
Subject: scripts.dll 2.0.1 is out
Posted by [jonwil](#) on Sat, 15 Jan 2005 01:33:13 GMT
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I was not originally planning to do a 2.0.1 release but because of a bug with the display of IP addresses in player_info on linux (which was fixed then accidentally broken again) and a problem where the mlimit console command didnt work on win32 (thanks to v00d00 for figuring out why it was crashing and coming up with a fix), I have prepared a 2.0.1 release.
As soon as sourceforge file upload works again, I will upload the file and post here.
only bhs.dll/bhs.so/bhs8.so have been changed.

The mlimit console command will now work correctly on win32 (and wont crash the game)
And on linux, the player_info console command will display correct IP addresses (it wasnt working then I fixed it then somehow some lines of code got removed accidentally which made the fix not take affect and now its back to working again)

Subject: scripts.dll 2.0.1 is out
Posted by [jonwil](#) on Sat, 15 Jan 2005 02:07:03 GMT
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ok, get it from <http://www.sourceforge.net/projects/rentools>
It should be up now.

Subject: scripts.dll 2.0.1 is out
Posted by [matty3k10](#) on Sat, 15 Jan 2005 02:24:52 GMT
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ummm it sez The compressed (Zipped) Folder is invalid or corrupted when I download it? is it just me or is there a problem?

Subject: scripts.dll 2.0.1 is out
Posted by [Majiin Vegeta](#) on Sat, 15 Jan 2005 02:49:26 GMT
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matty3k10ummm it sez

what is a sez?

Subject: scripts.dll 2.0.1 is out
Posted by [jonwil](#) on Sat, 15 Jan 2005 07:27:32 GMT
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hmmm, looks like the file upload got screwed up somewhere.
Fixed now.

Subject: scripts.dll 2.0.1 is out
Posted by [icedog90](#) on Sat, 15 Jan 2005 08:45:56 GMT
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Majiin Vegetamatty3k10ummm it sez

what is a sez?

Says.
