Subject: scripts.dll 3.2.3 is out
Posted by jonwil on Sat, 26 May 2007 10:08:41 GMT
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get it from http://www.sourceforge.net/projects/rentools/
Changelog for scripts.dll 3.2.3
Updated all dlls to fix errors reported by the PREFast static code analysis tool
(such as potential buffer overflows, crashes and other potential issues)
fixed a potential bug in the wall lag fix
Fixed a crash in the Random texture mapper
Fixed a possible bug that could cause a crash on exit
Added code to delete the extra Message console command that was on the list
(it was on the list because my code overrides the Message console command to
allow for hooking it)
Fixed a bug to do with Set_Vehicle_Is_Visible on linux RH8 not working correctly
Changed the way bhs.dll version checking takes place. GetBHSVersion in bhs.dll
is now only for checking that the bhs.dll version used to build this scripts.dll
is the same one present at runtime.
the BHS_VERSION #define in engine_common.h is the correct way to detect the scripts.dll/bhs.dll
version in your own code
Further fix to the normal map shader/tangent/binormal code (it is now as good as its going to
get unless some math guru can help, not that its all that bad in any case)
Fix to ShaderClass::Apply (causing the "alpha blend" issues people reported before)
Bug fixes to SimpleDynVecClass, SimpleVecClass, and DynamicVectorClass
Bug fix to Get_Beacon_Owner, it doesn't hang anymore
Fixed some off-by-one errors to do with Text_File_Get_String
Corrected my email address in readme.txt
Fixes to some stuff to do with Scene Shaders that could cause crashes
Fixes to the code that saves and restores fog settings for SM3.0 cards
(no it doesn't correctly fog shadered vehicles yet, we are working on that though)
Fixed a bug in the stacking scene shader code for sdbedit.exe

I expect Saberhawk will make an installer for 3.2.3 as soon as he can