Here it is, in all its glory. Changes first:

   - New: Added BHS.dll support. The following features have been added, and can be acquired by players who have the Scripts.dll Version 1.9.1 library or higher installed:
[list]
     * EVA reports flag status, such as when a flag was stolen, returned, or captured.
     * Addition flag sounds have been added.
     * Players now scream when they are killed. (Female characters have a female scream)
     * Spawn and Weapon sound effects have been added for when a player spawns or when a dropped weapon is created.
     * Fog is now apart of the random weather feature. The fog will not disrupt your field of vision.
[/list:u]

   - BugFix: The bug where a player would be massed kill if Regen was enabled has been resolved.

   - BugFix: The bug where Regen and/or WeaponsAllowed for the flag holder was not carried over when the player purchased a new character has been resolved.

   - Change: Output event code has been moved to ctflog_<date>.txt. The physical messages are still printed to the log.

   - Change: Special words have been added to the CTF Events messages to allow for the player's name(s) who completed the event to be shown with the message.

   - New: Kill messages have been added.

   - New: A Random Weather feature has been added.

   - New: A MapID Debug feature has been added to allow for easier MapID identification for fan maps.

   - Change: MapID process has been reworked. Now, any building ID# is a valid MapID.

   - New: A DDE channel has been added to allow for external applications to send console input to the FDS directly. To send a command, use Poke. Service = "RenegadFDS", Topic = "FDSCommand", Item = "Command". An example of this, in mIRC, would be to type the command: "/dde RenegadFDS FDSCommand Command msg test" => "> Host: test".

   - New: Code has been added to prevent users from killing Purchase Terminals and the CTF peds.

Get it here.

Tada.

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by nopic on Wed, 23 Mar 2005 00:38:04 GMT
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do wheres the dde

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by reborn on Wed, 23 Mar 2005 01:16:00 GMT
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please delete this post, or pay no attention to it. I got excited and thought that the SSCTF had been ported to the newest scripts for a second, before I realised that the n00ber had just bumped a very old thread.

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Naamloos on Wed, 23 Mar 2005 10:27:24 GMT
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Idiot. :rolleyes:

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Alkaline on Wed, 30 Mar 2005 22:17:01 GMT
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damn I got excited over this aswell

Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support
Posted by YSLMuffins on Thu, 31 Mar 2005 00:14:14 GMT
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Well I guess this is pretty much obsolete then.