
Subject: scripts.dll 1.5.1/1.6

Posted by [jonwil](#) on Wed, 07 Apr 2004 01:41:36 GMT

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

SomeRhino, remind me again what the other script you wanted was...

As for identifying the model to draw based on the preset, its possible but would require a large table that maps preset names to models.

The clone of JFW_Object_Draw_In_Order is possible.

Also, what about those bugs you found, remind me again what they are...
