Subject: scripts.dll 1.2 is out
Posted by jonwil on Tue, 10 Jun 2003 13:51:52 GMT
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This is basicly 1.1.1 plus the reborn scripts. Everyone should switch to this dll, any problems contact me. Unless renalert, reborn etc comes up with new scripts (or if some new information about inner workings of dll comes to light), I wont be releasing new version (no new ideas that are actually possible)

get it from http://www.sourceforge.net/projects/rentools/

Subject: scripts.dll 1.2 is out
Posted by Try_lee on Tue, 10 Jun 2003 14:24:04 GMT
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Hooray for JW and his scripty goodness!

Well done.

Subject: scripts.dll 1.2 is out
Posted by Madtone on Tue, 10 Jun 2003 14:27:28 GMT
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thanks mate, you have done a great job and deserve a congrats and a big thanks

Thanks mate from Down under in Hot Aussie Land: Queensland

Subject: scripts.dll 1.2 is out
Posted by gendres on Tue, 10 Jun 2003 15:32:15 GMT
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great job

Subject: scripts.dll 1.2 is out
Posted by Imdgr8one on Tue, 10 Jun 2003 16:29:59 GMT
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Jonwil or The "shiznittest mother fucker" out there
 cheers brotha

Subject: scripts.dll 1.2 is out
Posted by maytridy on Tue, 10 Jun 2003 18:43:09 GMT
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Awesome.

Subject: scripts.dll 1.2 is out
Posted by YSLMuffins on Tue, 10 Jun 2003 22:31:41 GMT
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Jonathan!

Have you verified that the JFW_Building_Gun script works?

Subject: scripts.dll 1.2 is out
Posted by Dante on Tue, 10 Jun 2003 22:55:02 GMT
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patch app to be available soon, probably tomorrow.

thanks jonwil for all your super goodness

Subject: scripts.dll 1.2 is out
Posted by bigwig992 on Wed, 11 Jun 2003 00:39:36 GMT
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Dantepatch app to be available soon, probably tomorrow.

thanks jonwil for all your super goodness

patch eh?

I tryed the spawn turrent attached to the bone thing, one of the reborn scripts (using it in vengence for the soviet harvester), it worked fine. But after I destroyed the vehicle the gun remained, and it kept shooting. From what I can tell it's collisions are off, and I can't target or kill it. So, by the end of my little test, I had 4-5 turrets floating in mid air shooting me as I came out. Any idea what caused this, how I can fix it, or if someone is going to fix the script?

Subject: scripts.dll 1.2 is out
Posted by SomeRhino on Wed, 11 Jun 2003 05:15:37 GMT
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Good work!

Subject: scripts.dll 1.2 is out
Posted by DarkOmen on Wed, 11 Jun 2003 13:24:35 GMT
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bigwig992Dantepatch app to be available soon, probably tomorrow.

thanks jonwil for all your super goodness

patch eh?

I tryed the spawn turrent attached to the bone thing, one of the reborn scripts (using it in vengence for the soviet harvester), it worked fine. But after I destroyed the vehicle the gun remained, and it kept shooting. From what I can tell it's collisions are off, and I can't target or kill it. So, by the end of my little test, I had 4-5 turrets floating in mid air shooting me as I came out. Any idea what caused this, how I can fix it, or if someone is going to fix the script?

you have to fill in something in the explosion preset field, this explosion will kill the attached turret when the main vehicle is destroyed...