Posted by jonwil on Mon, 10 Mar 2003 10:53:47 GMT

any map that uses the scripts.dll should work with the latest version (current 1.0.1, 1.1 is due out soon)
also, only the host (either the host in a game or the FDS if you are using that) needs the scripts.dll, the clients dont.

Also, dont bother using the scripts.dll with the LFDS, it anit gonna work