
Subject: bhs.dll load error

Posted by [whtdrgnpl](#) on Tue, 10 Jul 2007 01:34:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

I installed the new scripts 3.4.1 and when i start up renegade i get a messege that says bhs.dll won't load and to report it. I uploaded the asset report incase you may need it.

File Attachments

1) [asset_report.txt](#), downloaded 634 times

Subject: Re: bhs.dll load error

Posted by [cmatt42](#) on Tue, 10 Jul 2007 07:27:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Apparently this is fixed by reverting to an older version of the scripts.

Subject: Re: bhs.dll load error

Posted by [jonwil](#) on Fri, 13 Jul 2007 01:52:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you run <http://4camp.net/scripts341.exe> it will ensure you have the correct dll files and should make the "bhs.dll wont load" error go away.

Subject: Re: bhs.dll load error

Posted by [whtdrgnpl](#) on Sat, 14 Jul 2007 19:22:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm still getting that same error again

Subject: Re: bhs.dll load error

Posted by [saberhawk](#) on Sun, 15 Jul 2007 03:55:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Upload dllload.txt and (if existing) _shaders.txt. These should be in your game directory (not Data)

Subject: Re: bhs.dll load error

Posted by [whtdrgnpl](#) on Sat, 21 Jul 2007 00:22:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

i couldn't find _shaders.txt but here's dllload.txt

File Attachments

1) [dllload.txt](#), downloaded 676 times

Subject: Re: bhs.dll load error

Posted by [saberhawk](#) on Wed, 25 Jul 2007 22:12:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you putting in any dlls files *after* you install scripts 3.4.1?

Subject: Re: bhs.dll load error

Posted by [Tzar469](#) on Wed, 25 Jul 2007 22:39:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have the exact same problem. I ran the installer and it's still there.

@Saberhawk: I didn't.

Subject: Re: bhs.dll load error

Posted by [whtdrgnpl](#) on Fri, 27 Jul 2007 05:51:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

i didn't either only the scripts that came from the installer

Subject: Re: bhs.dll load error

Posted by [LeminLyme](#) on Fri, 03 Aug 2007 01:46:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

can anyone post _shaders.txt ? i still haev this problem and cannot get my ren to work at all now because i don't know how to uninstall the scripts rofl

Subject: Re: bhs.dll load error

Posted by [CarrierII](#) on Fri, 03 Aug 2007 09:34:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Rename scripts.dll to scripts-custom.dll

THEN

rename scripts2.dll to scripts.dll

THEN

delete shaders.dll and dxd8.dll

THEN

Run Ren

Subject: Re: bhs.dll load error

Posted by [LeminLyme](#) on Fri, 03 Aug 2007 16:57:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

dxd8.dll=d3d8.dll?

Subject: Re: bhs.dll load error

Posted by [Caveman](#) on Fri, 03 Aug 2007 18:25:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes.

Subject: Re: bhs.dll load error

Posted by [LeminLyme](#) on Sat, 04 Aug 2007 00:38:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

thnx, i can actually play now, but the scripts still won't load what i'm doing i think, i go thte scripts for roleplay2, but alot of parts that i believe the scripts are for aren't working still... i do something wrong? D:

Subject: Re: bhs.dll load error

Posted by [LeminLyme](#) on Sat, 04 Aug 2007 20:42:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

sry double post... but i'm posting the problem, and bumping at same time....

[bhs.dll] Failed to load, error 998. Invalid access to memory location.

[bhs.dll] Failed to load, error 998. Invalid access to memory location.

[d3d8.dll] Module not found, unable to continue.

[shaders.dll] Module not found, unable to continue.
[d3d8.dll] Module not found, unable to continue.
[bhs.dll] Failed to load, error 998. Invalid access to memory location.

that's the dllload text thing, i'm guessing it says why it won't load, i have those 4 files in my ren folder, i don't know why there not being found...

Subject: Re: bhs.dll load error
Posted by [CarrierII](#) on Sun, 05 Aug 2007 09:44:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you running Windows Vista?

Subject: Re: bhs.dll load error
Posted by [LeminLyme](#) on Sun, 05 Aug 2007 19:51:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

nawp, xp

Subject: Re: bhs.dll load error
Posted by [LeminLyme](#) on Mon, 06 Aug 2007 16:58:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

bumpity bump bump still no suggestions?

Subject: Re: bhs.dll load error
Posted by [superj69](#) on Thu, 16 Aug 2007 18:59:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

is there ne one here with a solution to this cause im having the same problem and i tried that exe thing

Subject: Re: bhs.dll load error
Posted by [Veyrdite](#) on Wed, 21 Feb 2018 01:13:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

(Massive bump)

I'm now encountering this exact error (including the code in `dlload.txt`) whilst trying to run ECW under Wine. It appears that ECW forked off a very early version of scripts, so it could be related to the bug in this 2007 topic.

The workaround of renaming `scripts2.dll` to `scripts.dll` appears to simply disable custom scripts altogether, which isn't a viable solution for ECW.

Do any of the scripts devs remember the changes they made to fix this problem back in 2007? It looks like invalid memory usage, according to the logs I have been trying to sift through.

I don't have access to any of ECW's source, but if anyone remembers an approximate error location (eg function names, particular calls) then I might be able to ask them.

Any help would be appreciated
