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Subject: scripts.dll 3.2.3 is out  
Posted by [jonwil](#) on Sat, 26 May 2007 10:08:41 GMT  
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get it from <http://www.sourceforge.net/projects/rentools/>  
Changelog for scripts.dll 3.2.3  
Updated all dlls to fix errors reported by the PREFast static code analysis tool (such as potential buffer overflows, crashes and other potential issues)  
fixed a potential bug in the wall lag fix  
Fixed a crash in the Random texture mapper  
Fixed a possible bug that could cause a crash on exit  
Added code to delete the extra Message console command that was on the list (it was on the list because my code overrides the Message console command to allow for hooking it)  
Fixed a bug to do with Set\_Vehicle\_Is\_Visible on linux RH8 not working correctly  
Changed the way bhs.dll version checking takes place. GetBHSVersion in bhs.dll is now only for checking that the bhs.dll version used to build this scripts.dll is the same one present at runtime.  
the BHS\_VERSION #define in engine\_common.h is the correct way to detect the scripts.dll/bhs.dll version in your own code  
Further fix to the normal map shader/tangent/binormal code (it is now as good as its going to get unless some math guru can help, not that its all that bad in any case)  
Fix to ShaderClass::Apply (causing the "alpha blend" issues people reported before)  
Bug fixes to SimpleDynVecClass, SimpleVecClass, and DynamicVectorClass  
Bug fix to Get\_Beacon\_Owner, it doesn't hang anymore  
Fixed some off-by-one errors to do with Text\_File\_Get\_String  
Corrected my email address in readme.txt  
Fixes to some stuff to do with Scene Shaders that could cause crashes  
Fixes to the code that saves and restores fog settings for SM3.0 cards (no it doesn't correctly fog shaded vehicles yet, we are working on that though)  
Fixed a bug in the stacking scene shader code for sdbedit.exe

I expect Saberhawk will make an installer for 3.2.3 as soon as he can

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Canadacdn](#) on Sat, 26 May 2007 15:30:24 GMT  
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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [IronWarrior](#) on Sat, 26 May 2007 16:18:16 GMT  
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Nice, downloaded.

But, will wait for the .exe

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [saberhawk](#) on Sat, 26 May 2007 17:51:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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<http://4camp.net/scripts323.exe>

Enjoy

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [icedog90](#) on Sat, 26 May 2007 18:01:22 GMT  
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Just a suggestion, is it possible that you can add an adjustment for bloom? I like to have it on, but I think it's currently too bright as I'm totally blinded when a tank shell hits the ground and smokes up.

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [saberhawk](#) on Sat, 26 May 2007 18:47:02 GMT  
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Kinda hard to add an adjustment option as there are actually a couple of values that need to be adjusted. You can take a look for yourself by installing the "Developer Tools", and using sdbedit.exe to open sceneshaders.sdb and taking a look at the bright pass and bloom shaders under the only defined scene shader . The bright pass value controls what level of brightness gets allowed through, and the bloom scale value controls the multiplier for those values.

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [BlueThen](#) on Sat, 26 May 2007 19:10:37 GMT  
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I may be a total n00b when it comes to this but...

The shaders make everything go black during gameplay. How do I fix that?

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Subject: Re: scripts.dll 3.2.3 is out

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Posted by [saberhawk](#) on Sat, 26 May 2007 19:14:21 GMT

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Screenshot please, and your sysinfo.txt (Renegade directory)

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [BlueThen](#) on Sat, 26 May 2007 19:26:13 GMT

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### File Attachments

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1) [Ohnoes.png](#), downloaded 476 times



2) [sysinfo.txt](#), downloaded 270 times

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Carrierll](#) on Sat, 26 May 2007 19:42:12 GMT  
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icedog90 wrote on Sat, 26 May 2007 13:01 Just a suggestion, is it possible that you can add an adjustment for bloom? I like to have it on, but I think it's currently too bright as I'm totally blinded when a tank shell hits the ground and smokes up.

Surely if a tank shell did that, you would be blinded? lol

Seriously, it is a little too bright.

As ever, wonderful work.

(I'll install it later, I'm trying to get onto -my- PC... damn siblings)

---

Subject: Re: scripts.dll 3.2.3 is out  
Posted by [slavik262](#) on Sat, 26 May 2007 21:21:25 GMT  
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Saberhawk, what do you use to make the scripts installers?

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [saberhawk](#) on Sat, 26 May 2007 23:14:02 GMT  
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bluethen: Is AA on by any chance, and at what level?

slavik: Read the bottom left corner on any installer page (except the first one) and your answer shall be revealed.

---

Subject: Re: scripts.dll 3.2.3 is out  
Posted by [JohnDoe](#) on Sat, 26 May 2007 23:20:25 GMT  
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Nice, but the 3x and 4x anti-aliasing still crashes.

---

#### File Attachments

- 1) [crashdump16.txt](#), downloaded 286 times
- 2) [crashdump17.txt](#), downloaded 267 times

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [BlueThen](#) on Sat, 26 May 2007 23:24:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

saberhawk wrote on Sat, 26 May 2007 18:14bluethen: Is AA on by any chance, and at what level?

What is AA?

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [saberhawk](#) on Sat, 26 May 2007 23:29:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Well, JohnDoe, if you had posted these crashdumps when we asked for them... \*grumble  
grumble\*

---

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [saberhawk](#) on Sun, 27 May 2007 00:06:32 GMT  
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bluethen wrote on Sat, 26 May 2007 18:24saberhawk wrote on Sat, 26 May 2007 18:14bluethen:  
Is AA on by any chance, and at what level?

What is AA?

Okay, guess it's not then. Why scene shaders fail to function on that card, I don't know. What I  
recommend for now is to delete the sceneshaders.sdb file in your data directory so you can play.

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [BlueThen](#) on Sun, 27 May 2007 00:19:55 GMT  
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saberhawk wrote on Sat, 26 May 2007 19:06bluethen wrote on Sat, 26 May 2007  
18:24saberhawk wrote on Sat, 26 May 2007 18:14bluethen: Is AA on by any chance, and at what  
level?

What is AA?

Okay, guess it's not then. Why scene shaders fail to function on that card, I don't know. What I  
recommend for now is to delete the sceneshaders.sdb file in your data directory so you can play.

I know how to get ren to work, but I don't know how to get shaders to work.

Oh well. I'll live.

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [nopol10](#) on Sun, 27 May 2007 00:38:39 GMT  
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bluethen wrote on Sun, 27 May 2007 03:10I may be a total n00b when it comes to this but...

The shaders make everything go black during gameplay. How do I fix that?

I think its because:

1. No Hardware T&L, my other laptop has Inte GMA 915 and it supports Shader 2.0. No Hardware T&L and when shaders is turned on, Renegade just runs normally (without scene shaders dunno if it has shaders). Some stuff seemed to be half-bloomed (same with the one I'm using now) and way too bright and it doesn't have the bleeding out effect.
  2. You may need to update your drivers.
- 

Subject: Re: scripts.dll 3.2.3 is out  
Posted by [JohnDoe](#) on Sun, 27 May 2007 09:44:40 GMT  
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saberhawk wrote on Sat, 26 May 2007 16:29Well, JohnDoe, if you had posted these crashdumps when we asked for them... \*grumble grumble\*

My upload was fucked...the page would time-out every time I posted. No big deal, I don't have a problem having to wait for the next scripts.

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Yrr](#) on Sun, 27 May 2007 22:07:47 GMT  
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```
engine_weap.cpp, line 1416
if (o3->Attached.Reference)
should be
if (o3->Owner.Reference)
```

```
jmgrp2.cpp, line 14
#include "jmgRP2.h"
should be
#include "jmgrp2.h"
```

---

Subject: Re: scripts.dll 3.2.3 is out

---

Posted by [icedog90](#) on Sun, 27 May 2007 22:51:19 GMT

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JohnDoe wrote on Sun, 27 May 2007 02:44saberhawk wrote on Sat, 26 May 2007 16:29Well, JohnDoe, if you had posted these crashdumps when we asked for them... \*grumble grumble\*

My upload was fucked...the page would time-out every time I posted.

Happens to me a ton too. Just happen to post while the server is backing up.

---

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [JohnDoe](#) on Mon, 28 May 2007 13:52:12 GMT

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Well, it seems like the AA options work fine for resolutions 1024x768 and lower.

I was using 1280x1024 when it kept crashing, but my monitor is only a 17" CRT so perhaps it has problems coping with the AA due to that...is it possible to implement even smoother AA modes in future releases?

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [EvilWhiteDragon](#) on Mon, 28 May 2007 14:14:57 GMT

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AA doesnt have to do with the monitor. Resolutions do, but if you use the resolution you normally use, use AA then it should work.

---

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [JohnDoe](#) on Mon, 28 May 2007 14:34:17 GMT

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My desktop = 1024x768, so I guess that's it.

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [PsuFan](#) on Mon, 28 May 2007 14:37:11 GMT

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PsuFanYou can also use the script installer to install newest version of Core Patch 1, To Renegade & FDS.

All You have to do is download the Script Installer once, Then you can click install to renegade & click cp1. It will always download the newest version (maybe few days lag on newest version), But anyways it will download the newest version, & you will never have to download the Script

---

Installer Again. The script installer will download the newest version of CP1 without having to download the script installer again!

<http://www.psumaps.co.nr/p/scriptinstaller.htm>

The Script Installer Has Been Updated To v3.2.3 (5/28/07)

Unlike the other installer, This will install the newest version without downloading another installer!

[ Said In Another 3.2.3 Topic ]

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Viking](#) on Tue, 29 May 2007 20:45:12 GMT  
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THANK YOU NOW I CAN MINIMIZE RENEGADE AND BRING IT BACK UP AND IT DOSE NOT CRASH HOLY SHIT YES!!!

Yes, it needed to be big.

---

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [nopol10](#) on Thu, 31 May 2007 00:55:32 GMT  
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---

Something is wrong, my Renegade crashes when I ALT-Tab out and try to go back in.

No error message. Here's the crashdump and sysinfo.

[EDIT]Weird... The crashes are now random...

#### File Attachments

- 1) [crashdump3.txt](#), downloaded 234 times
  - 2) [sysinfo.txt](#), downloaded 232 times
- 

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [jonwil](#) on Thu, 31 May 2007 01:25:30 GMT  
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nopol10, do you have a d3derr.log file?

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Subject: Re: scripts.dll 3.2.3 is out

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Posted by [nopol10](#) on Thu, 31 May 2007 01:34:49 GMT

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Here:

### File Attachments

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1) [d3derr.log](#), downloaded 183 times

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [Cunin](#) on Thu, 31 May 2007 18:00:59 GMT

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---

Just want to say that version 3.2.2 fixed my low fps of version 3.2.1.

Maybe the:

jonwilCode to correctly disable backbuffer locking (fixes a couple of ATI issues)  
fixed it?

Tried v3.2.3 too and I got no problems with fps.

Also, it seems that I got less crashes at exit now, but I'm not sure as I haven't played so much.

Thanks for the update!!

---

---

Subject: Re: scripts.dll 3.2.3 is out

Posted by [Jerad2142](#) on Fri, 01 Jun 2007 15:05:49 GMT

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YAY!!!!

While playing with scripts 3.2.3 I get a FPS up to 353, it never used to go above 100.

Thank you Jonwil!

---

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Subject: Re: scripts.dll 3.2.3 is out

Posted by [Slave](#) on Fri, 01 Jun 2007 17:56:26 GMT

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Yeah, did v-sync die or anything? Mine also exceeds my screen's refresh rate.

To be honest, I don't really care, since I've downgraded to 2.92. The flickering of most alpha blended textures was driving me crazy. Such a shame.

---

---

Subject: Re: scripts.dll 3.2.3 is out

Posted by [jonwil](#) on Sat, 02 Jun 2007 00:24:28 GMT

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We fixed the alpha blending textures issue in 3.2.3

---

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Carrierll](#) on Sat, 02 Jun 2007 11:56:05 GMT  
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---

Alt-Tab Crash, this is the first time I've had it with any scripts version ever.

no d3derr file found, just noticed it only breaks if I alt-tab out of a game, not from any pre-game menu (Pressing Esc ingame and alt-tabbing doesn't work)

Debug.rar

Should open with WinRAR.  
You've already got my email if you want me on MSN etc...

---

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Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Yrr](#) on Sat, 02 Jun 2007 18:33:33 GMT  
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Just found another bug.

scriptfactory.cpp -> ScriptFactory::SetNext

```
void ScriptFactory::SetNext(ScriptFactory *link)
{
    if (next)
        link->SetNext(next);
    next = link;
}
```

should be

```
void ScriptFactory::SetNext(ScriptFactory *link)
{
    next = link;
}
```

The same bug is in the original Renegade function.

---

---

Subject: Re: scripts.dll 3.2.3 is out

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Posted by [jonwil](#) on Mon, 04 Jun 2007 12:01:30 GMT

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To the people having crashes with 3.2.3 (nopol10, mammutpanzer and anyone else), please make sure you are running the latest drivers for your graphics card. If you are not running the latest drivers, upgrade and see if you still get crashes.

---

Subject: Re: scripts.dll 3.2.3 is out

Posted by [Ghostshaw](#) on Mon, 04 Jun 2007 12:58:06 GMT

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---

My rene always crashes when i play a game, and then quit. It locks up completely and i cannot alt-tab out or anything. Some times pressing esc a second time does work, and my quick fix is locking the PC (win + L, thx to danpaul88 for this) which forces rene to minimize.

-Ghost-

---

Subject: Re: scripts.dll 3.2.3 is out

Posted by [=HT=T-Bird](#) on Mon, 04 Jun 2007 17:32:10 GMT

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---

Ghostshaw wrote on Mon, 04 June 2007 07:58My rene always crashes when i play a game, and then quit. It locks up completely and i cannot alt-tab out or anything. Some times pressing esc a second time does work, and my quick fix is locking the PC (win + L, thx to danpaul88 for this) which forces rene to minimize.

-Ghost-

Yeah...Renny does crash sometimes when you exit, and the crash occurs before the D3D9/DDraw9 info gets freed, which means that Windows can't repaint the screen for much of anything...I'll try the Win+L trick...

---

Subject: Re: scripts.dll 3.2.3 is out

Posted by [Yrr](#) on Mon, 04 Jun 2007 18:23:56 GMT

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It's just an unlikely guess, but does the crash occur in common with Resurrection too?

---

Subject: Re: scripts.dll 3.2.3 is out

Posted by [=HT=T-Bird](#) on Mon, 04 Jun 2007 19:41:12 GMT

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---

Yrr wrote on Mon, 04 June 2007 13:23It's just an unlikely guess, but does the crash occur in common with Resurrection too?  
No clue.

---

Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Yrr](#) on Mon, 04 Jun 2007 20:29:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Test it.

---

Subject: Re: scripts.dll 3.2.3 is out  
Posted by [Jonty](#) on Mon, 04 Jun 2007 20:38:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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jonwil wrote on Sat, 02 June 2007 01:24We fixed the alpha blending textures issue in 3.2.3

Does this count?

### File Attachments

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1) [error.PNG](#), downloaded 499 times

