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Subject: there is a list of all known customs

Posted by [jonwil](#) on Tue, 16 Dec 2003 03:59:47 GMT

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that get sent by the game engine in the readme.txt file.

Any other custom is one that's specifically generated by a particular script.

Which custom is sent is up to whoever wrote the script (or if it's one where you pass the custom as a parameter), whoever is using the script.

As for progress on 1.3, here is the to-do list:

1. get something done about all the RenAlert scripts (for example, get the code from someone who has it or, if (as seems likely at this point), Dante can't get the code in time, re-code them from the disassembly like I have done for all the Westwood scripts)
2. get a few tests done on some "yet to be tested" scripts.
3. maybe do some more research and incorporate the findings into the dll (depends on how much time I have and more importantly, how long it takes for 1. and 2. to be released)
4. maybe add a couple more scripts (although probably not)

Then I will release 1.3

No matter what, 1.3 WILL be out before Monday 22 December, probably before Saturday 20 December. And, no matter what, it WILL feature a complete, up-to-date set of scripts for RenAlert (so RenAlert 0.992 can take the latest dll and use it as-is without any mods)

BTW, there is also a script that Dante is working on that gives you a working character model inside open vehicles...

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