
Subject: scripts.dll 1.9.1 is out
Posted by [jonwil](#) on Mon, 16 Aug 2004 23:30:17 GMT
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This should fix the crash error various people were experiencing.
And it also contains extra code to help with diagnosing what is wrong when you get a "bhs.dll not found" or a "scripts2.dll not found" error.

If you get that error, look for dllload.txt in your renegade folder and post the contents on this board or give them to me on IRC/ICQ/MSN/AIM

get it from <http://www.sourceforge.net/projects/rentools>
Get it even if you didnt experience the crash problem before just to be sure it doesnt happen.

Subject: scripts.dll 1.9.1 is out
Posted by [Renx](#) on Mon, 16 Aug 2004 23:32:39 GMT
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Wow, fast o_o

Subject: scripts.dll 1.9.1 is out
Posted by [Drkpwn3r](#) on Tue, 17 Aug 2004 00:59:39 GMT
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RenxWow, fast o_o

Subject: scripts.dll 1.9.1 is out
Posted by [bigejoe14](#) on Tue, 17 Aug 2004 01:11:20 GMT
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Drkpwn3rRenxWow, lame o_o

Subject: scripts.dll 1.9.1 is out
Posted by [NeoX](#) on Tue, 17 Aug 2004 02:29:37 GMT
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Good job Jonwil:D

Subject: scripts.dll 1.9.1 is out
Posted by [NeoX](#) on Tue, 17 Aug 2004 02:31:19 GMT

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where do we get the dll that is already compiled? Never mind :rolleyes: my bad.

Subject: scripts.dll 1.9.1 is out
Posted by [xptek](#) on Tue, 17 Aug 2004 03:54:45 GMT
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Good job.

I had the crashing issue on my other computer and this resolved it promptly.

Subject: scripts.dll 1.9.1 is out
Posted by [theplague](#) on Tue, 17 Aug 2004 04:40:23 GMT
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WEEEEEE nicceeeeeeee, how i only have to hold my breath for bhs.dll :D:D

Subject: scripts.dll 1.9.1 is out
Posted by [sfr3f](#) on Tue, 17 Aug 2004 04:54:46 GMT
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I still crash whenever I poke a purchase terminal, what did I do wrong?

Subject: scripts.dll 1.9.1 is out
Posted by [WNxCABAL](#) on Tue, 17 Aug 2004 05:19:15 GMT
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All works good now
Good job Jon.

One question, how do you use the donate command? Is it possible to use it for a non 1.9.1 client?
How do you exactly use it?

C YA

Andy.

Subject: scripts.dll 1.9.1 is out

Posted by [mac](#) on Tue, 17 Aug 2004 05:33:35 GMT

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Yes. It's server side.

Donate was added by my request, because I wanted it in brenbot.

brenbot 1.36 has direct support for all new CP1 commands, which will be out by the time CP1 is ready.

Subject: scripts.dll 1.9.1 is out

Posted by [WNxCABAL](#) on Tue, 17 Aug 2004 06:00:29 GMT

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agh rite, ok

Subject: scripts.dll 1.9.1 is out

Posted by [revenue](#) on Tue, 17 Aug 2004 06:43:49 GMT

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there is a bug with donate command.. u can steal some1s money

PLEASE FIX THAT!

Subject: scripts.dll 1.9.1 is out

Posted by [mac](#) on Tue, 17 Aug 2004 07:02:23 GMT

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I think you are referring to the brenbot 1.36 build I gave to zunnie. It has that debug that allow to steal money. It has been fixed. jonwil says that it shouldn't be possible anymore with the fds command.

Subject: scripts.dll 1.9.1 is out

Posted by [jonwil](#) on Tue, 17 Aug 2004 07:02:54 GMT

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KaiserPanda, look in your renegade folder for a file called _except.txt and either send it to me (ICQ/AIM/MSN/IRC/email) or post it here.

It doesnt contain any personal details, it just contains details of exactly what happened at the time renegade crashed.

That will help me debug where the crash is happening.

Subject: scripts.dll 1.9.1 is out
Posted by [Phoenix - Aeon](#) on Tue, 17 Aug 2004 11:05:26 GMT
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What does "poke" actually do?

Subject: scripts.dll 1.9.1 is out
Posted by [Renx](#) on Tue, 17 Aug 2004 11:30:51 GMT
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When you press E next to something and it triggers something else. Like when you press E next to a bot in SP they say something, or when you press E at a gate and it opens.

Subject: scripts.dll 1.9.1 is out
Posted by [YSLMuffins](#) on Tue, 17 Aug 2004 22:40:21 GMT
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Great work jonwil. The problem was diagnosed and promptly fixed--excellent. :thumbsup:

Now, to see all of the new presents in 1.9.1...

Subject: scripts.dll 1.9.1 is out
Posted by [vloktboky](#) on Tue, 17 Aug 2004 23:10:29 GMT
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SSAOW 1.3, which should be out tonight, incorporates bhs.dll into it for extra functions, including some missing building announcements, death screams from players, and fog in weather. (Fog does not disrupt your normal field of vision)
