Subject: Re: scripts.dll 3.2 is in progress
Posted by Jerad2142 on Thu, 25 Jan 2007 18:49:46 GMT
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What about a multi scripts loader, I currently have made 43 scripts and plan on many more, and my engine is a slightly modified version of yours and will not work properly if you try to combined my scripts and your scripts, so every time you release a new scripts package I have to rename scripts.dll to scripts_jfw.dll (name doesn't actually matter as long as it has scripts in the first part of it).

Any plans of getting my transparent metal glitch fixed?