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Subject: Re: Skirmish Revamped

Posted by [Spyder](#) on Fri, 11 Jul 2008 08:25:15 GMT

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I am putting this project on-hold untill the release of Tiberium Technologies Scripts 4.0 + Renegade update since that will give me more options, and will make scripting more easy. Also a lot of bugs will be fixed that way and hopefully I can get some things to work then like: Bots repairing buildings. Bots placing beacons etc.

I promise you guys that I will finish the project as soon as those are released

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