
Subject: Re: scripts.dll 2.3 is out
Posted by [jonwil](#) on Sat, 04 Feb 2006 14:11:10 GMT
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I have just fixed some further problems caused if the ID command is used and there are players with no name on the server.

If =HT=T-Bird's problem turns out to be something I can reproduce and/or fix, I will do that.

I will also do my best to fix this other issue (the one to do with destroying buildings).

And then I will release scripts.dll 2.3.1 It looks like only bhs.dll will change so you could just replace bhs.dll or bhs.so of scripts.dll 2.3 or SSAOW 1.4.1. If you are running scripts.dll earlier than 2.3, you will need to replace both scripts.dll and bhs.dll (as normal). If you are running SSAOW < 1.4.1, you will need to upgrade to 1.4.1 then put the new bhs.dll/bhs.so in place.

Both Core Patch 2 and Server Side Core Patch 2 will contain 2.3.1 and the fixes contained therein.
