
Subject: [scripts]Pointsfix

Posted by [Goztow](#) on Fri, 25 Dec 2009 17:11:50 GMT

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I thought this release was worthy of its own topic here rather than a link hidden in a 10 page debate .

BlackIntel released a working pointsfix script. They clearly said they won't give support for it, but the usage is very straight forward.

What the pointsfix does is explained here: <http://www.renegadewiki.com/index.php?title=Pointsfix>

There have been many debates about this fix, but they shall not be redone in this topic. The main purpose for this release is so every server owner can test the fix for themselves.

Enjoy! And all credits for this release go to BlackIntel!

File Attachments

1) [blackintel.pointfix.zip](#), downloaded 244 times

Subject: Re: [scripts]Pointsfix

Posted by [Sladewill](#) on Sat, 26 Dec 2009 01:06:47 GMT

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very handy

Subject: Re: [scripts]Pointsfix

Posted by [Lone0001](#) on Sat, 26 Dec 2009 03:24:19 GMT

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Perhaps it should be made a sticky then?

Subject: Re: [scripts]Pointsfix

Posted by [liquidv2](#) on Sat, 26 Dec 2009 07:31:10 GMT

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Lone0001 wrote on Fri, 25 December 2009 21:24Perhaps it should be made a sticky then?
good call
make it happen Goztow

Subject: Re: [scripts]Pointsfix

Posted by [Goztow](#) on Sat, 26 Dec 2009 11:27:56 GMT

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I'll wait until it drops a bit. People tend to ignore stickies =/.

Subject: Re: [scripts]Pointsfix

Posted by [GEORGE ZIMMER](#) on Sun, 27 Dec 2009 11:42:50 GMT

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Curious question, if I were to just put these scripts into a mod folder for a .pkg mod, would it work for just that mod?

Would be nice...

Subject: Re: [scripts]Pointsfix

Posted by [EvilWhiteDragon](#) on Sun, 27 Dec 2009 14:25:56 GMT

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It would probably not, as it needs to be loaded by mss.dll and it should only run on the server. The client shouldn't need this and if the client does run this scripts the chances are pretty high it'll crash.

Subject: Re: [scripts]Pointsfix

Posted by [BlueThen](#) on Mon, 28 Dec 2009 20:07:16 GMT

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'bout time.
