Subject: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Sat, 28 Aug 2010 09:16:08 GMT
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System Specs:
Windows 7 64bit
Intel HD Graphicss (Onboard)
Nvidia GT 335M (Dedicated)
Nvidia Optimus Technology
Intel i7 CPU
4GB RAM

Hey all,

I got a new lappy and I'm tying to get Renegade setup on it without much luck. I'm having a
problem with Scripts 3.0 on up to Scripts 3.4.4 (I tested Scripts 2.9.2 and that seems to work).

Here is what I get:
Scripts 2.9.2
Works (No BHS.dll option menu in game to change settings for shaders)

Scripts 3.0
Shaders Disabled - Works
Shaders Enabled - "bhs.dll not found or did not load correctly"

Scripts 3.4.4
Without changing and settings from the default - "Unfortunatly, there was an error loading bhs.dll.
Please report this bug!"

I have uninstalled/reinstalled Ren, RG and Scripts several times with the same results. I even
copied the Scripts DLL files from my working computer to my lappy and get the same errors.

My lappy has 'Nvidia Optimus Technology' (Basicly it has a low end Intel for mundane things and
a dedicated Nvidia 335M for 3D apps).

I found if I set my system to use the onboard Intel video (ick) the Scripts 3.4.4 works fine.
However, If I have it use the Nvidia 335M, I get the errors listed above! I already Installed the
latest Nvidia drivers and all Windows updates. I've been racking my brain and could really use
some help if anyone has any ideas.

Also, not sure if it helps but when it crashes on the Nvidia card, it throws this error in the Windows
Application Event Log:
Event ID 1000

Faulting application name: Game2.exe, version: 1.37.0.1, time stamp: 0x21214d44
Faulting module name: binkw32.dll, version: 1.2.1.0, time stamp: 0x3b8d7794
Exception code: 0xc0000005
Fault offset: 0x0001dfa4

Faulting process id: 0xfbc
Faulting application start time: 0x01cb467a96e6e4b0
Faulting application path: C:\Games\Renegade\Game2.exe
Faulting module path: C:\Games\Renegade\binkw32.dll
Report Id: e5e6bbf2-b26d-11df-a4d6-5c260a007e89

[Updated on: Sat, 28 August 2010 01:35]

Any ideas?

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by CarrierII on Sat, 28 Aug 2010 10:39:17 GMT
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Did you use the Scripts 3.4.4 automated installer?

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by danpaul88 on Sat, 28 Aug 2010 11:33:50 GMT
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This could be to do with wwconfig actually. Renegade auto-detects your video card when
installing and stores the ID of the video adapter it will use in the registry. If you then change your
video card Renegade will crash on startup with 3.0+ because it can't get the device capabilities of
the device name stored in the registry.

Try enabling the video card you want to use, then run wwconfig (in admin mode) and click on the
video card in the list of adapters at the top and setup your graphics preferences. Close wwconfig
to save the changes and then load Renegade (again, using admin mode to ensure it's reading the
same settings written by wwconfig).

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Sat, 28 Aug 2010 21:10:43 GMT
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CarrierII wrote on Sat, 28 August 2010 05:39Did you use the Scripts 3.4.4 automated installer?
Did I use... a broken link? (Just messin with ya)
I have the Scripts 3.4.4 exe from the sourceforge project page, as well as the zip. Both do the
same thing.

As far as Ren crashing, it switches easily between the Intel and Nvidia without any issues before I
install a Scripts that supports shaders. As well I have tried setting the system to run everything
with the Nvidia. wwconfig already has the Nvidia selected and will only show one device at a time,

either the Intel or Nvidia (depending on what video card I have the program set to run as.) I have setup my Win7 so it is always running in Admin mode (I hate having to ask my computer if I can do something), and also tried the right-click run as admin to no avail.

Through one install of Ren, I did it with the system set to run all programs with the nvidia. Upon finishing, ren runs fine... again until I add scripts. One strange thing I noticed, if before I add scripts I go ingame and do F8 + FPS to show me FPS and ping and such... it shows 0FPS constantly (Even though I am running around at a framelocked 60fps)

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by danpaul88 on Sat, 28 Aug 2010 22:44:41 GMT
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Can you go into the Registry and check the value of HKLM\SOFTWARE\Westwood\Renegade\Render\RenderDeviceName is the correct name for the NVidia graphics card?

Just because wwconfig only shows the Nvidia device when that is enabled doesn't necessarily mean it's actually configured correctly and if that registry setting is wrong then the RenderDeviceIdentifier setting above it will also be wrong, which will cause the shaders.dll crash you are experiencing.

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Sat, 28 Aug 2010 23:29:54 GMT
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Mine is in a dif. place due to Win7 64bit... but it looks correct:

[HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Westwood\Renegade\Render]
"RenderDeviceName"="NVIDIA GeForce GT 335M"

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by danpaul88 on Sat, 28 Aug 2010 23:39:36 GMT
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Yeah, that looks fine, guess your problem is not the same one I was having before then. I notice from your first post you are using game2.exe, did you launch Renegade through RenGuard or directly? If it was through RenGuard I would suggest launching it directly instead and see if that helps.

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Sun, 29 Aug 2010 01:01:54 GMT

I have tried through game.exe (RG), game2.exe (Ren) as well as ResurrectionLauncher.exe (RR). Basicly, they all end up launching game2 (as you know). When scripts 3.4.4 are installed, Ren crashes as it tries to play the (bink) intro videos. Before scripts are installed, the bink intro videos play just fine.

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Mon, 30 Aug 2010 01:40:39 GMT

Still racking my brain on this... Scripts 2.9.2 works fine with the nvidia. but as soon as I add the scripts with the shaders.dll it crashes. Possibly an incompatibility within the scripts 3.4.4/shaders.dll itself?

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by HaTe on Mon, 30 Aug 2010 02:15:42 GMT

Does a crashdump appear? I'm a bit confused with what you said. When connecting directly from the RR list, there is no start-up videos. Do you still crash when trying that? Maybe there's a problem somehow with the start-up videos with scripts 3.4.4 for you? If so there's a program that allows you to bypass them, and go directly to the main menu in Renegade. Might as well give it a shot.

http://www.renegadeforums.com/index.php?t=getfile&id=6069&rid=23179

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Mon, 30 Aug 2010 08:49:27 GMT

I know the intro videos aren't shown when starting through RG or RR, however, I just assumed that it did something with bink due to the Application error that I mentioned in the first post. I found a modified nvidia inf driver file (attached) that allowes the newest driver version (v258.96) to be used on the Optimus systems. After doing so I no longer get the binkw32.dll application error, however, still get the bhs.dll error when trying to start Ren with Scripts v3.0-v3.4.4 installed.

I tested the config.exe that you linked to and disabled the videos, but to no avail.

I copied the entire Renegade DIR from my working desktop computer, to my laptop that is having the issue... still with no change. I still get the bhs.dll error listed in the first post. I do, however, now get a crashdump file but it is too large (~47MB) in order to upload to the forum. So I uploaded it to

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megaupload:
http://www.megaupload.com/?d=INK0DRGP

I don't know how to view the dump file let alone decipher what it means...

```
File Attachments
1) nvdm.inf, downloaded 512 times
```

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by HaTe on Mon, 30 Aug 2010 23:35:22 GMT
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To be quite honest i too have no idea how to understand crashdumps of that sort. PM YRR or someone who could, and I'm sure they can help you though.

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Tue, 31 Aug 2010 02:28:56 GMT
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PM Who? I dont see a YRR in the members list

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by HaTe on Tue, 31 Aug 2010 02:40:25 GMT
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Yrr

lower case r's. He's the creator of RR, so should be able to understand the crashdump afaik.

It sounds to me like it's a bhs.dll error all together, may i ask where you're downloading from?

Subject: Re: Scripts 3.4.4 - bhs.dll Error
Posted by twig123 on Tue, 31 Aug 2010 09:43:55 GMT
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Thanks, I found Yrr in the members list... I'll give him a shout.

Also, I'm downloading the Scripts from the Sourceforge project page:
http://sourceforge.net/projects/rentools/
(Click on Files to get older/all versions)