Subject: Important scripts.dll 3.2.2 news
Posted by jonwil on Tue, 24 Apr 2007 23:50:55 GMT
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As of scripts.dll 3.2.2, the scripts.dll/bhs.dll will no longer run on Windows 98 or Windows ME. This allows the use of certain features not found on those operating systems which help make the code better.

Subject: Re: Important scripts.dll 3.2.2 news
Posted by CarrierII on Wed, 25 Apr 2007 07:39:00 GMT
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*sits quite happily on his XP powered machine*

An idea on how much longer till release?

Subject: Re: Important scripts.dll 3.2.2 news
Posted by Cat998 on Wed, 25 Apr 2007 11:41:51 GMT
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It's a good time for everyone to update to a newer OS

Subject: Re: Important scripts.dll 3.2.2 news
Posted by Yrr on Wed, 25 Apr 2007 11:48:34 GMT
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But I wanna keep my Windows 3.1

@John: What are the features you are talking about?

Subject: Re: Important scripts.dll 3.2.2 news
Posted by Crow3333 on Thu, 26 Apr 2007 09:02:51 GMT
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I asked this before, but nobody didn´t help in the other topic:

I´ve got a problem, everytime I try to use the normalmapshaders the models gets black. What exactly must I do to get it to work? I renamed the texture on the model (its a character) to c_ag_gdi_mg then I exportet everything, made a normal map with the name c_ag_gdi_mg_n.tga and put it in the datafolder like the other files. Then I edited the shaders.sdb and made a new shader with the texture file "c_ag_gdi_mg_n.tga" in the normalmap slot. The other settings were

left to the default. The mammoth and Ftank shaders are working fine, but i can´t get my files to work.

Can someone help?

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Subject: Re: Important scripts.dll 3.2.2 news
Posted by XSilent0X on Thu, 26 Apr 2007 15:51:52 GMT
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Du solltest den shader so benennen wie die textur im material editor benannt ist. Wenn im material editor die textur "XYZ" heisst sollte der shader name auch so heissen, ansonsten funzt das nicht.

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Subject: Re: Important scripts.dll 3.2.2 news
Posted by mvrtech on Thu, 26 Apr 2007 17:44:00 GMT
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XSilent0X wrote on Thu, 26 April 2007 11:51Du solltest den shader so benennen wie die textur im material editor benannt ist. Wenn im material editor die textur "XYZ" heisst sollte der shader name auch so heissen, ansonsten funzt das nicht.

Huh?

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Subject: Re: Important scripts.dll 3.2.2 news
Posted by Yrr on Thu, 26 Apr 2007 17:46:52 GMT
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mvrtech wrote on Thu, 26 April 2007 19:44XSilent0X wrote on Thu, 26 April 2007 11:51Du solltest den shader so benennen wie die textur im material editor benannt ist. Wenn im material editor die textur "XYZ" heisst sollte der shader name auch so heissen, ansonsten funzt das nicht.

Huh?

The reply was not for you

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Subject: Re: Important scripts.dll 3.2.2 news
Posted by Jerad2142 on Thu, 26 Apr 2007 17:48:22 GMT
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Well it does not affect me, but I do feel sad for people with older computers, but there are not that

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many playing Renegade on 95, 98 any way (plus Renhalo lost all support ability of those operating systems a long time ago).

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Subject: Re: Important scripts.dll 3.2.2 news
Posted by saberhawk on Thu, 26 Apr 2007 22:51:11 GMT
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Crow3333 wrote on Thu, 26 April 2007 04:02I asked this before, but nobody didn´t help in the other topic:

I´ve got a problem, everytime I try to use the normalmapshaders the models gets black. What exactly must I do to get it to work? I renamed the texture on the model (its a character) to c_ag_gdi_mg then I exportet everything, made a normal map with the name c_ag_gdi_mg_n.tga and put it in the datafolder like the other files. Then I edited the shaders.sdb and made a new shader with the texture file "c_ag_gdi_mg_n.tga" in the normalmap slot. The other settings were left to the default. The mammoth and Ftank shaders are working fine, but i can´t get my files to work.

Can someone help?

To anybody else experiencing this, the defaults are WRONG, do not use them. Copy the settings from the example shaders.sdb for now until 3.2.2 is released.

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