
Subject: I need scripts.dll 1.9 ideas

Posted by [Slash0x](#) on Sat, 07 Aug 2004 00:50:34 GMT

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SeaManjonwilok, after looking at things, I dont think I can do fixes for Set_War_Blitz, Set_Fog_Range or Set_Fog_Enable in time for 1.9.

Create_Explosion and Create_Explosion_At_Bone may make it though.

Obviously this means that my planned fog and war blitz scripts are also not going to make 1.9

What about the targeting icon? Is that possible?

I think that would have to be in Silent Kane's area. His h@xor powers with the game.exe.
