I've hit a little snag with the map on working on, C&C Mutation and I'm not sure how to handle it, so I'm looking for suggestions on what to do.

First, this is the problem. I was running a test on a dedicated server and a bug showed up. Basically, when the map loads, it starts the timers for the meteors even if there are no players in game. If a meteor gets triggered under this condition, it won't explode. The animation will get into an endless loop. The longer time goes on, the more meteor animations start piling up. This is obviously a bad thing.

I came up with a solution, attach a second script to the meteor animation that would repeatedly attempt to destroy the animation if its initial 'death' is missed due to the bug. I couldn't find a script that already did this, so I wrote one. It worked, so the bug is fixed as far as I can tell. However, that raised another issue.

The bug fix required a new script, one that's currently not part of the custom scripts.dll. I asked jonwil about the possibility of a scripts 1.7.1 being released soon to add in the script, but he's very busy and won't be able to get to it for some time.

So, as I see it, I have a few options.

1) Delay the release of C&C Mutation until a new version of the scripts.dll is released. (Could be a while)

2) Release the map with the bug, and keep my fingers crossed that no servers are empty for more then 1 minute when Mutation is running. (Very Unrealistic)

3) Modify scripts 1.7 with the new script and release that in the .zip file with the map. It would work for the Windows FDS but NOT be compatible with the Linux FDS. I don't have the ability to modify the scripts.dll for that, so Mutation couldn't run on any Linux servers until jonwil releases a new scripts.dll. (I'm starting to favor this option)

A fourth option also exists. Someone here might know a way for me to fix this bug without needing a new scripts.dll. I'm open to ideas.

What do you think is the best solution?