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Subject: version 0.95 beta is out

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:51:00 GMT

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get it from <http://www.sourceforge.net/projects/rentools/> Basicly, the roadmap for this project goes as folows: 1. sometime over the summer (australian summer that is) I am going to implement my Capture The Flag scripts as well as any requests that people come up with. Plus, I am going to fix any remaining bugs. Depending on how many versions are needed, they will be numbered from 0.96 beta on up. Once all the bugs are gone, I will release it as version 1.0 So far, the biggest problem with the CTF scripts is that I dont know how to make the players appearance change when they have the flag. (or otherwise provide a visual indication to all the players)

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