
Subject: scripts.dll 1.0 RC1 is out

Posted by [Anonymous](#) on Sun, 26 Jan 2003 12:00:00 GMT

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Dante-I see that you updated your CTF scripts by adding "(GotFlag == true)" into your coding a few times. But, I have just tested them after installing the new scripts 1.0RC, and it still seems to add another flag to the scriptzone on capture. Is this bug known to still be present? Does "(GotFlag == true)" just prevent multiple flags being captured at the same time? Or perhaps the game reads the scripts from the mod package, and I need to update them as well. [January 26, 2003, 09:17: Message edited by: SomeRhino]
