
Subject: scripts.dll 2.0.1 is out

Posted by [jonwil](#) on Sat, 15 Jan 2005 01:33:13 GMT

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I was not originally planning to do a 2.0.1 release but because of a bug with the display of IP addresses in player_info on linux (which was fixed then accidentally broken again) and a problem where the mlimit console command didnt work on win32 (thanks to v00d00 for figuring out why it was crashing and coming up with a fix), I have prepared a 2.0.1 release.

As soon as sourceforge file upload works again, I will upload the file and post here.

only bhs.dll/bhs.so/bhs8.so have been changed.

The mlimit console command will now work correctly on win32 (and wont crash the game)

And on linux, the player_info console command will display correct IP addresses (it wasnt working then I fixed it then somehow some lines of code got removed accidentally which made the fix not take affect and now its back to working again)
