Subject: scripts.dll 2.9.2 is out
Posted by jonwil on Mon, 07 Aug 2006 04:05:38 GMT
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get it from http://www.sourceforge.net/projects/rentools/

Changes in this release:
1.A one-off change to prevent bhs.dll 2.9.2 from working with any scripts.dll other than 2.9.2
unless you recompile scripts.dll with the needed change (this is to prevent all the people who are
using 2.9.x with SSAOW 1.5 which DOES NOT work).
2.Changes for the future so that you cant mix scripts.dll and bhs.dll versions
3.A fix to Get_Player_Name_By_ID to make it return NULL instead of "None" if the player ID
doesnt exist.
4.Fixes to places where Get_Remote_Host is used so that if it returns NULL, it wont crash.
5.A change to correctly release memory in the nickname exploit fixes when Get_IP_Address is
used to obtain the IP address in order to print it later. (happens every time the code runs)
6.A fix to uses of Find_Base_For_Star() so that if it returns NULL (i.e. player is unteamed or w/e),
it wont crash anymore.
and 7.A fix to the sidebar to correctly disable the buttons (infantry that costs money plus vehicles)
if the relavent setting in BaseControlerClass is set (i.e. the buildings are down)

Subject: Re: scripts.dll 2.9.2 is out
Posted by jnz on Mon, 07 Aug 2006 11:36:27 GMT
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wow, in 1 years time scripts.dll will be a 1000.x.

why didn't it go to scripts-3.0, instead of scripts-2.92?

Subject: Re: scripts.dll 2.9.2 is out
Posted by jonwil on Mon, 07 Aug 2006 11:50:02 GMT
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x.y versions have new features.
x.y.z versions are soely for bug fixes.

Subject: Re: scripts.dll 2.9.2 is out
Posted by jnz on Mon, 07 Aug 2006 12:27:52 GMT
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ty, didn't think of that.

Subject: Re: scripts.dll 2.9.2 is out
Posted by -IC-sniper7 on Sun, 08 Oct 2006 18:30:07 GMT
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The source wont work for me can someone PLEASE give me another one cos i really need the new scripts.dll

Subject: Re: scripts.dll 2.9.2 is out
Posted by danpaul88 on Sun, 08 Oct 2006 18:32:21 GMT
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http://www.lmsbc.com/html/downloads.php?cat=2#1