
Subject: Re: Do you use the custom scripts.dll?
Posted by [jonwil](#) on Sun, 10 Dec 2006 13:20:31 GMT
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Just to let everyone know, the turret lag fix, the wall lag fix and a new fix for ladders also by Black-Intel (which makes vehicles not get stuck in or near or around them anymore) will be included in scripts.dll 3.0.
