Subject: scripts.dll 2.1.3 is out
Posted by jonwil on Wed, 17 Aug 2005 09:02:53 GMT
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I have finally gotten 2.1.3 finshed and out
get it from http://www.sourceforge.net/projects/rentools/

Changes since 2.1.2:
A few bug fixes (cant remember what, crash fixes mainly I think)
new console commands to disable and enable the client chat log
A better description of how to add a chat hook has been added to the documentation (in bhs.txt)
I added code to disable certain network interfaces that could be used to cheat.
And I added code to block people with an invalid nickname (since they cant be kicked by normal means)
Blocked nicknames are those with:
Nickname length = 0
Nickname length > 20
Nickname = Hostname
Nickname has non-ascii characters (i.e. below ' ' or above '~')
Nickname is all spaces
Nickname matches a name already in use on the server
This code replaces the existing bandtest.dll fix (so you dont need it anymore, I suggest removing it in case it conflicts).

I am not sure exactly what will be comming out next, I want to go through and audit the code for bugs and memory leaks and stuff.
Plus there are some things wanted for SSAOW and some stuff Reborn wants and a few other things I have in mind, its just a question of how much time I can spend on this.

Subject: Re: scripts.dll 2.1.3 is out
Posted by Ma1kel on Wed, 17 Aug 2005 10:01:36 GMT
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Does this version make the crashing less? I had problems with the some of the lastest versions that made my game crash unbeliveable much.

Subject: Re: scripts.dll 2.1.3 is out
Posted by Renerage on Wed, 17 Aug 2005 10:09:07 GMT
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same...crashes are very annoying.

Subject: Re: scripts.dll 2.1.3 is out
Posted by jonwil on Wed, 17 Aug 2005 10:40:50 GMT
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I did fix some crash bugs I think.

If you still get crashes with 2.1.3, post the _except.txt file you get from the crash so I can look at (and hopefuly fix) it.

Subject: Re: scripts.dll 2.1.3 is out
Posted by Renerage on Wed, 17 Aug 2005 11:00:06 GMT
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Ok, ill give it a shot ty

Subject: Re: scripts.dll 2.1.3 is out
Posted by jonwil on Wed, 17 Aug 2005 11:02:02 GMT
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I also need information on what was going on at the time of the crash.
If others in the same game who have 2.1.x also crashed, thats usefull info too.

Subject: Re: scripts.dll 2.1.3 is out
Posted by Ma1kel on Wed, 17 Aug 2005 13:44:06 GMT
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Hmm I play mostly in the BC servers and because they run their own scripts.dll I can't help you by giving the _except.text file.

But I can say that with this new scripts.dll the game crashes way less, I have been playing 4 hours and I didn't crash a singly time.

Subject: Re: scripts.dll 2.1.3 is out
Posted by jonwil on Wed, 17 Aug 2005 13:56:02 GMT
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if you are running 2.1.3 on your client machine and it crashes (regardless of what Black-Cell or whoever else are running on their servers), I need the _except.txt from your client machine.

Subject: Re: scripts.dll 2.1.3 is out
Posted by nopic01| on Wed, 17 Aug 2005 16:44:15 GMT
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source forge down!!!

Subject: Re: scripts.dll 2.1.3 is out
Posted by pulverizer on Wed, 17 Aug 2005 17:47:40 GMT
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I had a crash to, 2 times at the same point. It's in the beginning of the mission: Tomorrow's tech today.

When Nod drops a stealth tank. As soon the stealth tank reaches the ground, Renegade crashes.

I've added the _except file.

```
File Attachments
1) except.txt, downloaded 328 times
```

Subject: Re: scripts.dll 2.1.3 is out
Posted by Ma1kel on Wed, 17 Aug 2005 21:12:00 GMT
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Here's the _except.text file from when I was running 2.1.2. I know it isn't 2.1.3 but maybe it can help. Also I had no crashing playing online for 8 hours with 2.1.3. Only 1 time that lagged me out 5 times in a row.

```
File Attachments
1) _except.txt, downloaded 238 times
```

Subject: Re: scripts.dll 2.1.3 is out
Posted by theplague on Fri, 02 Sep 2005 00:09:27 GMT
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well, i guess 8 hours is better than 10 minutes :S but that could just have been your computer why where you playing renegade for 8 hours anyhow? don't you sleep, goto school/work or do anything else? :S