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Subject: scripts.dll 1.8 progress report

Posted by [jonwil](#) on Fri, 23 Jul 2004 02:41:23 GMT

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of course, the other reason a script might not be in 1.8 is because I forgot about it

oh and I see nothing preventing M01\_Hunt\_The\_Player\_JDG from working with air vehicles, so if it doesnt work, its not something I know how to fix.

also

JFW\_Create\_Destroy\_Object\_On\_Custom\_Death

JFW\_Create\_Destroy\_Object\_On\_Custom\_Death\_Bone

JFW\_Custom\_Destroy\_All\_Buildings

JFW\_Random\_Timer\_Play\_Cinematic

have been coded

I hope to have the coding for 1.8 done this weekend so that the testing can happen next week.

But I need testers to help.

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