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Subject: custom scripts.dll status report

Posted by [Anonymous](#) on Mon, 21 Oct 2002 02:36:00 GMT

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I have gotten the core code of 0.95 beta ready to go (since it looks to me like WW arent releasing their new dll anytime soon, I wont wait for it to come out before releasing 0.95 beta)I just need to go over the documentation to make sure that it has all the info it should have then I can make a release. Depending on how much other stuff (like Real Life and like Rollercoaster Tycoon 2 and stuff) takes up my week, I hope to have it out by the end of the week. After that, baring any bug fixes, I probably wont be doing much scripting at all. Also, the CTF scrips, dont expect them for a while. [ October 21, 2002, 02:36: Message edited by: Jonathan Wilson ]

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Subject: custom scripts.dll status report

Posted by [Anonymous](#) on Mon, 21 Oct 2002 14:12:00 GMT

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Yay more scripts!(reads CTF message) WAH!!!!!!!!!!!!!!

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Subject: custom scripts.dll status report

Posted by [Anonymous](#) on Mon, 21 Oct 2002 21:00:00 GMT

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ok, with the CTF stuff, I have a few ideas of how I can make it but I am busy with a few other things right now. Once I get past these things & can resume work on renegade scripting, I will have a crack at the CTF scripts. However, I will need people that are good with gmax/leveedit that can make me test CTF map(s) to my specifications and also people that are able to test the scripts and map(s) and stuff, people that would be able to "stress test" the maps, particularly by testing them in multiplayer environments with at least 2 players per team.

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Subject: custom scripts.dll status report

Posted by [Anonymous](#) on Tue, 22 Oct 2002 10:17:00 GMT

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JW, have you made any scripts to make True AI Vehicles?

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Subject: custom scripts.dll status report

Posted by [Anonymous](#) on Tue, 22 Oct 2002 20:11:00 GMT

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no, I havent made any scripts for AI vehicules. I dont have a clue how to do that.

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