
Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support

Posted by [vloktboky](#) on Thu, 19 Aug 2004 05:16:42 GMT

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Here it is, in all its glory. Changes first:

- New: Added BHS.dll support. The following features have been added, and can be acquired by players who have the Scripts.dll Version 1.9.1 library or higher installed:

[list]

- * EVA reports flag status, such as when a flag was stolen, returned, or captured.
- * Addition flag sounds have been added.
- * Players now scream when they are killed. (Female characters have a female scream)
- * Spawn and Weapon sound effects have been added for when a player spawns or when a dropped weapon is created.
- * Fog is now apart of the random weather feature. The fog will not disrupt your field of vision.

[/list:u]

- BugFix: The bug where a player would be massed kill if Regen was enabled has been resolved.

- BugFix: The bug where Regen and/or WeaponsAllowed for the flag holder was not carried over when the player purchased a new character has been resolved.

- Change: Output event code has been moved to ctflog_<date>.txt. The physical messages are still printed to the log.

- Change: Special words have been added to the CTF Events messages to allow for the player's name(s) who completed the event to be shown with the message.

- New: Kill messages have been added.

- New: A Random Weather feature has been added.

- New: A MapID Debug feature has been added to allow for easier MapID identification for fan maps.

- Change: MapID process has been reworked. Now, any building ID# is a valid MapID.

- New: A DDE channel has been added to allow for external applications to send console input to the FDS directly. To send a command, use Poke. Service = "RenegadFDS", Topic = "FDSCommand", Item = "Command". An example of this, in mIRC, would be to type the command: "/dde RenegadFDS FDSCommand Command msg test" => "> Host: test".

- New: Code has been added to prevent users from killing Purchase Terminals and the CTF peds.

Get it here.

Tada.
