Subject: scripts.dll bugs, are there any
Posted by jonwil on Thu, 25 Sep 2003 00:39:06 GMT
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If anyone knows of anything thats broken in the scripts.dll 1.2, do let me know and I will try to fix it.
No new scripts though, dont have the time.

Subject: scripts.dll bugs, are there any
Posted by General Havoc on Thu, 25 Sep 2003 15:26:44 GMT
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Yeah the TDA_Stealth_Amour seems broken in version 1.2 it works with version 1.1.1 though so
something must have happened to it.

The RenAlert Spy seems to get hit by the base defence but thats up to the mod team to test if it's
the script's fault or some other error.

I had an idea for a new script and fairly simple but It needs to be written though so If someone
does eventually write it then it would be good to hvae itin the DLL. I discussed the idea here
http://www.renevo.com/forum/showthread.php?s=&threadid=363

Subject: scripts.dll bugs, are there any
Posted by OrcaPilot26 on Thu, 25 Sep 2003 22:33:01 GMT
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The aircraft_fuel script doesn't seem to work either, when the script gets a message it still creates
an explosion.

Subject: Re: scripts.dll bugs, are there any
Posted by [REHT]Spirit on Fri, 26 Sep 2003 15:06:11 GMT
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jonwilNo new scripts though, dont have the time.

I've got some AI scripts already made if you want them.

Specificlly, a commanding script and a few other scripts which allow the "commander" to
communicate with the bots (no limit of bots, other then till game/system crashes...but other then
that, no limit).

Subject: scripts.dll bugs, are there any
Posted by Cpo64 on Fri, 26 Sep 2003 19:52:17 GMT

I realy want to see that script in action