Subject: bhs.dll load error
Posted by whtdrgnpl on Tue, 10 Jul 2007 01:34:43 GMT
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I installed the new scripts 3.4.1 and when i start up renegade i get a messege that says bhs.dll
won't load and to report it. I uploaded the asset report incase you may need it.

```
File Attachments
1) asset_report.txt, downloaded 483 times
```

Subject: Re: bhs.dll load error
Posted by cmatt42 on Tue, 10 Jul 2007 07:27:14 GMT
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Apparently this is fixed by reverting to an older version of the scripts.

Subject: Re: bhs.dll load error
Posted by jonwil on Fri, 13 Jul 2007 01:52:44 GMT
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If you run http://4camp.net/scripts341.exe it will ensure you have the correct dll files and should
make the "bhs.dll wont load" error go away.

Subject: Re: bhs.dll load error
Posted by whtdrgnpl on Sat, 14 Jul 2007 19:22:21 GMT
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I'm still getting that same error again

Subject: Re: bhs.dll load error
Posted by saberhawk on Sun, 15 Jul 2007 03:55:18 GMT
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Upload dllload.txt and (if existing) _shaders.txt. These should be in your game directory (not Data)

Subject: Re: bhs.dll load error
Posted by whtdrgnpl on Sat, 21 Jul 2007 00:22:54 GMT
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i couldn't find _shaders.txt but here's dllload.txt

File Attachments
1) dllload.txt, downloaded 524 times

Subject: Re: bhs.dll load error
Posted by saberhawk on Wed, 25 Jul 2007 22:12:17 GMT
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Are you putting in any dlls files *after* you install scripts 3.4.1?

Subject: Re: bhs.dll load error
Posted by Tzar469 on Wed, 25 Jul 2007 22:39:07 GMT
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I have the exact same problem. I ran the installer and it's still there.

@Saberhawk: I didn't.

Subject: Re: bhs.dll load error
Posted by whtdrgnpl on Fri, 27 Jul 2007 05:51:52 GMT
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i didn't either only the scripts that came from the installer

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Subject: Re: bhs.dll load error
Posted by LeminLyme on Fri, 03 Aug 2007 01:46:09 GMT
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can anyone post _shaders.txt ? i still haev this problem and cannot get my ren to work at all now because i don't know how to uninstall the scripts rofl

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Subject: Re: bhs.dll load error
Posted by CarrierII on Fri, 03 Aug 2007 09:34:53 GMT
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Rename scripts.dll to scripts-custom.dll

THEN

rename scripts2.dll to scripts.dll

THEN

delete shaders.dll and dxd8.dll

THEN

Run Ren

Subject: Re: bhs.dll load error
Posted by LeminLyme on Fri, 03 Aug 2007 16:57:14 GMT
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dxd8.dll=d3d8.dll?

Subject: Re: bhs.dll load error
Posted by Caveman on Fri, 03 Aug 2007 18:25:43 GMT
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yes.

Subject: Re: bhs.dll load error
Posted by LeminLyme on Sat, 04 Aug 2007 00:38:58 GMT
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thnx, i can actually play now, but the scripts still won't load what i'm doing i think, i go thte scripts for roleplay2, but alot of parts that i believe the scripts are for aren't working still... i do something wrong? D:

Subject: Re: bhs.dll load error
Posted by LeminLyme on Sat, 04 Aug 2007 20:42:18 GMT
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sry double post... but i'm posting the problem, and bumping at same time....

[bhs.dll] Failed to load, error 998. Invalid access to memory location.

[bhs.dll] Failed to load, error 998. Invalid access to memory location.

[d3d8.dll] Module not found, unable to continue.

[shaders.dll] Module not found, unable to continue.
[d3d8.dll] Module not found, unable to continue.
[bhs.dll] Failed to load, error 998. Invalid access to memory location.

that's the dllload text thing, i'm guessing it says why it won't load, i have those 4 files in my ren folder, i don't know why there not being found...

Subject: Re: bhs.dll load error
Posted by CarrierII on Sun, 05 Aug 2007 09:44:27 GMT
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Are you running Windows Vista?

Subject: Re: bhs.dll load error
Posted by LeminLyme on Sun, 05 Aug 2007 19:51:43 GMT
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nawp, xp

Subject: Re: bhs.dll load error
Posted by LeminLyme on Mon, 06 Aug 2007 16:58:22 GMT
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bumpity bump bump still no suggestions?

Subject: Re: bhs.dll load error
Posted by superj69 on Thu, 16 Aug 2007 18:59:40 GMT
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is there ne one here with a solution to this cause im having the same problem and i tried that exe thing

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Subject: Re: bhs.dll load error
Posted by Veyrdite on Wed, 21 Feb 2018 01:13:50 GMT
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(Massive bump)

I'm now encountering this exact error (including the code in dllload.txt) whilst trying to run ECW under Wine. It appears that ECW forked off a very early version of scripts, so it could be related to the bug in this 2007 topic.

The workaround of renaming scripts2.dll to scripts.dll appears to simply disable custom scripts altogether, which isn't a viable solution for ECW.

Do any of the scripts devs remember the changes they made to fix this problem back in 2007? It looks like invalid memory usage, according to the logs I have been trying to sift through.

I don't have access to any of ECW's source, but if anyone remembers an approximate error location (eg function names, particular calls) then I might be able to ask them.
Any help would be appreciated