Subject: scripts.dll 1.9.2 is released
Posted by jonwil on Tue, 14 Sep 2004 04:09:30 GMT
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get it from http://www.sourceforge.net/projects/rentools/

Now that NeoSaber has confimed that RenAlert 0.9932 wont be shipping scripts.dll/bhs.dll 1.9.x, I no longer need to deal with testing/fixing to make sure its compatible so I can release 1.9.2

scripts.dll 1.9.2 contains a number of important bug fixes (including fixes for some things that could cause crashes) and as such, if you are using scripts.dll 1.9.1 (with bhs.dll 1.9.1), you should upgrade so you get the benifits of the bugfixes.

scripts.dll 1.9.2 will be included in Blackhand Studios Core Patch 1 (which is set to go into open beta testing soon).

Subject: scripts.dll 1.9.2 is released
Posted by zunnie on Tue, 14 Sep 2004 04:37:49 GMT
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w00t
Very nice man , thanks

[zunnie]

Subject: scripts.dll 1.9.2 is released
Posted by ohnou812 on Tue, 14 Sep 2004 09:22:17 GMT
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Great job jonwil! I have been waiting for this!

Subject: scripts.dll 1.9.2 is released
Posted by Dan on Tue, 14 Sep 2004 13:43:13 GMT
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yay4all

Subject: scripts.dll 1.9.2 is released
Posted by YSLMuffins on Wed, 15 Sep 2004 00:23:12 GMT
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So will RenAlert be using its own unique scripts, separate from these?

Subject: scripts.dll 1.9.2 is released
Posted by Vitaminous on Wed, 15 Sep 2004 00:56:57 GMT
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Duh...

Subject: scripts.dll 1.9.2 is released
Posted by YSLMuffins on Wed, 15 Sep 2004 01:56:03 GMT
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Hmmm, well if that is the case, does this mean that this is going to create more problems, or solve the problem over the scripts that was sparked a few weeks ago?

Subject: scripts.dll 1.9.2 is released
Posted by Aircraftkiller on Wed, 15 Sep 2004 03:35:44 GMT
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It will only create problems if he decides to "reverse engineer" our work in order to steal our closed-source scripts library. Other than that, no, it won't be a problem.

Subject: scripts.dll 1.9.2 is released
Posted by PiMuRho on Wed, 15 Sep 2004 05:36:35 GMT
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Is that anything like reverse-engineering Westwood's work in order to use their closed-source scripts library?

Subject: scripts.dll 1.9.2 is released
Posted by Dan on Wed, 15 Sep 2004 05:47:53 GMT
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I would have thought that if anyone wanted one of the scripts from RenAlert, then they should make it themselves. I could make some of the scripts used in RenAlert, but I wouldnt really have much use for them.

Subject: scripts.dll 1.9.2 is released
Posted by Aircraftkiller on Wed, 15 Sep 2004 06:16:07 GMT
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I don't know, ask jonwil about that.

Subject: scripts.dll 1.9.2 is released
Posted by jonwil on Wed, 15 Sep 2004 09:49:46 GMT
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Essentially, what RenAlert has is as follows:
RenAlert.dll dll by Silent_Kane containing engine fixes (sounds, poke, animations and some other stuff)
scripts.dll closed source dll containing some of the RenAlert scripts (I think the Missile Silo, Underwater Logic and the weather scripts for metro and canyon river are in there, all of which are specific to RenAlert anyway)
scripts2.dll westwood origonal scripts.dll
scripts3.dll my open scripts.dll containing all my scripts plus those renalert scripts that have been opened.
For 0.9932 (acording to NeoSaber anyway), they are going to ship either a version based on 1.8 with various additions or a version based on 1.9.2 but with all the links to bhs.dll removed (i.e. the 1.9.2 stuff that doesnt need bhs.dll in order to work). NeoSaber didnt say which option has been chosen but regardless, everything in 1.8 should be in 0.9932 with possibly some of the stuff from 1.9.2 too.

Subject: scripts.dll 1.9.2 is released
Posted by Madtone on Wed, 15 Sep 2004 20:48:35 GMT
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so its going to be ok for RenAlert to look at and base on JW's scripts, but not ok for JW to do it to look at RenAlerts?

Subject: scripts.dll 1.9.2 is released
Posted by jonwil on Wed, 15 Sep 2004 21:39:05 GMT
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All the stuff of mine they are using is going into the open scripts3.dll.