added:
JFW_Clear_Weapons (This script will remove the weapons from any object that enters the zone.
If the object gets more weapons and re-enters the zone, they will disappear)
 (no parameters)

JFW_Startup_Custom (This script will send a custom when it starts)
 Message (the message to send)
 ID (the ID of the object to send it to)

Still testing.
1.3 should be out before christmas.
But it all depends on if I can get the new scripts done for RenAlert by then or not.