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Subject: scripts.dll 1.5.1/1.6

Posted by [jonwil](#) on Fri, 09 Apr 2004 03:22:55 GMT

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ok, vloktboky confirms that he has nothing to submit.

NeoSaber, waiting to hear on that.

Also, Mad Ivan has some stuff from his RA2 mod that will be in 1.6.

BTW [REHT]Spirit, you need to learn how to use the Get\_ID command and the Find\_Object command. Look at the sensor scripts to see what I mean.

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