Posted by jonwil on Wed, 15 Sep 2004 09:49:46 GMT
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Essentially, what RenAlert has is as follows:
RenAlert.dll dll by Silent_Kane containing engine fixes (sounds, poke, animations and some other stuff)
scripts.dll closed source dll containing some of the RenAlert scripts (I think the Missile Silo, Underwater Logic and the weather scripts for metro and canyon river are in there, all of which are specific to RenAlert anyway)
scripts2.dll westwood origonal scripts.dll
scripts3.dll my open scripts.dll containing all my scripts plus those renalert scripts that have been opened.
For 0.9932 (acording to NeoSaber anyway), they are going to ship either a version based on 1.8 with various additions or a version based on 1.9.2 but with all the links to bhs.dll removed (i.e. the 1.9.2 stuff that doesnt need bhs.dll in order to work). NeoSaber didnt say which option has been chosen but regardless, everything in 1.8 should be in 0.9932 with possibly some of the stuff from 1.9.2 too.