
Subject: scripts.dll 0.98 RC is out

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:56:00 GMT

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Well I think I found out a major problem with the Conyard script--I attached the script to the building controller after "making" the controller on the map (isn't that what you're supposed to do?) and did not modify the existing building controllers, but the buildings can't be destroyed! It is announced that the building is destroyed but it keeps coming back to life!Also, do these scripts only work in pkg format? [December 26, 2002, 19:12: Message edited by: YSLMuffins]
