Subject: Yes, I will be releasing the source code to the scripts
Posted by jonwil on Mon, 15 Dec 2003 02:01:45 GMT

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As for the SUR scripts thingo, I emailed Spirit on that issue.

Current to-do before 1.3:
1.Get the SUR_xxx, NH_xxx and REBORN_xxx stuff sorted out
2.Get the latest RenAlert scripts from Dante
3.Continue to work on various clones of westwood scripts (for example, I am working on a Test_Cinematic clone or at least enough of a clone to be able to figure out the inner mysteries of the thing (as was done with the airstrip)
and 4.Continue to work on research into Script Commands, ActionParamsStruct & other datatypes & other script internals.

I also have an offer, if anyone wants me to make a "stand-alone, no-scripts2.dll-needed" version of the scripts.dll for their map or mod, I may be able to do that for you, it will depend on which westwood scripts you are using though since some are easier to clone than others.