Subject: Re: scripts.dll 3.2 is out
Posted by jonwil on Tue, 10 Apr 2007 07:58:29 GMT
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Working on scripts.dll 3.2.1 right now. Changes so far:
1.Fixed a bug that would show up if you used certain hud.ini keywords or engine calls (basically anything that uses Render2DClass)
Updated the readme to reflect the fact that crashdumps are now numbered and the other readme thing mentioned up in the thread.
Moved 3 memory allocation statements so that they run even if shaders is off (fixes a major bug). Yes, this is the "Renegade crashes at the intro movie" issue.

the EXIT console command works just fine on my WIP build btw.

Jonty, what are your system specs? If you have a crappy video card, it may explain why its slow.