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Subject: Re: And the big feature in scripts.dll 3.0 is...  
Posted by [jonwil](#) on Thu, 14 Sep 2006 13:19:48 GMT  
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The purposes of cloning this script are as follows:

- 1.Improve my reverse engineering skills
  - 2.Improve knowledge of the engine (in the process of reverse engineering this script, I discovered that my definition of Get\_Sync\_Time was wrong for example)
  - 3.Provide something for other people to learn from
  - 4.Discover how the script works (the details I posted in the other post are more accurate than any previously existing tutorial on how to write cinematic text scripts)
  - and 5.Provide a base to build upon. With this new script (or one based on it), changes could be made to make more things possible through cinematic text scripts.
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