Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Tue, 13 Dec 2016 00:23:12 GMT
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Jerad grey fixed things so that SkeletonHeight and SkeletonWidth work correctly for other skeletons. And created files to make females (s_b_human skeleton) and mutants (s_c_human skeleton) work correctly with this feature.
Danial Blaney created textures to allow the com centre and construction yard to appear on the "team information" dialog box and some fixes to a couple building aggregates (1 for the GDI weapons factory and 1 for the GDI advanced guard tower)