Subject: scripts.dll 2.1.2 is out
Posted by jonwil on Tue, 19 Apr 2005 04:13:13 GMT

This time I got ALL the AGT problems.
It will stop shooting you when the PP goes down or when its killed.
And it will fire more than one missile.
The reason there have been so many AGT problems this release is because, some time ago I wrote a clone of the AGT script (JFW_Advanced_Guard_Tower/JFW_Advanced_Guard_Tower_Gun/JFW_Advanced_Guard_Tower_Missile) and (unbeknownst to me) these scripts have been broken ever since they were written. It is a problem for 2.1 release because in 2.1 I added stuff to use my scripts instead of the stock westwood ones and also added code to help make the AGT missile/guns objects resistant to being killed by cheaters (like the PT fix that was done a while back)
The AGT weapons do appear on Field in my own tests so any problems with that are not scripts.dll related.
Also, I have confirmed that the DONATE command is working (in that I actually see calls to take money away and add money happening) so if that is broken, its also probobly not the scripts.dll

get it from http://www.sourceforge.net/projects/rentools/

With any luck, this fixes all the 2.1 problems (and there wont be a 2.1.3)

Subject: scripts.dll 2.1.2 is out
Posted by csskiller on Tue, 19 Apr 2005 04:18:20 GMT

Quote:it will fire more than one missile.
will this make the agt more deadly?