
Subject: scripts.dll 2.1

Posted by [jonwil](#) on Tue, 18 Jan 2005 02:39:03 GMT

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I have just added code to make renegade not read *.dep files (well actually it simply changes the string from .dep to .xxx and from always.dep to xxxys.dep so that it looks for non existant files now.

Speeded up the loading nicely
