
Subject: scripts.dll 2.2 progress report

Posted by [jonwil](#) on Wed, 16 Nov 2005 12:50:29 GMT

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I am working hard to get scripts.dll 2.2 out the door, here is my current to-do list:

1. Fix any of the crash-on-exit bugs that I can (I have a couple I can reproduce that are probably different ways to trigger the same bug and there is at least one that someone else can reproduce but hasn't given me that much info on)
 2. Check/Debug/Fix my Set_Model fixes to identify what is broken (specifically the crash when you go straight from a PT into a vehicle that some people have reported)
 3. New code to dump exception dumps (basically, it replaces the old _except.txt stuff (in most cases) with something better)
 4. Make sure that the changes being made to 2.2 and to SSAOW are correct and matched up
 5. Finish getting the documentation proof-read and cleaned up (someone is doing that for me)
 6. Possibly replace the renegade_binary_scripts_patch.exe program with a nice open-source linux native program
 - and 7. Make sure all the changes for 2.2 (including all the code cleanups I have made recently) end up in the new version of SSAOW.
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