

---

Subject: scripts.dll 1.9 is out  
Posted by [jonwil](#) on Mon, 16 Aug 2004 12:27:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

some of the highlights:

BHS.DLL

new comsole commands

new and fixed script commands

new stuff in engine.cpp

working sounds

working animations

working poke

some great stuff from the RenAlert team

new scripts that take advantage of the new engine functionality and script commands stuff

and more, including a way to say "my map needs the client to have bhs.dll installed" which

BrenBot (and presumably other regulators if they add support for it) will recognise and enforce.

read readme\*.txt for details.

also read bhs.txt for details about bhs.dll.

<http://www.sourceforge.net/projects/rentools/> is where to get it from.

Note that scripts.dll/scripts.so requires bhs.dll/bhs.so and vice versa.

unless a later version is available by then, 1.9 will be included with BHS Core Patch 1 which means that anyone running Core Patch 1 will get all the fixed.

Please let me know of any bug reports, ideas, problems or questions you may have and enjoy scripts.dll 1.9, best release yet

---

---

Subject: scripts.dll 1.9 is out  
Posted by [Genocide](#) on Mon, 16 Aug 2004 16:35:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks jonwil & Blackhand Studios, keep working hard !

---

---

Subject: scripts.dll 1.9 is out  
Posted by [Deactivated](#) on Mon, 16 Aug 2004 16:35:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hurrah!

---

---

Subject: scripts.dll 1.9 is out  
Posted by [xptek](#) on Mon, 16 Aug 2004 16:42:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great work!

---

---

Subject: scripts.dll 1.9 is out

Posted by [Nightma12](#) on Mon, 16 Aug 2004 17:10:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

if i install this on my server, would i need to get rid of SSAOW mod? =/

---

---

Subject: scripts.dll 1.9 is out

Posted by [xptek](#) on Mon, 16 Aug 2004 17:11:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Mac said he was going to combine them all. I would just wait until then.

---

---

Subject: scripts.dll 1.9 is out

Posted by [WNxCABAL](#) on Mon, 16 Aug 2004 19:07:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it crashes renny when you join a server -\_-

---

---

Subject: scripts.dll 1.9 is out

Posted by [Dan](#) on Mon, 16 Aug 2004 19:53:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I managed to join a server, but when I tried to talk in team chat, it crashed. Seems like there are a lot of crashing issues with this one o\_O

---

---

Subject: scripts.dll 1.9 is out

Posted by [Try\\_lee](#) on Mon, 16 Aug 2004 20:14:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I had problems when I copied the new scripts.dll to my Renegade folder, but left out the BHS.dll because I was still using Silent\_Kane's version.

This caused my Renegade to crash, so if it's crashing for you make sure you copy the scripts.dll AND BHS.dll from the zip file.

---

---

Subject: scripts.dll 1.9 is out

Posted by [Aircraftkiller](#) on Mon, 16 Aug 2004 20:35:04 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Great QA work there, jonwil... maybe next time you won't steal SK's code and claim it as your own. No wonder it's crashing.

---

---

Subject: scripts.dll 1.9 is out  
Posted by [xptek](#) on Mon, 16 Aug 2004 20:41:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I haven't had any problems with it crashing.

---

---

Subject: scripts.dll 1.9 is out  
Posted by [WNxCABAL](#) on Mon, 16 Aug 2004 20:50:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerGreat QA work there, jonwil... maybe next time you won't steal SK's code and claim it as your own. No wonder it's crashing.

I gotta admit, the BHS.dll from SK is the exact same size as your claimed one Jon.

---

---

Subject: scripts.dll 1.9 is out  
Posted by [mac](#) on Mon, 16 Aug 2004 21:06:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Umm. No.

The filesize may be identical - this seems like two 64k files. That's because PE files have a minimum blocksize.

The files actually differ, and have different feature sets:

```
mac@defiant:~/tmp/jw> diff bhs.dll ../sk/BHS.dll
Binary files bhs.dll and ../sk/BHS.dll differ
```

Anyone experiencing crashing:

Please be sure that you also copied BHS.dll into your renegade dir - report back if it still crashes, and post \_except.txt please.

---

---

Subject: scripts.dll 1.9 is out  
Posted by [jonwil](#) on Mon, 16 Aug 2004 21:21:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

to all the poeple getting crashes, if you are using SKs bhs.dll, I am not surprised you are getting crashes since scripts.dll 1.9 and SKs bhs.dll are most definatly NOT compatible.

And in any case, my dll does everthing that SKs does and more.

---

---

Subject: scripts.dll 1.9 is out  
Posted by [WNxCABAL](#) on Mon, 16 Aug 2004 21:28:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

okay, fair enough, they might be the same size, but can you blame me for wondering?

well, the Scripts.dll & bhs.dll are in the renegade directory and still it crashes.

I would post my \_except.txt but im not sure if it is safe to post it on the net.

Andy.

---

---

Subject: scripts.dll 1.9 is out  
Posted by [mac](#) on Mon, 16 Aug 2004 21:30:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Only the first few lines are important, where it shows the address. ("occured at")

---

---

Subject: scripts.dll 1.9 is out  
Posted by [WNxCABAL](#) on Mon, 16 Aug 2004 21:33:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Error code: EXCEPTION\_ACCESS\_VIOLATION

Description: The thread tried to read from or write to a virtual address for which it does not have the appropriate access.

Access address:01A8A148 was read from.

Exception occurred at 00550280

Stack walk...

---

---

Subject: scripts.dll 1.9 is out  
Posted by [Renx](#) on Mon, 16 Aug 2004 22:32:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwilto all the poeple getting crashes, if you are using SKs bhs.dll, I am not surprised you are

getting crashes since scripts.dll 1.9 and SKs bhs.dll are most definatly NOT compatible.

And in any case, my dll does everthing that SKs does and more.

I removed SKs DLL because I thought that might be the problem, along with his bandtest.dll, I put the BHS BHS.dll and orignal bandtest.dll back in, but it still crashed. Once I removed the nwe Scripts.dll, it worked fine. So the problem isn't being caused SK's DLL.

and just a side note...I'm pretty sure the dll SK gave me had all the commands BHS left out....so that last part isn't exactly true

---

---

Subject: scripts.dll 1.9 is out  
Posted by [Pendullum](#) on Mon, 16 Aug 2004 22:54:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Error code: EXCEPTION\_ACCESS\_VIOLATION

Description: The thread tried to read from or write to a virtual address for which it does not have the appropriate access.

Access address:20706D54 was written to.

Exception occurred at 004B63C8

same problem

---