Subject: scripts.dll progress and new projects related to it I am goi

Posted by Anonymous on Tue, 19 Nov 2002 03:46:00 GMT

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basicly, in versions between 0.95 beta (the current version) and 1.0, I am going to implement (I hope):1.any bug fixes that are needed etc2.any scripts that people suggest to me that are possible for me to implement (too many people keep asking for stuff that just cant be done via scripting)3.my ideas for CTF and Team Deathmatch, right now the biggest problem is finding a way to attatch a script to a player in MP and make it work. Team DM I already know how to implement other than this player thing, I can implement CTF also but the problem is that you wouldnt be able to tell who has the flag.and 4.I am also thinking of making a seperate version of the dll, it would be the same as the current dll but it would:1.not link to the origonal WW dll at alland 2.contain re-i9mplementations of all the standard MP scripts and stuff.Basicly, since AFAIK scripts.dll is read directly from a mod package, it would be easier to use than the current system with the need for scripts2.dllAlso note that using my new scripts is no harder than using the existing WW scripts, just make sure you read the readme.txt file and you cant go wrong