
Subject: scripts.dll 3.2.3 is out
Posted by [jonwil](#) on Sat, 26 May 2007 10:02:47 GMT
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get it from <http://www.sourceforge.net/projects/rentools/>
Changelog for scripts.dll 3.2.3
Updated all dlls to fix errors reported by the PREFast static code analysis tool (such as potential buffer overflows, crashes and other potential issues)
fixed a potential bug in the wall lag fix
Fixed a crash in the Random texture mapper
Fixed a possible bug that could cause a crash on exit
Added code to delete the extra Message console command that was on the list (it was on the list because my code overrides the Message console command to allow for hooking it)
Fixed a bug to do with Set_Vehicle_Is_Visible on linux RH8 not working correctly
Changed the way bhs.dll version checking takes place. GetBHSVersion in bhs.dll is now only for checking that the bhs.dll version used to build this scripts.dll is the same one present at runtime.
the BHS_VERSION #define in engine_common.h is the correct way to detect the scripts.dll/bhs.dll version in your own code
Further fix to the normal map shader/tangent/binormal code (it is now as good as its going to get unless some math guru can help, not that its all that bad in any case)
Fix to ShaderClass::Apply (causing the "alpha blend" issues people reported before)
Bug fixes to SimpleDynVecClass, SimpleVecClass, and DynamicVectorClass
Bug fix to Get_Beacon_Owner, it doesn't hang anymore
Fixed some off-by-one errors to do with Text_File_Get_String
Corrected my email address in readme.txt
Fixes to some stuff to do with Scene Shaders that could cause crashes
Fixes to the code that saves and restores fog settings for SM3.0 cards (no it doesn't correctly fog shaded vehicles yet, we are working on that though)
Fixed a bug in the stacking scene shader code for sdbedit.exe

I expect Saberhawk will make an installer for 3.2.3 as soon as he can

Subject: Re: scripts.dll 3.2.3 is out
Posted by [ExEric3](#) on Sat, 26 May 2007 10:30:35 GMT
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Problem during starting Renegade:

```
dllload.txt:  
[shaders.dll] D3DX not found, unable to continue.  
[shaders.dll] D3DX not found, unable to continue.  
[shaders.dll] D3DX not found, unable to continue.
```

What it means?

Subject: Re: scripts.dll 3.2.3 is out
Posted by [jonwil](#) on Sat, 26 May 2007 11:23:48 GMT
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If you install this
<http://4camp.net/scripts322.exe>
then install 3.2.3 again
that error will go away
Or you can wait for Saberhawk to update that exe with 3.2.3.

Subject: Re: scripts.dll 3.2.3 is out
Posted by [ExEric3](#) on Sat, 26 May 2007 12:20:48 GMT
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I have installed before Client Scripts v2.9.2 from black-cell.net

And I only extract all files from your zip file and overwrite exist files in ren dir.

Nvm I already fix it.

Subject: Re: scripts.dll 3.2.3 is out
Posted by [PsuFan](#) on Mon, 28 May 2007 14:30:06 GMT
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You can also use the script installer to install newest version of Core Patch 1, To Renegade & FDS.

All You have to do is download the Script Installer once, Then you can click install to renegade & click cp1. It will always download the newest version (maybe few days lag on newest version), But anyways it will download the newest version, & you will never have to download the Script Installer Again. The script installer will download the newest version of CP1 without having to download the script installer again!

<http://www.psumaps.co.nr/p/scriptinstaller.htm>

The Script Installer Has Been Updated To v3.2.3 (5/28/07)

Edit: Unlike the other installer, This will install the newest version without downloading another installer!
