Subject: Re: scripts.dll 2.1.3 progress report
Posted by TD on Sun, 05 Jun 2005 20:31:54 GMT
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OMG SO GOOD.

New Scripts with fixes AND nickname hack fixed, just a file.

Reporting one bug:
I cannot choose f8 - extras with this new scripts. Renegade crashed if I try it.

Also, since this script renegade crashes more often...

But it's a great thing. I love it. Please consider looking into these two problems

EDIT:
Maps load faster now, do they even load FASTER when I use the speeded westwood maps that
have been going around? Or doesnt that make any difference?

About the logs that scripts.dll saves, like text that has been typed. Can you please tell me how to
disable this? Can you put in the option if it currently does not have it?

Typo fix:

win command says:
0= Nod
1=win

Should be 1= GDI

And at the teams and teams2 command, just place 2= Neutral. It's been discovered anyway, it'd
be great if every command was in the list