
Subject: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [s0meSkunk](#) on Mon, 30 Mar 2009 12:16:59 GMT

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Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

Scripts 2.9 is the last version to work properly with my video card.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Goztow](#) on Mon, 30 Mar 2009 12:30:58 GMT

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s0meSkunk wrote on Mon, 30 March 2009 14:16: Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

Scripts 2.9 is the last version to work properly with my video card.

It will be required for everyone, as it will be pushed through an auto update of Renegade.

However, I think you'll be able to disable all scripts3+ related functionalities.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [s0meSkunk](#) on Mon, 30 Mar 2009 12:59:10 GMT

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Any version I get past 2.9 the games main menu doesn't even come up.

So if I can disable 3.x features, will I be able to disable them outside of the game??

Why would they make it required for everyone?

: (

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Goztow](#) on Mon, 30 Mar 2009 13:01:11 GMT

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A lot of the fixes are client side and need scripts 4.0 to work.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [nopol10](#) on Mon, 30 Mar 2009 13:13:14 GMT

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I think Saberhawk mentioned some time ago that the shaders stuff that are causing the black screen in 3.4.4 is an additional and optional download separate from 4.0 (but which requires 4.0) so if you don't download that, I don't think you'll have the problems.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [s0meSkunk](#) on Mon, 30 Mar 2009 13:20:16 GMT

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Sweet, good news.

I wonder if there's a beta I could test?

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [u6795](#) on Mon, 30 Mar 2009 13:44:02 GMT

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s0meSkunk wrote on Mon, 30 March 2009 09:20Sweet, good news.

I wonder if there's a beta I could test?

So does everyone else, and the answer is pretty much always no.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Ghostshaw](#) on Mon, 30 Mar 2009 14:29:34 GMT

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The black screen stuff occuring with 3.x should be fixed in 4.0.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [danpaul88](#) on Mon, 30 Mar 2009 15:24:45 GMT

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u6795 wrote on Mon, 30 March 2009 14:44s0meSkunk wrote on Mon, 30 March 2009

09:20Sweet, good news.

I wonder if there's a beta I could test?

So does everyone else, and the answer is pretty much always no.

Fixed

Be patient, it will be released when it's ready and not before.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [saberhawk](#) on Mon, 30 Mar 2009 15:46:40 GMT

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nopol10 wrote on Mon, 30 March 2009 09:13I think Saberhawk mentioned some time ago that the shaders stuff that are causing the black screen in 3.4.4 is an additional and optional download

separate from 4.0 (but which requires 4.0) so if you don't download that, I don't think you'll have the problems.

Not exactly. But the black screen stuff stuff is fixed for sure

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Di3HardNL](#) on Mon, 30 Mar 2009 18:09:07 GMT

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I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

Thats for people that use 32MB video cards or lower. I had that card to a while back and when I started a map in Renegade while using 3.4.4 it instantly crashed.

Only when I got a new card (256 MB) it suddenly worked fine

But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Xpert](#) on Mon, 30 Mar 2009 18:53:44 GMT

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Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

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It will be required for everyone, as it will be pushed through an auto update of Renegade.

However, I think you'll be able to disable all scripts3+ related functionalities.

Doubtful...

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Hitman](#) on Mon, 30 Mar 2009 18:59:23 GMT

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Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009

08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

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Doubtful...

why

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [BlueThen](#) on Mon, 30 Mar 2009 19:35:19 GMT

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Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30someSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything. Scripts 2.9 is the last version to work properly with my video card. It will be required for everyone, as it will be pushed through an auto update of Renegade. However, I think you'll be able to disable all scripts3+ related functionalities.

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Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [a000clown](#) on Mon, 30 Mar 2009 20:42:41 GMT

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Di3HardNL wrote on Mon, 30 March 2009 13:09I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

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Only when I got a new card (256 MB) it suddenly worked fine

But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't

Scripts 3.4.4 works fine for me with NVIDIA GeForce2 MX 100/200, which is about 8 years old. I'm reluctant to believe many people have problems without it turning out to be their own fault by not following instructions properly.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [EvilWhiteDragon](#) on Tue, 31 Mar 2009 09:58:47 GMT

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BlueThen wrote on Mon, 30 March 2009 21:35Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

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Actually, from what I've heard EA will help us with this. (Probably because it doesn't costs them anything but still)

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Starbuzzz](#) on Tue, 31 Mar 2009 11:59:24 GMT

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I have actually stopped playing Ren and will only go online after this patch is released (besides I could use a break).

I really hope the patch is made mandatory and EA gives the nod.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [TruYuri](#) on Tue, 31 Mar 2009 21:06:10 GMT

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Di3HardNL wrote on Mon, 30 March 2009 12:09I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

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But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't

I have doubts that it was just the memory capacity, if you're going from something with 32MB of VRAM to 256 you're likely going over many other things concerning the GPU, such as VRAM type

(GDDRx), shader model, etc.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [BlueThen](#) on Tue, 31 Mar 2009 22:17:07 GMT

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EvilWhiteDragon wrote on Tue, 31 March 2009 04:58BlueThen wrote on Mon, 30 March 2009 21:35Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

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Actually, from what I've heard EA will help us with this. (Probably because it doesn't costs them anything but still)

That's good to know.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [liquidv2](#) on Wed, 01 Apr 2009 00:29:04 GMT

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i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

every time i exited renegade with 3.4.4 the screen would freeze up and sit that way until i hit Esc 20 times and windows prompted me to send an error report (every single time)

it felt to me also that my vehicles got stuck to other vehicles, infantry, and the terrain for no apparent reason a lot more with 3.4.4 on than with 2.9.2

the only thing i do miss is the turrets spinning faster

i have a feeling everything from 3.4.4 is going to be dropped back on my face if and when 4.0 is done

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Xpert](#) on Wed, 01 Apr 2009 01:17:18 GMT

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BlueThen wrote on Mon, 30 March 2009 15:35Hitman wrote on Mon, 30 March 2009 13:59Xpert wrote on Mon, 30 March 2009 20:53Goztow wrote on Mon, 30 March 2009 08:30s0meSkunk wrote on Mon, 30 March 2009 14:16Just want myself to rest assured that I'll still be able to play on all servers with Scripts 2.9 and everything.

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Doubtful...

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Ya you were right on it. That's why I doubt it.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [havoc9826](#) on Wed, 01 Apr 2009 03:39:45 GMT

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liquidv2 wrote on Tue, 31 March 2009 17:29i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

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Well, there is the Black Intel turret/wall lag fix version of scripts 2.9.2, but IIRC the included version of blackintel.dll contains that backdoor dead6re left in there for himself only that would allow him to get a reserved spot or whatever (if anyone knows for sure, correct me if I'm wrong). If you want it, here it is.

File Attachments

1) [blackintel.1.0.client.zip](#), downloaded 59 times

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [EvilWhiteDragon](#) on Wed, 01 Apr 2009 09:53:14 GMT

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havoc9826 wrote on Wed, 01 April 2009 05:39liquidv2 wrote on Tue, 31 March 2009 17:29i got 2.9.2 because homey said it's better and got tired of my tank turret spinning slower than everyone elses' and got 3.4.4 again

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The client file is clean, but because in general 3.* is better we don't have 2.9.2 +turret lag fix & wall lag fix listed on our site.

You can run the BlackIntel client 2.9.2 Dll without worries. Only the Reserved Slots DLL is faulty.

Original download for the attached file here above is:

<http://www.blackintel.org/files/blackintel.1.0.client.zip>

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [jonwil](#) on Wed, 01 Apr 2009 10:47:25 GMT

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Most of the nasty hacks that were in 3.4.4 have been rewritten properly for 4.0.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Gohax](#) on Fri, 03 Apr 2009 08:01:31 GMT

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jonwil wrote on Wed, 01 April 2009 04:47Most of the nasty hacks that were in 3.4.4 have been rewritten properly for 4.0.

Already? How?

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [danpaul88](#) on Fri, 03 Apr 2009 08:06:32 GMT

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Gohax wrote on Fri, 03 April 2009 09:01jonwil wrote on Wed, 01 April 2009 04:47Most of the nasty hacks that were in 3.4.4 have been rewritten properly for 4.0.

Already? How?

Same way the original ones were done... by coding it...

(EDIT: Forum decided to ditch my post on a page by itself, so I added quotation for context)

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [StealthEye](#) on Fri, 03 Apr 2009 09:22:22 GMT

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Still on the same page here dp.

But yeah, they have been rewritten to be less buggy.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [thefile](#) on Sat, 04 Apr 2009 02:18:57 GMT

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StealthEye wrote on Fri, 03 April 2009 03:22Still on the same page here dp.

But yeah, they have been rewritten to be less buggy.

Are you implying that the deveopers of scripts 4.0 ARE the hackers?.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Ghostshaw](#) on Sat, 04 Apr 2009 08:42:35 GMT

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Nasty "hacks" doesn't refers to hacks as in cheats but as in dirty coding tricks to get various things done that cause bugs and crashes.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Gohax](#) on Sun, 05 Apr 2009 10:32:20 GMT

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Ah nvm. I thought you were talking about cheats/hax ingame.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [thefile](#) on Mon, 06 Apr 2009 05:17:13 GMT

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Gohax wrote on Sun, 05 April 2009 05:32Ah nvm. I thought you were talking about cheats/hax ingame.

FFS You have a strange user nickname.....

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Gohax](#) on Tue, 07 Apr 2009 01:47:07 GMT

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thefile wrote on Mon, 06 April 2009 00:17Gohax wrote on Sun, 05 April 2009 05:32Ah nvm. I thought you were talking about cheats/hax ingame.

FFS You have a strange user nickname.....

You intending that the second part of it is true?

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [TruYuri](#) on Tue, 07 Apr 2009 21:12:26 GMT

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Can you people please not make random shitty posts like that? I'm sorry, I'm not trying to backseat moderate, but I'm starting to see posts like that all over the place and it really turns the thread into shit.

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [Carrierll](#) on Fri, 10 Apr 2009 10:45:25 GMT

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I can't moderate this subforum for a technical reason, so I'm afraid I can't help.

Please do stay on topic!
