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Subject: Re: scripts.dll 3.2.2 is out  
Posted by [jonwil](#) on Mon, 21 May 2007 11:52:15 GMT  
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Just to let everyone know that scripts.dll 3.2.3 is still in progress and will be out as soon as possible.

Still to do for that release:

1. Fix Get\_Beacon\_Planter so it doesn't hang the FDS anymore
2. Fix the alpha blend issue where alpha blending isn't working
3. Fix the Roleplay 2 issue where switching to team Renegade makes the game crash
4. Fix (if we can) a crash reported by testers for the next APB release
5. Fix (if we can/need to) the LFDS crashes reported by WhiteDragon that came up whilst testing SSGM on the LFDS.
6. Fix a crash reported by someone that has something to do with 3xaa/4xaa
- and 7. Fix (if they aren't crashes that are already fixed) some crashes reported by TomatoSlayer

Can whoever reported Get\_Beacon\_Planter as broken provide more details (i.e. how they were calling Get\_Beacon\_Planter, what code they were using, what they were passing to it etc)  
Also, can someone on the Roleplay 2 team tell me how to switch to team Renegade or team -2 on that map?

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