I am working on a bug-fix release for the scripts.dll.
So far the following changes have been made:
Clearer statements of the licence have been added to the readme file and the source code.
A fix to the JFW_Console_Input_On_Custom script to make it actually work.
A fix to make Set_Model work properly on vehicles (it was a typo in the code)
A fix to a crash that would happen if you used the ID console command and
Get_Player_Name_By_ID returned NULL for a given ID.
Code to output the windows version and the current date and time to crashdump.txt files (the last bit is great for matching crashes back to server log files to find out if any events happened that might be the cause of the crash)

I am still working on:
A fix to the freeze reported by some in the ID console command (I have no idea what causes it or if the fix I already did makes it go away, the only thing so far seems to be that it happens with lots of players on the server)
And A fix to the nickname explot fixes to make them work better. Right now, I am trying to find a more reliable method of kicking the player off the server. (since the problems seem to happen for WOL players, maybe kicking them from the WOL channel somehow might help)

Scripts.dll 2.2.3 and the readme file are the last things I need before Core Patch 2 can go into beta.