
Subject: Scripts.dll 2.1 Released
Posted by [Ripintou](#) on Sun, 17 Apr 2005 23:34:41 GMT
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For those that are interested Scripts.dll 2.1 was released today. Grab it [HERE](#)

Subject: Scripts.dll 2.1 Released
Posted by [Drkpwn3r](#) on Sun, 17 Apr 2005 23:37:44 GMT
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Could also get it with the required files alone here

Subject: Scripts.dll 2.1 Released
Posted by [Ripintou](#) on Mon, 18 Apr 2005 00:15:59 GMT
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For those that don't know what it does -

Only way to really explain is to download it and follow directions in the readme file. Basically, you rename your current Scripts.dll file in your Renegade directory to Scrips2.dll and replace with the latest Scripts.dll in the .zip file (no need for all other files).

Messages are changed, drop-off levels, commands, game play special effects etc, etc. It's a real must have. In addition, BHS has a BHS.dll you may want to drop in your Renegade directory too. These .dll's won't give you the "version mismatch" message if you play SP/MP. They are strictly beneficial to the game only.

Sorry I should have explained in first post

Subject: Scripts.dll 2.1 Released
Posted by [PhrozenUnit](#) on Mon, 18 Apr 2005 00:21:51 GMT
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BHS.dll is REQUIRED with scripts.dll from 1.9 up...

Subject: Scripts.dll 2.1 Released
Posted by [Dave Anderson](#) on Mon, 18 Apr 2005 03:48:02 GMT
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What exactly do these scripts do? Or in other words, what changes have there been?

Subject: Scripts.dll 2.1 Released
Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 09:24:26 GMT
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The scripts give you extra functionality between you and the server.
For example, CTF sounds. The default Westwood scripts that come with renegade wouldn't allow you to hear the CTF sounds, whereas the latest scripts, would.
They also improve the gaming experience, e.g. Radio Emoticons, Fast Loading maps, etc.

Think I got that right!

Subject: Scripts.dll 2.1 Released
Posted by [WNxKill](#) on Mon, 18 Apr 2005 13:29:33 GMT
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yeah faster map loading is pritty good on old machines, I hate it waiting for the next level and by the time im loaded there are ppl in the base shooting me But the sounds are cool also

Subject: Scripts.dll 2.1 Released
Posted by [Alkaline](#) on Tue, 19 Apr 2005 06:11:30 GMT
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IS this client side only or does server also have to be running it?
I will wait for mac to make his special version with all the hotsauce and all

Subject: Scripts.dll 2.1 Released
Posted by [PhrozenUnit](#) on Tue, 19 Apr 2005 07:12:04 GMT
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Which part of it?

Subject: Scripts.dll 2.1 Released
Posted by [Cat998](#) on Tue, 19 Apr 2005 07:17:47 GMT
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my map loading time: 1 second for every map

Subject: Scripts.dll 2.1 Released
Posted by [stealthkiller](#) on Wed, 20 Apr 2005 01:14:48 GMT
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2.1.2 was released a few hours after 2.1, fyi
