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Subject: Re: Moving towards scripts.dll 2.9  
Posted by [jonwil](#) on Thu, 29 Jun 2006 13:51:36 GMT  
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All things to do with time limit (e.g. changing the time remaining, getting the time remaining and time limit, ending the game by timing out and such) are on the list of "things I will put into 2.9 if I can figure out how".

Somehow, I think it will just be a case of sending the data over the network so that all the clients update properly (in which case clients would need bhs.dll too)

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