
Subject: Warning about scripts.dll 1.5

Posted by [jonwil](#) on Fri, 05 Mar 2004 01:17:11 GMT

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Any map using the JFW_Resource_Field script (and this includes Renegade Alert) will need small changes to be compatible with 1.5.

Basicly, I added more parameters to the script in 1.5 so you have to open up the level file and fix it to make sure those parameters have valid values (even if you dont actually want to take advantage of the new functionality)

Subject: Warning about scripts.dll 1.5

Posted by [kirby651](#) on Fri, 05 Mar 2004 04:14:32 GMT

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what is new???? is it good???
