

---

Subject: scripts.dll 1.3

Posted by [jonwil](#) on Wed, 10 Dec 2003 03:32:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am working on a scripts.dll 1.3 that will be out before xmas (in fact, it will be out before the 18th december)

Currently, I intend to:

1.add this new script requested by cncgenocide:

JFW\_Give\_Money (gives money to whatever object sent the custom when a custom is triggered)

Message (which message to trigger on)

Entire\_Team (give to entire team or just the player, 1 = entire team, 0 = player only)

Amount (how much to give, positive means add money, negative means take it away)

Use this script for example with a custom of 1000000025 to trigger when collected

2.add any scripts that are "out there" (i.e. anything that someone else has written)

3.include a fix for the stealth armour, if dante wants to provide one (I myself dont have the time to go into the debugger and fix it)

4.fix any other bugs in the scripts.dll

and 5.include any small scripts that people want and that I have the time to include.

I need details for all of the above (i.e. scripts that are out there, script ideas, bugs etc) ASAP so I can get this thing wrapped up.

Also, if there are any other boards that this should be posted to, let me know.

---