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Subject: scripts.dll 1.5.1/1.6

Posted by [Titan1x77](#) on Tue, 06 Apr 2004 21:25:23 GMT

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gibberishTitan1x77I'd like to see Vlokt's new CTF scripts

Vlokt's new CTF scripts use a hard coded Hex Address which means if you include that particular piece of code it will only work on a FDS it may even crash a non-FDS game.

He was working on converting it for use with scripts1.5

It was then stated it might be worked on for 1.6

So maybe he's trying to get it right for use with Custom maps??

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