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Subject: looking for people to help test the next scripts.dll

Posted by [jonwil](#) on Thu, 31 Mar 2005 04:29:10 GMT

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Although not every feature that is planned for it is in place (if v00d00 doesnt show up, what is planned for it will probobly have to change), I still want to get testing happening, particularly the new console commands and new scripts. But also to look for bugs generally.

If you can help, contact me.

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Subject: looking for people to help test the next scripts.dll

Posted by [Nightma12](#) on Thu, 31 Mar 2005 09:34:30 GMT

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i can help?

did ya get the MUSIC & DISARM commands working?

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Subject: looking for people to help test the next scripts.dll

Posted by [jonwil](#) on Thu, 31 Mar 2005 11:30:58 GMT

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MUSIC works.

No DISARM.

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Subject: looking for people to help test the next scripts.dll

Posted by [Cat998](#) on Thu, 31 Mar 2005 12:32:19 GMT

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I can help too, have average skills in C++ (not assembler) and

I can test stuff for you on my servers...

Just icq me: 171832178

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Subject: looking for people to help test the next scripts.dll

Posted by [SuperMidget](#) on Thu, 31 Mar 2005 14:55:35 GMT

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I don't know what qualifications I need (maybe you should specify?) but I'd like to help if I could.

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Subject: looking for people to help test the next scripts.dll

Posted by [dead6re](#) on Fri, 01 Apr 2005 08:48:44 GMT

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I'll test the scripts.dll if I get the source code 2.

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Subject: looking for people to help test the next scripts.dll

Posted by [team4200r](#) on Sat, 02 Apr 2005 00:41:21 GMT

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I can help also if you need ?

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Subject: looking for people to help test the next scripts.dll

Posted by [AlostSOul](#) on Sat, 02 Apr 2005 03:58:17 GMT

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I can Help, Just send artificial a message and I'll get the latest and greatest working. Oh, and if you need help seeing the bandwidth, I can help too, as I know how to overload and save what IP overloads.

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