
Subject: scripts.dll 2.1 is out
Posted by [jonwil](#) on Sun, 17 Apr 2005 08:28:09 GMT
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After doing lots of testing and fixing to make everything work (and dropping a few things that I couldnt get to work), scripts.dll 2.1 is finally here.
Lots of great new features including the faster map loading (so if you want faster map loading, download this).
Lots of good stuff for sever owners/server admin program writers.
Some nice stuff for mod makers too (like keyboard hook bits, scope code and more)

Get it from <http://www.sourceforge.net/projects/rentools/>

Subject: scripts.dll 2.1 is out
Posted by [WNxCABAL](#) on Sun, 17 Apr 2005 11:49:31 GMT
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omg lol, I downloaded 2.0.1 at like 11PM last night thinking I was up to date, now you bring this out, that means I will have to download another updated version

Nice work Jonwil, hope maps load slightly faster!.

EDIT: FUCKING HELL THAT IS FUCKING FAST MAP LOADING!!!

Subject: scripts.dll 2.1 is out
Posted by [jonwil](#) on Sun, 17 Apr 2005 12:21:22 GMT
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Oh and to answer one question that was posted on IRC, no, this doesnt mean Core Patch 2 is out.
Although Core Patch 2 will likely ship with either scripts.dll 2.1 or a scripts.dll 2.1.x bugfix release if one is necessary.

Subject: scripts.dll 2.1 is out
Posted by [Dethdeath](#) on Sun, 17 Apr 2005 14:15:17 GMT
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The AGT doesn't seem to work in single player LAN games or multiplayer practice?

Subject: scripts.dll 2.1 is out
Posted by [WNxCABAL](#) on Sun, 17 Apr 2005 16:02:23 GMT

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Yup, I can concur that.

Subject: scripts.dll 2.1 is out
Posted by [PhrozenUnit](#) on Sun, 17 Apr 2005 19:02:56 GMT
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It doesn't work full blown on the server either.
