
Subject: scripts.dll 2.1.1 is out

Posted by [Dethdeath](#) on Mon, 18 Apr 2005 13:49:26 GMT

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Hmm, there still seem to be some problems with the AGT
I didn't really bother testing this earlier cause I thought it would be fine.

The AGT on Field has no AGT guns at all and doesn't fire any rockets either.

Here's a screenshot:

http://www.project-1337.com/uploads/Field_AGT.jpg

On other maps it fires only one AGT missile at the target and none after that, just the AGT guns...
