
Subject: Re: scripts.dll 3.4.3 is out

Posted by [Jerad2142](#) on Thu, 06 Sep 2007 12:53:27 GMT

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jonwil wrote on Thu, 06 September 2007 02:38get it from

<http://www.sourceforge.net/projects/rentools/>

This is basically a roll-up release to push some bug fixes that we found and fixed whilst testing the new release of RA:APB. Some of the fixes should benefit renegade users too. If you are seeing any kind of decal flicker or z issues, those should finally be gone for good. Also, if you were one of the people who couldn't run a recent release because it was crashing all the time with an error 998 in dllload.txt, we added a fix that solved the problem for at least one person.

Changes:

1. Corrected an issue to do with alternate presets and the sidebar and PT change code
2. Fixed a bug that could cause problems if, for some reason, you change graphics cards and the new card has a lower value for max AA than the old one did.
3. Corrected a problem that could cause CreateImageSurface to fail (causing error 998 on startup)
4. Corrected a whole bunch of similar pieces of code that could crash if they were run on maps with ladders or certain other objects.
5. Corrected the code for handling D3DRS_ZBIAS once and for all.

I have no plans for a 3.4.4 unless a serious bug appears and I have no plans for a 3.5 at this point in time.

[http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=56768
&release_id=537554](http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=56768&release_id=537554)

And I will soon be releasing all my scripts in one big file, as I can now compile scripts.dll.
