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Subject: scripts.dll stuff

Posted by [jonwil](#) on Thu, 15 Jan 2004 07:46:14 GMT

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I am back from my holiday and will look at scripts.dll stuff as and when I get the chance to do so.

Things:

- 1.the request to print strings on the screen cant be done. There is no way to do it from a script that would print for everybody.
- 2.I dont know just what the Reborn scripts do but there is no way to detect an object firing its weapon.
- 3.JFW\_Toggle\_Radar doesnt work in MP
- 4.the switchable building stuff, I will look at that for 1.4 at some point
- 5.there are some fixes for the reborn stuff that I will merge in and that will be available in whatever I end up calling 1.4
- 6.the scripts requested by [boris\\_the\\_invincible@hotmail.com](mailto:boris_the_invincible@hotmail.com), they may go in if I have the time
- 7.new script ideas (things to go in 1.4), put em here

So, basicly, if I have the time, I will add various things and release 1.4

No promises though.

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