Subject: Re: scripts.dll 3.0 WIP update
Posted by StealthEye on Fri, 15 Sep 2006 17:35:49 GMT
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commands.txt should be created/updated when the fds runs, based on the registered console commands while running afaik.

I like the changes, especially the cleaning up like
- Definitions of some of the basic GameObject classes (I have plans to define more)
- Possibly splitting up engine.cpp into multiple files (since its so large)

I'm also very interested in the secret feature, but I guess I'll have to wait

What exactly was changed to the following?
- Fixes to JFW_Nod_Turret and the obelisk and advanced guard tower scripts

[edit]
Yes, including the wall lag fix client side might be a good idea.

Nightma: possible, but not nice, teamchanging twice or something? I think a console command would be better