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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Thu, 08 Sep 2011 23:54:54 GMT

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StealthEye wrote on Thu, 08 September 2011 16:00slayer21 wrote on Fri, 09 September 2011 00:31I tried re-installing ren and applied the patch. The game still takes effin forever to load.

edit: the TT Launcher now works for me ever since I re-installed, doesn't just say updating. I didn't have this long of loading time before 4.0. I have a decent machine.

By "the game", do you mean that it takes ages to load before you can access the main menu, or when you are joining a game? Loading the first game you join may take longer than before, because it is preloading stuff so that lag later on can be avoided. Any next map you load should be pretty fast though. Note that previous versions of scripts.dll loaded faster because they did not do all preloading, which indeed caused lag.

The issue where it reports than bhs.dll could not be found indicates that the scripts.dll file (and possibly others) are not the files that were distributed with TT. bhs.dll no longer exists, and was replaced by several other files. Is it possible that the installer failed to overwrite these files, beacuse for example the game was running when you installed it? Can you try to restart the game and reinstall TT to see if that fixes it?

To Tupolev TU-95 Bear, and OpTic: can you please contact me via IM? You can contact me on IRC on irc.n00bstories.com or irc.blackintel.org in channel #blackintel, or on some other IM network (details are in my forum profile). That may make it much faster and easier for me to see what's going on and to fix any bugs that are causing the problems you're facing.

As for RR and TT, as I mentioned in my previous post, you can use the RR launcher, but you will see a warning message when you start the game. You can ignore this. We will try to find a better solution for this in the next release.

Will get on IRC now and see if we can get this fixed.

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