
Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Sat, 25 Jan 2003 23:25:00 GMT
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get it from <http://www.sourceforge.net/projects/rentools/read> the readme.txt file to see about all the new scripts. Note that not all the new scripts in this version have been tested (thats why its 1.0 RC1 and not 1.0) so if something doesnt work as advertized, let me know & I can fix it. Once all the scripts are tested and work (which I am going to try and get done ASAP), I will release 1.0. 1.0 is still going to come out by the end of the month though.

Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Sat, 25 Jan 2003 23:40:00 GMT
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Very good, excellent work Jonathan. Thanks for making the bounce script I asked for, too. I'll test it Monday.

Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Sat, 25 Jan 2003 23:58:00 GMT
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Excelent work, JW!

Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Sun, 26 Jan 2003 12:00:00 GMT
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Dante-I see that you updated your CTF scripts by adding "(GotFlag == true)" into your coding a few times. But, I have just tested them after installing the new scripts 1.0RC, and it still seems to add another flag to the scriptzone on capture. Is this bug known to still be present? Does "(GotFlag == true)" just prevent multiple flags being captured at the same time? Or perhaps the game reads the scripts from the mod package, and I need to update them as well. [January 26, 2003, 09:17: Message edited by: SomeRhino]

Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:17:00 GMT
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Is there a script tutural anywhere? or can someone tell me how to use them. (not write them)

Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:23:00 GMT
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Hmmm, I put the new scripts into my mod package... Now it crashes on loading. Only scripts I'm using are the TDA_CTF_Zone ones. I temp'ed a scriptzone_for_all for JWF_Bounce_Zone_Enter, but didn't place in the level. Anyone else have this?

Subject: scripts.dll 1.0 RC1 is out
Posted by [Anonymous](#) on Mon, 27 Jan 2003 00:46:00 GMT
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the scripts ARE read from .pkg files as well as anyone with CTF on there computer will need to download the fix.
