Subject: scripts.dll 1.8 is out!
Posted by jonwil on Wed, 28 Jul 2004 08:12:58 GMT
View Forum Message <> Reply to Message

After all the coding and testing, its finally here.
Get it from http://www.sourceforge.net/projects/rentools/

Check out readme*.txt for details of all the stuff in it.
Report any bugs you find to me.
I will probobly be releasing a 1.8.1 (or more likely 1.9) containing any bugfixes as well as any scripts I write (e.g. scripts for reborn) and anything else that can go in.
For the next release, I also want to investigate ways to make the LFDS version of the custom scripts.dll smaller without breaking anything.

Hopefully all this effort in writing all these great new scripts is worth it

---

Subject: scripts.dll 1.8 is out!
Posted by Spice on Wed, 28 Jul 2004 08:15:07 GMT
View Forum Message <> Reply to Message

Excellent Job Jonwill   New scripts already

Subject: scripts.dll 1.8 is out!
Posted by theplague on Wed, 28 Jul 2004 08:29:04 GMT
View Forum Message <> Reply to Message

LEGEND

Subject: scripts.dll 1.8 is out!
Posted by Deactivated on Wed, 28 Jul 2004 09:14:16 GMT
View Forum Message <> Reply to Message

The flying infantry script is going to be useful for implementing flying things like seagulls

---

Subject: scripts.dll 1.8 is out!
Posted by Renardin6 on Wed, 28 Jul 2004 13:20:57 GMT
View Forum Message <> Reply to Message

This morning, I saw something from DarkOmen... A screenshot of a jumpjet flying (no more jumping infantry) YAY

Subject: scripts.dll 1.8 is out!
Posted by Fabian on Wed, 28 Jul 2004 13:41:25 GMT
View Forum Message <> Reply to Message

are you making a new flying infantry animation for them?

Subject: scripts.dll 1.8 is out!
Posted by Sir Kane on Wed, 28 Jul 2004 16:45:37 GMT
View Forum Message <> Reply to Message

Ahahaha, so jonwil released this cheat code. And he stole some of my stuff. The war will begin.

Subject: scripts.dll 1.8 is out!
Posted by Renardin6 on Wed, 28 Jul 2004 16:58:59 GMT
View Forum Message <> Reply to Message

I doubt you are of any support for this community... I heard from a lot of people that you didn't
want to release flyning infantry script just because you hate Reborn...

What a shame. BlackHand studios should fires you.

Subject: scripts.dll 1.8 is out!
Posted by Sir Kane on Wed, 28 Jul 2004 17:45:27 GMT
View Forum Message <> Reply to Message

I decided to not release it after JW released some of my code. JW should be fired for that. But no,
he wasn't. Jonwil is the official fucktard of the year. And you are an idiot.

Subject: scripts.dll 1.8 is out!
Posted by Titan1x77 on Wed, 28 Jul 2004 18:33:10 GMT
View Forum Message <> Reply to Message

Nice work jon wil!!

Looking forward to using a few of these scripts in a couple of maps im working on.

Subject: scripts.dll 1.8 is out!
Posted by jonwil on Wed, 28 Jul 2004 20:59:41 GMT
View Forum Message <> Reply to Message

none of the code in 1.8 is in any way copied from BHS.DLL

All of it is my own code based on disassembly of game.exe, server.dat, leveledit and the LFDS.

If you think otherwise, show me some clear proof that my code is copied from yours.

Subject: scripts.dll 1.8 is out!
Posted by theplague on Wed, 28 Jul 2004 23:20:10 GMT
View Forum Message <> Reply to Message

SK, i think it's ur fault for not realeacing it when u had the chance. i don't belive that Jon. could have realy *stole* anything from you. sounds to me, you hold your scripts pritty close to you. I think if anyone gets even within 5 meters of a script you didn't want the rest of us to have, you'd shoot them or something.

The only way now is to prove it, and i don't think that it is possible for you is to release ur own version of the script...and if it's same or simular, then people will accuse u of copying Jon's script and if it's different, then you wouldn't Prove that Jon copied...

Don't get me wrong SK, you did do some good scripts but this is a no win situation for you...

And ty Jon for this AMAZING script, it helps alot

Subject: scripts.dll 1.8 is out!
Posted by jonwil on Wed, 28 Jul 2004 23:40:58 GMT
View Forum Message <> Reply to Message

Regardless, the first thing SK needs to show is details of exactly which code in engine.cpp he claims is his code.

Subject: scripts.dll 1.8 is out!
Posted by Slash0x on Thu, 29 Jul 2004 08:28:09 GMT
View Forum Message <> Reply to Message

That's what most people don't relize. SK is a nice person and great at what he does, but he's very finiky (spelling?) to who gets the things he's created.

The only other thing I will state is that who will be the better guy? The guy that created it? Or the guy that released it? (with credit for findings still given to the creator)

Subject: scripts.dll 1.8 is out!
Posted by Madtone on Thu, 29 Jul 2004 08:29:55 GMT
View Forum Message <> Reply to Message

This is one of the reasons i really enjoyed working with Dante and having him around here.

He would create things, help people to create their own things and also release the source and *keep* it open source for others to learn from it.

What a guy aye?

salutes Dante

Subject: scripts.dll 1.8 is out!
Posted by Doitle on Sun, 01 Aug 2004 03:44:14 GMT
View Forum Message <> Reply to Message

Did I overlook it or could somebody compile this sucker? I tried... lol I have the littlest clue what I'm doing in a development enviroment... I'm like uhh... Compile! There's a button called compile! ok... *click*

FLAGRANT SYSTEM ERROR

Flagrant Error? Yarr....

Subject: scripts.dll 1.8 is out!
Posted by Doitle on Sun, 01 Aug 2004 04:05:08 GMT
View Forum Message <> Reply to Message

Oy... I'm blind... lol

Subject: scripts.dll 1.8 is out!
Posted by Madtone on Sun, 01 Aug 2004 10:11:01 GMT
View Forum Message <> Reply to Message

Not sure if this helps:

http://www.renevo.com/forums/index.php?showtopic=1616

If not, just ask Dante and im sure he will help you out as much as possible

---