Subject: scripts.dll 1.6.1
Posted by jonwil on Mon, 19 Apr 2004 03:56:50 GMT
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I will soon be releasing scripts.dll 1.6.1.
It contains some new research into the scripts.dll internals (if anyone wants to help me reverse engineer the remaining unknown stuff, please do let me know)

Plus it contains a small fix so that anytime the game asks for M00_Nod_Obelisk_CnC, it uses JFW_Nod_Obelisk_CnC instead.
JFW_Nod_Obelisk_CnC is 100% identical to M00_Nod_Obelisk_CnC except that it contais a fix to make the obelisk glow for all players.
So, if the host is running 1.6.1 and the map has an obelisk using either the M00_Nod_Obelisk_CnC or JFW_Nod_Obelisk_CnC scripts, all players in the game will get the obelisk glow.

No sound though From my analysis, it doesnt appear as though sound events (including the collect sound for powerups and sounds played through script commands) get sent from the server to the clients. (i.e. its a design thing rather than a bug).
Sounds that do play play because they are triggered by a different client event (such as an event sent to the client to trigger an explosion)

Going to do some more research then get 1.6.1 out soon.