
Subject: scripts.dll 2.1 is out
Posted by [jonwil](#) on Sun, 17 Apr 2005 08:27:57 GMT
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After doing lots of testing and fixing to make everything work (and dropping a few things that I couldnt get to work), scripts.dll 2.1 is finally here.
Lots of great new features including the faster map loading (so if you want faster map loading, download this).
Lots of good stuff for sever owners/server admin program writers.
Some nice stuff for mod makers too (like keyboard hook bits, scope code and more)

Get it from <http://www.sourceforge.net/projects/rentools/>

Subject: scripts.dll 2.1 is out
Posted by [Naamloos](#) on Sun, 17 Apr 2005 21:10:35 GMT
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It still makes renegade freeze/crash at random times.

Subject: scripts.dll 2.1 is out
Posted by [obelisk70](#) on Sun, 17 Apr 2005 21:56:14 GMT
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Holy my maps loads alot faster once the bar just shot across the screen within a second.

Subject: scripts.dll 2.1 is out
Posted by [jonwil](#) on Sun, 17 Apr 2005 23:16:06 GMT
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For the random crashes, I need the _except.txt log so I can find out where its crashing (and hopefully why) and then fix it.

Subject: scripts.dll 2.1 is out
Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 00:02:27 GMT
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Jonwil, will you be fixing the AGT bug, where your scripts cause them not to work on 2.1 hosted games?

Subject: scripts.dll 2.1 is out

Posted by [jonwil](#) on Mon, 18 Apr 2005 00:29:07 GMT

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AGT bug is fixed in 2.1.1.

Subject: scripts.dll 2.1 is out

Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 09:30:55 GMT

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Good Job!

Subject: scripts.dll 2.1 is out

Posted by [Naamloos](#) on Mon, 18 Apr 2005 13:29:33 GMT

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I can't upload it anywhere so i'll post what it says here.

`_except.txt`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:00000000 was written to.

Exception occurred at 006E3642

Stack walk...

I already replaced 2.1 with 1.9.3 but it didn't crash after that, so the error should still be from 2.1.

Subject: scripts.dll 2.1 is out

Posted by [jonwil](#) on Mon, 18 Apr 2005 13:55:58 GMT

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Looking at what that code address points to, I dont see anything in my code that affect that area. Do you get the crashes with 2.0.1?

Is there anything particular about the crashes that makes sense (do they happen on all maps or are there maps where they do and dont happen?)

Also, if you could post the first part of the "Stack dump" from the `_except.txt` file, that would help me debug this. About 15-20 lines should be enough.

Subject: scripts.dll 2.1 is out

Posted by [Naamloos](#) on Mon, 18 Apr 2005 18:42:44 GMT

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Thats everything in the file.

I'm just wondering but maybe the new scripts don't work with SP2 (windows XP service pack 2) since it already fucks up renegade.

I have an older version of the scripts now and the crashing/freezing happens a lot less. It crashes/freezes on all maps at random times (often every 10 minutes or so) with 2.1.

So maybe it's just windows not knowing what to do with the newest scripts?

Subject: scripts.dll 2.1 is out
Posted by [danpaul88](#) on Mon, 18 Apr 2005 20:08:52 GMT
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I use win xp sp2 with scripts.dll 2.1.1 and have no probs...

Subject: scripts.dll 2.1 is out
Posted by [Naamloos](#) on Mon, 18 Apr 2005 21:39:20 GMT
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Strange. But i'm not the only person with problems with the newer scripts.

Subject: scripts.dll 2.1 is out
Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 21:56:33 GMT
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NaamloosStrange. But i'm not the only person with problems with the newer scripts. probably!

No Problems what so ever!

Subject: scripts.dll 2.1 is out
Posted by [PhrozenUnit](#) on Mon, 18 Apr 2005 23:31:02 GMT
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Server 2003 SP1 (Worse than XP SP2) and I have 0 problems with the standard scripts. I start having problems with custom edited scripts, but that's my coding ability.

Subject: scripts.dll 2.1 is out
Posted by [jonwil](#) on Mon, 18 Apr 2005 23:45:40 GMT
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I run XP SP2 and I use it to develop the scripts and I havent found any problems whatsoever.
