
Subject: Re: scripts.dll 3.0

Posted by [EvilWhiteDragon](#) on Sun, 20 Aug 2006 18:43:08 GMT

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jonwil wrote on Sun, 20 August 2006 17:59

removed

Also, I am considering implementing reserved slots (something I was thinking about for 2.9 but wasn't able to implement in time)

Maybe you could use Dead6re's fix, as that will save you time for more / better things. And, by the way, if you were planning to release shortly, I think you should wait a couple of days.
