Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Wed, 29 Jan 2003 23:35:00 GMT
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get it from http://www.sourceforge.net/projects/rentools/The main thing is the fixed CTF scripts, there is a new script for doing a stealth suit powerup there also.If you have, use, play or whatever any CTF maps, upgrade immediatly. If the maps are *.mix maps, then just upgrading the scripts.dll in the renegade folder with the 1.0.1 dll will work. If they are in *.pkg files, you have to replace the scripts.dll in the pkg file.There is a program at http://www.renevo.com/downloads/sp1_0_1.zip that will patch the dll to 1.0.1 for you.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 06:15:00 GMT
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NIIIIIIIICCCCCCCEEEEEEE!

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 06:31:00 GMT
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I want to make tanks with ai.Wich script do I have to use?m00_base_defence?

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 08:11:00 GMT
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M00_base_defensePDS_Test_Follow_WaypathGet RenHelp for more info on how to use these scripts.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 10:01:00 GMT
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Um... maybe it was just me but I was doing a one player LAN CTF to try out the new scripts.dll and I think there was a bug. I was playing as Nod and when I captured the flag for the fifth time, the Nod base was destroyed and GDI won. [January 30, 2003, 10:01: Message edited by: NeoSaber]

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)

Posted by Anonymous on Thu, 30 Jan 2003 10:30:00 GMT
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well, please confirm this... if so.. that is definately a bug LOLwill get a fix out once it is confirmedalso, before that, please test this on an actual MP game with some other people.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 10:52:00 GMT
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hmm - i tested it in lan - but i didnt try doing more than three times --will have to retry when i get home...(and on the fds)the packages is error free btw...still SR approved!

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 11:05:00 GMT
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Further 1 Player LAN testing shows:If on Nod, the final flag will destroy the Nod base and victory is declared for GDI.If on GDI, the final flag will destroy the GDI base and victory is not declared. The game continues.I'll try to get to some internet testing if I find the time.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 12:07:00 GMT
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*NOTE, the program will ALSO act as an installer for the custom scripts.dllso get it now

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Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 13:20:00 GMT
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quote:Originally posted by NeoSaber:Further 1 Player LAN testing shows:If on Nod, the final flag will destroy the Nod base and victory is declared for GDI.If on GDI, the final flag will destroy the GDI base and victory is not declared. The game continues.I'll try to get to some internet testing if I find the time.He's right. Just tested them on a LAN game, and what he said is what happened for me, too.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 13:53:00 GMT
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quote:Originally posted by Dante:*NOTE, the program will ALSO act as an installer for the custom scripts.dllso get it now   I lve this programm, but when I install a patch, then the custom scripts will be overwritten, recognice the installer, that the scripts.dll is a newer Version and delete the old scripts2.dll and rename the apched again?   (Hope you can understand it)

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 13:58:00 GMT
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Won't matter, won't have to worry about patches anymore(REOL will probably have jon's scripts auto installed   )since WW is forming with the other EA studios to make "The Giant Uber Studio" which WOL probably won't get many patches then...

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 14:11:00 GMT
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The maps did that previously, I think the wrong IDs were assigned to the script. I'll check these out, as mine worked earlier. Thanks alot, Dante!

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 14:25:00 GMT
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there are "Nod flag has been captured/returned"for nod and gdican u incorperate them in the ctf scripts? those sound files are in Always.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 14:38:00 GMT
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Yes, Dante need to incorpate that! I have UT2003 annouements!

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 15:00:00 GMT
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He's right, it wins for the wrong team. It's no big deal though, since we can just set the script to the other building controller.

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Thu, 30 Jan 2003 16:06:00 GMT
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heh, yeah, the script is fine, it is the maps   i will get a fix out tonight

Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)
Posted by Anonymous on Fri, 31 Jan 2003 00:03:00 GMT
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Im loading all the ctf maps on my fds for tonight - if anyone wants to test them.