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Subject: scripts.dll 1.0 is out

Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:58:00 GMT

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quote:Originally posted by Dante:true...i just sent jonwil the fix to the script... after a small test, it should be ready...also i sent him a new script that i forgot to add along time ago (w00ps)TDA\_Stealth\_Armormake a new powerup with the stealth armor (just clone an armor one) and then when you make it on the map, attach this script, set the # of seconds for the stealth to last (default = 60 seconds)REALLY important note...this may kill the stealth on the SBH, so i wouldn't use it on levels with SBH's for now, use on CTF and Basic Infantry DM's for now, i will try to get this resolved.Q. (will it make a vehicle stealth???)A.dunno, try ittest was good.

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