
Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Fri, 19 Nov 2010 22:35:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Updated scripts to 2.2:1.5, this fixes an issue with the code I made to shorten the number of objects in game which was causing a few of the teleporters to not link up right.

Also updated the package, it now contains updated scripts, shaders, and keys.cfg.
