
Subject: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [iRANian](#) on Tue, 23 Aug 2011 20:29:51 GMT
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This is a custom scripts.dll installer made by Helios released on Jelly-Server's forums. You're free to redistribute it as long as you give Helios credits for making the installer.

The installer automatically installs a keys.cfg file into your Data folder which contains keyboard keys for a variety of useful scripts.dll/bhs.dll and SSGM commands. It does not install any example shaders and it runs the DirectX 9.0c web installer, unlike the installer on game-maps.net. This prevents a black screen issue that some people experience. It also comes with an uninstall option.

File Attachments

1) [ScriptsInstaller.exe](#), downloaded 264 times

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [NACHO-ARG](#) on Wed, 24 Aug 2011 02:56:16 GMT
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nice, and cheers for helios

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [halo2pac](#) on Wed, 24 Aug 2011 03:33:10 GMT
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Did'nt PSUfan make something just like this but more robust like 5 years ago??

Oh wait.. Yup: <http://psumaps.com/?page=toolmanager>

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [iRANian](#) on Wed, 24 Aug 2011 03:43:06 GMT
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If with "robust" you mean it doesn't ask what folder to install it in, doesn't contain a keys.cfg file and doesn't check for DirectX 9.0c, and downloads the files from a server that might not be available in the future then yes.

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [danpaul88](#) on Wed, 24 Aug 2011 07:59:20 GMT
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Is there something wrong with the official 3.4.4 installer which includes keys.cfg and asks if you want to enable bloom or not? Just curious...

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [iRANian](#) on Wed, 24 Aug 2011 14:09:11 GMT
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Which installer is that? If it's the one at game-maps, it doesn't include keys.cfg, it does include keyscfg.exe (I just checked this on a stock install with the option 'Key Configuration Tool'). The 'Example Shaders' and 'Bloom' options sometimes cause black screens.

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [danpaul88](#) on Wed, 24 Aug 2011 17:28:51 GMT
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It used to be hosted at 4camp.net but that seems to have gone offline these days... I assume the Game-maps one is the same one.

Thinking about it, keys.cfg is technically part of CP2, not scripts.dll itself. So that's probably why it didn't include it.

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [Xpert](#) on Wed, 24 Aug 2011 17:29:25 GMT
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The installer on game-maps also adds a shitload of maps. There are people who don't want to download a crap load of maps just to get to scripts 3.4.4. It also had a few shaders for the mammoth and flamer that some people might not even want.

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [danpaul88](#) on Wed, 24 Aug 2011 17:58:16 GMT
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The official 3.4.4 installer didnt include any maps, but it did add the shaders for the mammoth and flamer so they looked like shiny plastic

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [zunnie](#) on Thu, 25 Aug 2011 19:56:35 GMT
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Xpert wrote on Wed, 24 August 2011 13:29 The installer on game-maps also adds a shitload of maps. There are people who don't want to download a crap load of maps just to get to scripts 3.4.4. It also had a few shaders for the mammoth and flamer that some people might not even want.

No it doesnt. The installer on game-maps installs only the dlls.
The ubermapack on the other hand CONTAINS 3.4.4 and hence installs a shitload of maps

I think you got a bit confused

Subject: Re: Helios' Scripts.dll 2.9.2/3.4.4 installer
Posted by [shaitan](#) on Fri, 26 Aug 2011 03:04:02 GMT
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Front page, I even took the liberty of drawing for you.
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