Subject: scripts.dll 3.4.4 is out
Posted by jonwil on Thu, 13 Sep 2007 03:37:17 GMT
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scripts.dll 3.4.4 is out, get it from http://www.sourceforge.net/projects/rentools/
This is a small bugfix release to fix a last minute bug that showed up in RA:APB plus
a couple other bugs that I didnt get a chance to fix in 3.4.3
changes:
Assuming no further bugs show up, this is going to be the last release for a while
Updated bhs.txt to reflect the correct values of HealthBarStyle and ShieldBarStyle
Corrected a memcpy statement in Vertex_Split_Table::Vertex_Split_Table that was copying the
wrong amount of memory
Corrected an issue with newwcs in debug builds
Corrected an issue where the scope code would crash if the player had no weapon
Corrected a bug to do with QuadCount and related entries in hud.ini where it was using x and y
the wrong way around
Corrected a bug to do with BackgroundTop and BackgroundLeft where it was using x and y the
wrong way around
Corrected a bug where the health bar code wasnt displaying the health of the vehicle you were in
Corrected a bug to do with DisableCostMultiplier in hud.ini

installer available from http://4camp.net/scripts344.exe

Subject: Re: scripts.dll 3.4.4 is out
Posted by IronWarrior on Thu, 13 Sep 2007 03:56:51 GMT
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Wow that was fast.

Updated Game-Maps.NET with the new version.

Download here: Scripts 3.4.4.exe

Subject: Re: scripts.dll 3.4.4 is out
Posted by Sir Kane on Thu, 13 Sep 2007 18:24:59 GMT
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IronWarrior wrote on Wed, 12 September 2007 22:56Wow that was fast.

I could've been fixed before the public release.

Subject: Re: scripts.dll 3.4.4 is out

Posted by Oblivion165 on Thu, 13 Sep 2007 18:27:32 GMT
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Sir Kane wrote on Thu, 13 September 2007 14:24IronWarrior wrote on Wed, 12 September 2007 22:56Wow that was fast.

I could've been fixed before the public release.

Well thats really your parents fault isn't it?

Subject: Re: scripts.dll 3.4.4 is out
Posted by Sn1per74* on Thu, 13 Sep 2007 20:02:01 GMT
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Oblivion165 wrote on Thu, 13 September 2007 13:27Sir Kane wrote on Thu, 13 September 2007 14:24IronWarrior wrote on Wed, 12 September 2007 22:56Wow that was fast.

I could've been fixed before the public release.

Well thats really your parents fault isn't it?
AHAHA! ood one!

Subject: Re: scripts.dll 3.4.4 is out
Posted by CarrierII on Thu, 13 Sep 2007 20:37:23 GMT
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SK, make, maintain and constantly add to a large collection of valuable tools, and then complain. Until then, you're where we are, grateful SOMEONE (Unlike you, who refuses to make any sort of public release of anything - WTF) does useful things.

Besides, are you trying to say that every peice of code you HAVE EVER WRITTEN has been completely bug free. Ha.

Subject: Re: scripts.dll 3.4.4 is out
Posted by IronWarrior on Thu, 13 Sep 2007 21:03:00 GMT
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Sir Kane, what is the image of the horse about`?

Subject: Re: scripts.dll 3.4.4 is out
Posted by Canadacdn on Thu, 13 Sep 2007 21:10:00 GMT

Yet another bugfix for APB. Shows how much you care about other mods.

Subject: Re: scripts.dll 3.4.4 is out
Posted by Jerad2142 on Thu, 13 Sep 2007 21:17:45 GMT

IronWarrior wrote on Thu, 13 September 2007 15:03Sir Kane, what is the image of the horse about`?
I think it is fetching something.

Canadacdn wrote on Thu, 13 September 2007 15:10Yet another bugfix for APB. Shows how much you care about other mods.
Well he is leaving for the C&C 3 community.

Subject: Re: scripts.dll 3.4.4 is out
Posted by jnz on Thu, 13 Sep 2007 22:51:10 GMT

As far as i know, SK written the first versions of scripts.dll/bhs.dll.

Subject: Re: scripts.dll 3.4.4 is out
Posted by Caveman on Fri, 14 Sep 2007 00:56:06 GMT

RoShamBo wrote on Thu, 13 September 2007 23:51As far as i know, SK written the first versions of scripts.dll/bhs.dll.

He wrote. Quote:
Creator of the IEE libraries (original bhs.dll) and the RB series software

---

Subject: Re: scripts.dll 3.4.4 is out
Posted by =HT=T-Bird on Fri, 14 Sep 2007 11:45:35 GMT

Alright, who is taking care of bhs.dll in JonWil's absence?

Subject: Re: scripts.dll 3.4.4 is out

Posted by Cunin on Fri, 14 Sep 2007 15:56:37 GMT
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Thanks for fixing the HUD things.
I noticed that if I use power-of-2-sized textures the problems I had with them are gone (they gets
wrong sized otherwise), so I think this is ok for now.

Subject: Re: scripts.dll 3.4.4 is out
Posted by Jerad2142 on Sat, 15 Sep 2007 04:08:27 GMT
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=HT=T-Bird wrote on Fri, 14 September 2007 05:45Alright, who is taking care of bhs.dll in
JonWil's absence?
Who knows, I have 130 some scripts to release eventually though, so once I am ready I will
release.

Subject: Re: scripts.dll 3.4.4 is out
Posted by =HT=T-Bird on Sat, 15 Sep 2007 12:07:56 GMT
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Jerad Gray wrote on Fri, 14 September 2007 23:08=HT=T-Bird wrote on Fri, 14 September 2007
05:45Alright, who is taking care of bhs.dll in JonWil's absence?
Who knows, I have 130 some scripts to release eventually though, so once I am ready I will
release.
I know you have scripts to release! BHS.dll is ENGINE CODE though, so which ENGINE CODER
is taking care of it?