
Subject: Re: scripts.dll/bhs.dll and RenGuard 1.04
Posted by [jonwil](#) on Wed, 08 Jun 2005 08:07:13 GMT

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2.1.3 will be as bug free as humanly possible and I will continue after that to fix all bugs where I can get enough information from the bug reporter to fix it.
As for RG 1.04, I have no idea when it will be out (although we are working on it and want it out as soon as possible to stop even more cheat possibilities)
This thing about sending out the dll is for when it does come out.

OK, what we will almost certainly do is the following:

When 1.04 comes out, what will happen is this:

People with 2.1.3 will keep 2.1.3

People with custom dll < 2.1.3 will get 2.1.3

People with stock WS dll and "Core Updates" turned on will get 2.1.3

People with stock WS dll and "Core Updates" turned off will keep stock WS dll (since there are almost certainly people out there with a desire or reason NOT to have the cool new stuff in bhs.dll and if we force them to download it, they might get annoyed at BHS). Those people, if they do actually want it, can download it manually as always.

Then when a new version of the scripts.dll/bhs.dll comes out (say, 2.2), anyone with a custom scripts.dll version (including 2.1.3) will get the new version (2.2)

Everyone with stock WS dll and "Core Updates" turned on will get the new version (2.2)

And anyone with the stock WS dll and "Core Updates" turned off will keep the stock WS dll.

Everyone on RenGuard (regardless of their settings or what exe they have) will be given the "Official BHS" no-cd exe.
