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Subject: scripts.dll 3.2 progress update

Posted by [jonwil](#) on Sat, 07 Apr 2007 12:11:14 GMT

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Just to let everyone know that work on 3.2 continues. More specifically, Saberhawk has found a nice way to detect memory leaks and both Saberhawk and myself have been using it (in the new debug builds of the dlls) to track down memory leaks. Many memory leaks and related issues in scripts.dll, shaders.dll, bhs.dll and d3d8.dll have been identified and fixed (or are in the process of being fixed)

Still on the to-do list for 3.2:

sdbedit.exe scene shader bits

fix any more memory leaks/other issues that appear in the leak logs

check various hud.ini keywords for accidental bugs introduced fixing the memory leak issues

fix memory leaks in a few scripts which allocate memory and never delete it

finish a few things in the vector3 math stuff

finish a few other pieces of optimization

finish the last cleanup of the normal map shader

possibly add code to completely disable shaders on certain graphics cards which report "shader support" but which have really crappy shader performance (such as the GeForce 4 and the GeForce FX5200)

update the example shaders.sdb file

update the documentation

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Subject: Re: scripts.dll 3.2 progress update

Posted by [R315r4z0r](#) on Sat, 07 Apr 2007 16:42:48 GMT

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Nice, can't wait.

Goo job!

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Subject: Re: scripts.dll 3.2 progress update

Posted by [Jerad2142](#) on Mon, 09 Apr 2007 05:38:57 GMT

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Did you ever find a solution that could fix my blast doors graphics glitch.

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