new features.

2) I got the same problem as that other dude, my FPS are halved with 3.2.1 while all was working fine with version 3.1.4.

It's not only that FPS display that says that, but it's easily visible. What I think it's that it is exactly halved, so I guess it's not a performance problem but a bug.

The odd thing is that when I reinstalled v314 again to fix it (via the installer provided in this forum) I had that same problem again. How I fixed it? This way:

- I ran renegade and open up BHS.dll options screen, the shaders and high-detail shadows options was disabled

- I re-enabled those options (I keep vsync always off) and pressed Save Settings, then I exited ren and then reloaded: problem fixed.

So I thought that has something to do with saved settings, but I'm not sure, if you can tell me where it saves them I can check what option halves the fps.

My system specs:

Athlon XP 2400+

768Mb ram ddr 266MHz

Radeon X1600pro 512Mb - Catalyst 7.2

my CPU got SSE so there should be no problems with those new SSE optimizations.

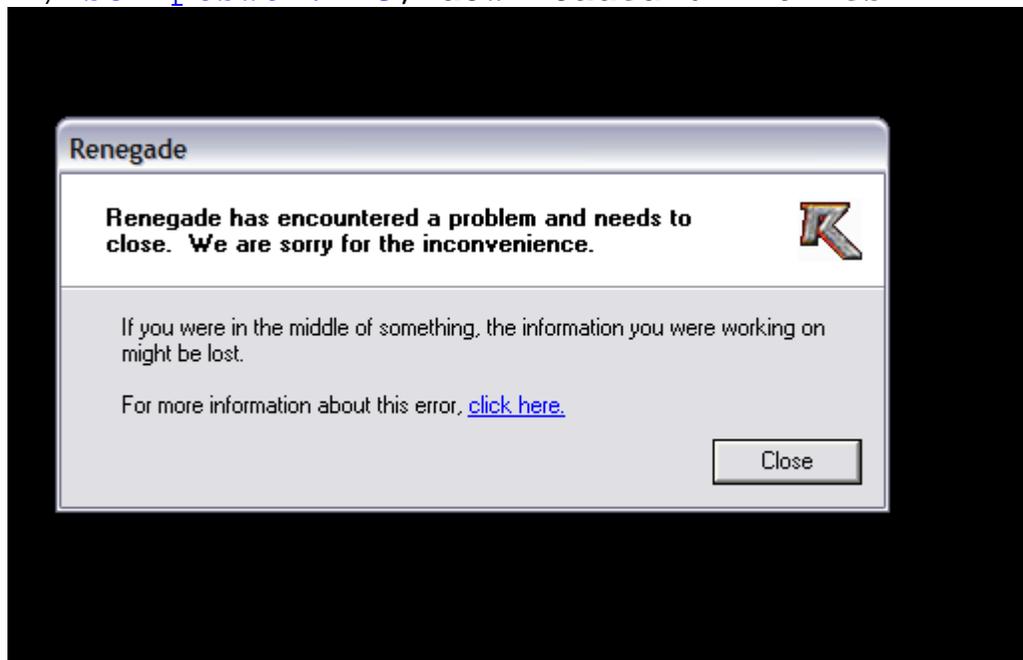
Subject: Re: scripts.dll 3.2 is out
Posted by [crazfulla](#) on Fri, 27 Apr 2007 13:42:40 GMT
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I start Renegade via direct connect - whatever I use (ren IP, server launcher, IRC script etc) it stops on "Joining Game..." I I minimise, then restore using alt+tab and i get a black screen with this in the middle:

Maybe i should just get someone to post an older version of the scripts?

File Attachments

1) [scriptswtf.PNG](#), downloaded 674 times



Subject: Re: scripts.dll 3.2 is out
Posted by [havoc9826](#) on Fri, 27 Apr 2007 16:27:13 GMT
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You can find all of the older versions of scripts.dll at this subpage of jonwil's Renegade Public Tools page. Version 2.9.2 is the last completely stable version that I've used.

Subject: Re: scripts.dll 3.2 is out
Posted by [crazfulla](#) on Sat, 28 Apr 2007 02:41:43 GMT
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ty. I'm a cab I forgot to backup the old ones. <3

Subject: Re: scripts.dll 3.2 is out
Posted by [havoc9826](#) on Sat, 28 Apr 2007 05:27:25 GMT
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No problem. By the way, I'm not sure if it's happened to me since then, but according to my IRC logs, my client chat logging somehow turned itself off when I installed scripts.dll 2.7.0. Just in case, remember to hit F8/~ and type "log 1" to definitely enable logging. You can also type "logp", which will just tell you whether logging is on or off. Thanks jonwil for telling me about those console commands last year

Subject: Re: scripts.dll 3.2 is out
Posted by [Gen_Blacky](#) on Sat, 28 Apr 2007 23:16:27 GMT
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has any one else had this problem, ive had this problem with other script versions also.

Subject: Re: scripts.dll 3.2 is out
Posted by [danpaul88](#) on Sat, 28 Apr 2007 23:21:18 GMT
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Did you use the installer, or get the files from the zip archive? If you didn't use the installer you probably need to update your directX setup to work with the new scripts, which you can do using this setup program ->

<http://www.microsoft.com/downloads/details.aspx?FamilyID=4b1f5d0c-5e44-4864-93cd-464ef59da050&DisplayLang=en>

(Does 3.2 even have an installer yet anyway?)

Subject: Re: scripts.dll 3.2 is out
Posted by [Gen_Blacky](#) on Sat, 28 Apr 2007 23:37:46 GMT
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installer latest version

Subject: Re: scripts.dll 3.2 is out
Posted by [Cunin](#) on Sun, 29 Apr 2007 20:42:07 GMT
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danpaul88 wrote on Sat, 28 April 2007 18:21Did you use the installer, or get the files from the zip archive? If you didn't use the installer you probably need to update your directX setup to work with the new scripts, which you can do using this setup program ->

<http://www.microsoft.com/downloads/details.aspx?FamilyID=4b1f5d0c-5e44-4864-93cd-464ef59da050&DisplayLang=en>

(Does 3.2 even have an installer yet anyway?)

Yes, 3.2.1 have already an installer with built-in DX setup.
