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Subject: this must be included with Script 4.0

Posted by [Scrin](#) on Sat, 21 Jun 2008 20:42:07 GMT

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1. if you enable weapon image with custom hud feature with last version of scripts.dll, and go inside of any vehicle--> game crashed,this must be fixed

2.if you write right string ID's for credits and for time inside hud.ini with last scripts.dll hud feature and go inside of any vehicle your credits become "0" (zero) its must be fixed

(i talk about change credits/time font positions itself,only credits have zero bug inside vehicle)

3. add 'Collor=12' to custom weapon icons features (you can see all your weapons on main screen's top, there numbers 1,2,3...icons have green collor, and no ways to set true RGB one) (with last version of scripts.dll you can set true RGB collor only for hud weapon displaying icon, but not for main icons)

and 4. (not necessary but will be nice to see it). add custom building icons feature into main game screen (dont need to push "k" button in battle)

that how new version of scripts.dll should be looking

its specialy for jonwil and saberhawkor othe coders

if got problems with reading, i can show some ss, or even better make video.

p.s. dont forget about custom hud.ini features

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Subject: Re: this must be included with Script 4.0

Posted by [sadukar09](#) on Sat, 21 Jun 2008 22:20:37 GMT

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No cheaters please.

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Subject: Re: this must be included with Script 4.0

Posted by [\\_SSnipe\\_](#) on Sat, 21 Jun 2008 22:22:34 GMT

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Scrin wrote on Sat, 21 June 2008 13:42

and 4. (not necessary but will be nice to see it). add custom building icons feature into main game screen (dont need to push "k" button in battle)

would be cool to press one button or type something then shows up and press something to make it go away like when you type fds in the console it stays until u disable it

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Subject: Re: this must be included with Script 4.0  
Posted by [Muad Dib15](#) on Sun, 22 Jun 2008 00:39:33 GMT  
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actually its fps.

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Subject: Re: this must be included with Script 4.0  
Posted by [\\_SSnipe\\_](#) on Sun, 22 Jun 2008 00:42:53 GMT  
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Muad Dib15 wrote on Sat, 21 June 2008 17:39 actually its fps.  
my mistake typo

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Subject: Re: this must be included with Script 4.0  
Posted by [Muad Dib15](#) on Sun, 22 Jun 2008 03:41:09 GMT  
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sadukar09 wrote on Sat, 21 June 2008 17:20 No cheaters please.  
No assholes please.

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Subject: Re: this must be included with Script 4.0  
Posted by [jonwil](#) on Sun, 22 Jun 2008 03:49:30 GMT  
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#1 and #2 have been fixed in 4.0  
#3 and #4 most likely are not going to be added.

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Subject: Re: this must be included with Script 4.0  
Posted by [Scrin](#) on Sun, 22 Jun 2008 07:11:31 GMT  
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jonwil wrote on Sat, 21 June 2008 22:49 #1 and #2 have been fixed in 4.0  
#3 and #4 most likely are not going to be added.

thank you for that boss!  
but will be nice (its do nothing with advantage) to add true RGB collor to weapon main screen's  
icons too (but if that code is not too hard)

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