
Subject: Scripts 3.4.1

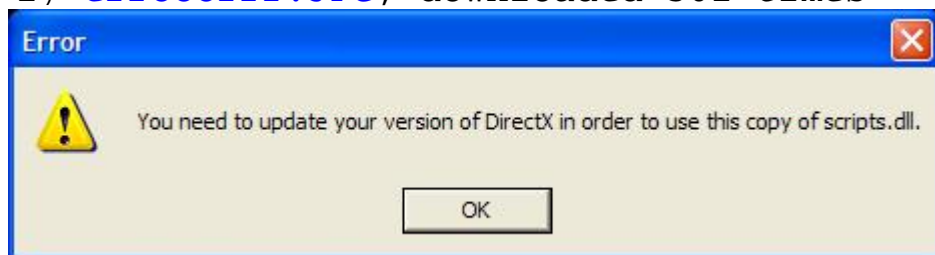
Posted by [HORQWER](#) on Sat, 28 Jul 2007 15:42:44 GMT

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guys when i downlaod scripts 3.4.1 and when i run renegade the game crashes
i cant fix it an some one hel
here is the pic

File Attachments

1) [errooorrr.JPG](#), downloaded 301 times



Subject: Re: Scripts 3.4.1

Posted by [Chuck Norris](#) on Sat, 28 Jul 2007 15:46:27 GMT

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Looks like you need to go to Microsoft's Windows Update and download DirectX 9.0c.

Subject: Re: Scripts 3.4.1

Posted by [Sn1per74*](#) on Sat, 28 Jul 2007 15:56:57 GMT

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Do what the error says.

Subject: Re: Scripts 3.4.1

Posted by [HORQWER](#) on Sat, 28 Jul 2007 16:06:50 GMT

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Chuck Norris wrote on Sat, 28 July 2007 10:46 Looks like you need to go to Microsoft's Windows Update and download DirectX 9.0c.
where could i get it

Subject: Re: Scripts 3.4.1

Posted by [IronWarrior](#) on Sat, 28 Jul 2007 16:19:03 GMT

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HORQWER wrote on Sat, 28 July 2007 11:06Chuck Norris wrote on Sat, 28 July 2007 10:46Looks like you need to go to Microsoft's Windows Update and download DirectX 9.0c. where could i get it

Read what Chuck Norris said.

Subject: Re: Scripts 3.4.1

Posted by [zunnie](#) on Sat, 28 Jul 2007 16:36:01 GMT

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<http://www.microsoft.com/downloads/details.aspx?FamilyID=0a9b6820-bfbb-4799-9908-d418cdeac197&DisplayLang=en>

Subject: Re: Scripts 3.4.1

Posted by [HORQWER](#) on Sat, 28 Jul 2007 17:02:49 GMT

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zunnie wrote on Sat, 28 July 2007 11:36

<http://www.microsoft.com/downloads/details.aspx?FamilyID=0a9b6820-bfbb-4799-9908-d418cdeac197&DisplayLang=en>

it did not work

Subject: Re: Scripts 3.4.1

Posted by [HORQWER](#) on Sat, 28 Jul 2007 17:03:48 GMT

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guys u know why it happened

idid a system recovery so that is why and i cpied the renegade folde from the mybackup folder and will that thing cause something

Subject: Re: Scripts 3.4.1

Posted by [zunnie](#) on Sat, 28 Jul 2007 17:04:22 GMT

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Delete d3d8.dll and install 2.9 instead...

<http://ren.game-maps.net/?action=file&id=603>

Subject: Re: Scripts 3.4.1

Posted by [HORQWER](#) on Sat, 28 Jul 2007 18:16:30 GMT

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where is the d3d8.dll located

Subject: Re: Scripts 3.4.1

Posted by [cmatt42](#) on Sat, 28 Jul 2007 19:03:05 GMT

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zunnie wrote on Sat, 28 July 2007 10:36

<http://www.microsoft.com/downloads/details.aspx?FamilyID=0a9b6820-bfbb-4799-9908-d418cdeac197&DisplayLang=en>

No wonder that didn't work, that's the wrong version. You want the latest.

<http://www.4camp.net/scripts341.exe> Download and run that, it installs the latest scripts and DirectX version for you.

Subject: Re: Scripts 3.4.1

Posted by [zunnie](#) on Sat, 28 Jul 2007 20:20:06 GMT

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It works.

Subject: Re: Scripts 3.4.1

Posted by [HORQWER](#) on Sun, 29 Jul 2007 15:33:30 GMT

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it works fine now

Subject: Re: Scripts 3.4.1

Posted by [Jerad2142](#) on Sun, 29 Jul 2007 23:20:38 GMT

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zunnie wrote on Sat, 28 July 2007 11:04 Delete d3d8.dll and install 2.9 instead...

<http://www.game-maps.net/?action=file&id=603>

Main game mods no longer support 2.9. And Renhalo well not be able to run with it, that is for sure.

Subject: Re: Scripts 3.4.1

Posted by [IronWarrior](#) on Mon, 30 Jul 2007 02:21:00 GMT

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Jerad Gray wrote on Sun, 29 July 2007 19:20zunnie wrote on Sat, 28 July 2007 11:04Delete d3d8.dll and install 2.9 instead...

<http://www.game-maps.net/?action=file&id=603>

Main game mods no longer support 2.9. And Renhalo well not be able to run with it, that is for sure.

Scripts 2.9 are best for new script users or users who are not very good with computers as they wont fuck up your game, if you somehow install them wrong and its the most stable scripts.

Anything after 3.0x can fuck your Renegade up.

And what mods are you talking about?

Subject: Re: Scripts 3.4.1

Posted by [jonwil](#) on Mon, 30 Jul 2007 08:49:22 GMT

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The only way the current scripts.dll version (3.4.1) can fuck your renegade up is if you do not install it properly.

Subject: Re: Scripts 3.4.1

Posted by [Hex](#) on Mon, 30 Jul 2007 08:54:59 GMT

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It looks like you have d3dx9_30.dll missing with the directx message.

Subject: Re: Scripts 3.4.1

Posted by [saberhawk](#) on Mon, 30 Jul 2007 09:18:32 GMT

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IronWarrior wrote on Sun, 29 July 2007 20:21Jerad Gray wrote on Sun, 29 July 2007 19:20zunnie wrote on Sat, 28 July 2007 11:04Delete d3d8.dll and install 2.9 instead...

<http://www.game-maps.net/?action=file&id=603>

Main game mods no longer support 2.9. And Renhalo well not be able to run with it, that is for sure.

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And what mods are you talking about?

And guess what, that's what the INSTALLER is for, to make people not mess up installing them

Subject: Re: Scripts 3.4.1

Posted by [IronWarrior](#) on Mon, 30 Jul 2007 12:35:56 GMT

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Saberhawk wrote on Mon, 30 July 2007 04:18IronWarrior wrote on Sun, 29 July 2007 20:21Jerad Gray wrote on Sun, 29 July 2007 19:20zunnie wrote on Sat, 28 July 2007 11:04Delete d3d8.dll and install 2.9 instead...

<http://www.game-maps.net/?action=file&id=603>

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Scripts 2.9 are best for new script users or users who are not very good with computers as they wont fuck up your game, if you somehow install them wrong and its the most stable scripts.

Anything after 3.0x can fuck your Renegade up.

And what mods are you talking about?

And guess what, that's what the INSTALLER is for, to make people not mess up installing them

Indeed. ^^

When I first installed the new scripts with the new graphic .dlls, it messed my renegade up, couldnt even un-install it it was that bad, had to format, long story, lots of pain, this was before you made the .exe.

Anyways, using your .exe, I now have 3.1.4 installed without the graphic crap.

Thank you.

Subject: Re: Scripts 3.4.1

Posted by [Cat998](#) on Mon, 30 Jul 2007 12:36:43 GMT

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Yeah, but you have to admit, that the link to that installer is very hidden. Most people getting to the scripts release topics, don't scroll down the page and read all posts until they get to the link with the installer.

Subject: Re: Scripts 3.4.1

Posted by [Chuck Norris](#) on Mon, 30 Jul 2007 12:47:02 GMT

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Never had any real problems with scripts 3.x.x on the two computers I use them on, although I do occasionally get more random crashes than I did with the older scripts (crash log usually indicates memory trying to be written or read or whatever from a place that has no owner, so I'm not sure what that means or if it even relates to this), but they've been getting less and less as the 3.x.x line gets more evolved. I hardly get them now. I always use Saberhawk's installer.
