
Subject: scripts.dll 1.8 is almost ready for QA
Posted by [jonwil](#) on Sun, 25 Jul 2004 03:18:32 GMT
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Once I get the stuff from TheKGBSpy and the last thing from NeoSaber and merge them in, 1.8 will be ready for QA.

So I need some people who can help by making test maps that use various of the new scripts so that I can verify that they work as advertized.
Contact me via AIM/ICQ/MSN/Yahoo or on n00bstories IRC in #bhs_support or #n00bstories if you are able to help.

Subject: scripts.dll 1.8 is almost ready for QA
Posted by [jonwil](#) on Sun, 25 Jul 2004 03:52:28 GMT
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ok, thats got the last RenAlert stuff done, just waiting for TheKGBSpy to give his stuff and we can start QA

Subject: scripts.dll 1.8 is almost ready for QA
Posted by [WNxCABAL](#) on Sun, 25 Jul 2004 10:57:09 GMT
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I can help out with making test maps if you like, nothing special, but depending if its within my abilities, then, i would be glad to help out.

Andy.

Subject: Re: scripts.dll 1.8 is almost ready for QA
Posted by [Blazea58](#) on Sun, 25 Jul 2004 17:08:50 GMT
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double post, by accident. :oops:

Subject: Re: scripts.dll 1.8 is almost ready for QA
Posted by [Blazea58](#) on Sun, 25 Jul 2004 17:09:30 GMT
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So I need some people who can help by making test maps that use various of the new scripts so that I can verify that they work as advertized.

again whatever you need i can assist on that as well.

ive been making maps for two and a half years now,
and have a great deal of experience in most areas.
