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Subject: I need scripts.dll 1.9 ideas

Posted by [jonwil](#) on Thu, 05 Aug 2004 22:20:17 GMT

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ok, an Enable\_Stealh fix wont be in 1.9 because I wont have my new "send data over the network" code ready for 1.9.

I thought there was another way to do it but I was wrong.

Probably be in 2.0 or something though.

I still plan to check if Static\_Anim\_Phys\_Goto\_Frame/Static\_Anim\_Phys\_Goto\_Last\_Frame work and try to fix if needed.

And also fix Set\_Fog\_Range, Set\_Fog\_Enable and Set\_War\_Blitz

Plus (hopefully) Create\_Explosion and Create\_Explosion\_At\_Bone.

EDIT: Static\_Anim\_Phys\_Goto\_Frame and Static\_Anim\_Phys\_Goto\_Last\_Frame seem to have problems.

Will add JFW\_Gate\_Zone\_2 script to 1.9

And also, since it seems that SK wont be adding poke or any of the other stuff I am after to bhs.dll, I wont be putting the stuff that uses that stuff into 1.9.

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