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Subject: ok, all the new scripts are written  
Posted by [jonwil](#) on Thu, 11 Dec 2003 04:10:47 GMT  
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Still to do:

- 1.test all of them (mine plus the survival and Tech Assault scripts)
  - 2.code up 3 scripts ACK wanted for a new "player buys a harvester and harvests himself" feature
  - 3.test those scripts
  - 4.fix the bugs in aircraft\_fuel, stealth\_armour and building\_gun
- then 5.release 1.3

This should (I hope) be done before I go away on my xmas holiday.

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