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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Sat, 17 Jul 2004 01:20:42 GMT

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Also, NeoSaber has said that he has fixed a couple of bugs in my scripts (visibile people in vehicle was one and also the player controled harvester).

Plus, there are such scripts for renegade as NeoSaber codes up and releases to add.

And, any scripts from RenAlert 0.993 that can go in (bug fixes/changes to the existing RenAlert scripts in particular)

Plus, boris (aka TheKGBSpy) has some scripts that he said he will have ready to contribute.

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