
Subject: scripts.dll 2.1.1 is out
Posted by [jonwil](#) on Mon, 18 Apr 2005 00:20:34 GMT
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This fixes the typo that caused the GDI Advanced Guard Tower to stop shooting at people.
Hopefully there wont be a need for a 2.1.2
Apollogies to everyone for not finding this before the release but I had to do all the testing myself
because none of my testers actually DID any testing

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

Subject: scripts.dll 2.1.1 is out
Posted by [Dethdeath](#) on Mon, 18 Apr 2005 01:12:06 GMT
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Heh, glad it's fixed so fast

Subject: scripts.dll 2.1.1 is out
Posted by [Drkpwn3r](#) on Mon, 18 Apr 2005 01:19:14 GMT
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Glad I could update my downloads section so fast
Keep up the great work jonwil :mrgreen:

Subject: scripts.dll 2.1.1 is out
Posted by [Dethdeath](#) on Mon, 18 Apr 2005 13:49:26 GMT
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Hmm, there still seem to be some problems with the AGT
I didn't really bother testing this earlier cause I thought it would be fine.

The AGT on Field has no AGT guns at all and doesn't fire any rockets either.
Here's a screenshot:
http://www.project-1337.com/uploads/Field_AGT.jpg

On other maps it fires only one AGT missile at the target and none after that, just the AGT guns...

Subject: scripts.dll 2.1.1 is out
Posted by [jonwil](#) on Mon, 18 Apr 2005 14:00:04 GMT
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I just tested Field with 2.1.1 and I get shot at by the AGT with both guns and missile.

However, the 1-missile bug does seem to be an issue, I will try to get a 2.1.2 out ASAP.

Subject: scripts.dll 2.1.1 is out
Posted by [flyingfox](#) on Mon, 18 Apr 2005 14:09:08 GMT
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Please add a compiled scripts.dll because most of us haven't a clue how to compile this stuff.

Subject: scripts.dll 2.1.1 is out
Posted by [Drkpwn3r](#) on Mon, 18 Apr 2005 14:53:36 GMT
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There are compiled dlls, they're just mixed in with the source code. If you'd like to download the scripts without the source code you can download them from my site here

Subject: scripts.dll 2.1.1 is out
Posted by [PhrozenUnit](#) on Mon, 18 Apr 2005 17:59:45 GMT
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Or, just get an easy to use installer from <http://www.4amdevlabs.com/scripts211setup.exe>

Subject: scripts.dll 2.1.1 is out
Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 18:44:15 GMT
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Drkpwn3rThere are compiled dlls, they're just mixed in with the source code. If you'd like to download the scripts without the source code you can download them from my site here

You shouldn't provide that kinda stuff without the source.

Subject: scripts.dll 2.1.1 is out
Posted by [Drkpwn3r](#) on Mon, 18 Apr 2005 21:17:53 GMT
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It is sort of the person's decision, apparently anyone who has downloaded the scripts from my site hasn't seemed to have problems. To name a few - Nightma12, panoz9, and DrkAgnt have used the scripts from my downloads section. I originally added that to my downloads section to make it easier on the less-experienced people to install the latest version of scripts.dll.

But hey, I'm not saying "go here and get this, it's required for Renegade to run properly!" I'm simply saying that I zipped the required files (scripts.dll, Scripts2.dll and bhs.dll) and then provided

a mirror.

Subject: scripts.dll 2.1.1 is out
Posted by [WNxCABAL](#) on Mon, 18 Apr 2005 21:44:09 GMT
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Hey, I'm not judging you, but I 'think' you are in breach of the EULA.
You can do whatever you want, I'm just giving a quick heads up!
Jonwil or a member of BHS will know more than me though.

Subject: scripts.dll 2.1.1 is out
Posted by [Renx](#) on Mon, 18 Apr 2005 22:27:44 GMT
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Just put the source and txt files into a separate folder inside the zip...

Subject: scripts.dll 2.1.1 is out
Posted by [Crimson](#) on Tue, 19 Apr 2005 00:02:24 GMT
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jonwil's scripts.dll files are not to be distributed without the source code, it's part of the license agreement. Furthermore, we do not recommend downloading the work of BHS from any sites other than ours because we are not able to promise that they are truly the work we released.

Subject: scripts.dll 2.1.1 is out
Posted by [Sir Kane](#) on Tue, 19 Apr 2005 04:27:29 GMT
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All you have to do is making sure the source is available. So unless he edited it, everything is fine since you can download it from SF.

Subject: scripts.dll 2.1.1 is out
Posted by [jonwil](#) on Tue, 19 Apr 2005 04:58:50 GMT
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As long as the dlls he is distributing are stock straight out of the scripts212.zip (or whatever), I have no problems with this (although a link back to sourceforge would be good)

Subject: scripts.dll 2.1.1 is out
Posted by [Drkpwn3r](#) on Tue, 19 Apr 2005 09:19:06 GMT
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jonwil(although a link back to sourceforge would be good)
Added a link back to sourceforge

Subject: scripts.dll 2.1.1 is out
Posted by [__PISTOL__](#) on Wed, 04 May 2005 23:59:21 GMT
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Is the eject command in these scripts complete?
