
Subject: To anyone who has been having scripts.dll 2.1.2 issues

Posted by [jonwil](#) on Mon, 16 May 2005 08:31:12 GMT

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I am looking for anyone who is having scripts.dll 2.1.2 issues (crashes in particular) to follow these steps so I can track down any bugs in it.

I am aware of 2 bugs with 2.1.2 and the Advanced Guard Tower.

Specifically, multiple sets of guns appear on some maps (which maps are known to have this bug) Plus, it fires its missile launcher more often than the AGT pre-2.1.x did.

For the AGT bugs, I need to know which maps these bugs affect and also if anyone is not experiencing them. (I am 99% sure the AGT bugs will affect everyone though)

For other bugs that are not crashes, post all the details.

Someone reported that JFW_GrantMoney_Powerup and JFW_GrantScore_Powerup are broken so I need to look into that I think.

For crash bugs, steps to take to help me out:

1. Replace any modified scripts.dll/bhs.dll with the version included in the scripts212.zip file (not SSAOW or SSCP or one you have added stuff to yourself, the stock one).

Then see if it still crashes

If it doesn't, it means it's a bug in whatever modifications you have made

2. If it still crashes, try replacing it with the scripts.dll/bhs.dll from scripts 2.0.1 and see if it fails (not 1.9.3, not SSAOW, not SSCP, stock 2.0.1). If this still crashes, it means it's not one of the bugs I am trying to track down (perhaps it is a map issue)

3. If it doesn't crash, that means the bug is in 2.1.2 and is one of the issues I am trying to track down and fix.

Firstly, make notes of anything that seems to trigger the crash (if you know of a way to trigger it on demand, even better). If it seems "random" and there is nothing that seems to trigger it, make a note of that too. Also note down if it was on a FDS (windows or linux) or on the game client that the crash occurred. And note down if there are any maps that seem to be more susceptible to the bug than other maps.

Also, note which version of windows you are running (e.g. XP SP2, XP SP1, XP, 98 etc)

And, if it's game client, zip the game.exe file (if you aren't running RenGuard) or the game2.exe file (if you are running RenGuard) into a zip file. Then use a program such as WinRar or 7-zip or something to display the CRC32 of the exe file. Also note down if you are running a no-cd crack or not.

Then, after gathering this information, do this:

1. visit <http://www.dependencywalker.com/> and download that program.

2. open it.

3. If you are running RenGuard, open game2.exe, if you aren't running it, open game.exe. If it's a WFDS, open the FDS exe.

4. go to "profile-start profiling"

Then select "automatically open and profile child processes" and "clear log window" Leave all the

other checkboxes unchecked

Then, press "ok".

Renegade will start.

Let the game run until the crash happens.

Next, select all the text in the log window (starting from where it says "Starting profile on") and select "copy".

Include this text plus a copy of the _except.txt from the renegade folder.

It sounds like a lot of information but if I am going to figure out this bug, I am going to need every bit of it

Information can be posted here in this thread.

Or you can email it to jonwil@tpgi.com.au

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