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Subject: not tt related

Posted by [resistor1](#) on Mon, 08 Jun 2009 23:01:13 GMT

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in the 3.4.4 scripts it makes the turret in tanks go noticeably faster.. but my old pc im using now will not run 3.4.4 at all so i have to use 2.9.2 Is there any way i could get the turrets to be fast like on 3.4.4 while using 2.9.2 scripts?

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Subject: Re: not tt related

Posted by [saberhawk](#) on Mon, 08 Jun 2009 23:37:16 GMT

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No.

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Subject: Re: not tt related

Posted by [resistor1](#) on Tue, 09 Jun 2009 00:51:21 GMT

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could you explain to me how they implemented that into 3.4.4? editing scripts.dll, shaders.dll, or d3d8.dll ?

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Subject: Re: not tt related

Posted by [saberhawk](#) on Tue, 09 Jun 2009 01:22:25 GMT

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resistor1 wrote on Mon, 08 June 2009 20:51 could you explain to me how they implemented that into 3.4.4? editing scripts.dll, shaders.dll, or d3d8.dll ?

They == us. It was implemented with various low-level patches to Renegade's executable memory (aka the code from exe that was loaded into memory). There is little to no chance that you can get the same effect without scripts 3.4.4. Just make a post in Technical Support about your issues with 3.4.4 and I'd be glad to help with fixing it.

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Subject: Re: not tt related

Posted by [havoc9826](#) on Tue, 09 Jun 2009 05:05:44 GMT

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There is a version of the turret lag fix for scripts 2.9.2 - you can find it here.

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Subject: Re: not tt related

Posted by [EvilWhiteDragon](#) on Tue, 09 Jun 2009 11:37:58 GMT

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It's about this post (link didnt work properly here so):

EvilWhiteDragon wrote on Wed, 01 April 2009 11:53havoc9826 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

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

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.

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>

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Subject: Re: not tt related

Posted by [resistor1](#) on Tue, 09 Jun 2009 13:42:45 GMT

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i installed it and didnt notice a difference in turret speed

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