

---

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)

Posted by [Anonymous](#) on Thu, 30 Jan 2003 10:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Um... maybe it was just me but I was doing a one player LAN CTF to try out the new scripts.dll and I think there was a bug. I was playing as Nod and when I captured the flag for the fifth time, the Nod base was destroyed and GDI won. [ January 30, 2003, 10:01: Message edited by: NeoSaber ]

---