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Subject: scripts.dll 1.2 is out

Posted by [bigwig992](#) on Wed, 11 Jun 2003 00:39:36 GMT

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Dantepatch app to be available soon, probably tomorrow.

thanks jonwil for all your super goodness

patch eh?

I tried the spawn turrent attached to the bone thing, one of the reborn scripts (using it in vengence for the soviet harvester), it worked fine. But after I destroyed the vehicle the gun remained, and it kept shooting. From what I can tell it's collisions are off, and I can't target or kill it. So, by the end of my little test, I had 4-5 turrets floating in mid air shooting me as I came out. Any idea what caused this, how I can fix it, or if someone is going to fix the script?

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