
Subject: scripts.dll 1.9 is in progress

Posted by [jonwil](#) on Wed, 04 Aug 2004 22:29:25 GMT

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SK, the same thing I said about Set_Animation:

Should Silent_Kane provide me with a version of bhs.dll (to put into Core Patch 1) featuring working <xxx> before I finish/have ready to release <my own code for xxx>, I will use that. (but only if said bhs.dll is something Reborn, RA2Ven and SWANH can use).

This applies to everything.

Create_Explosion and Create_Explosion_At_Bone (for which I have a no-network-transfer-code-needed fix that uses cScExplosionEvent (by calling Server_Explode like the C4 explosion does)

Set_Fog_Range, Set_Fog_Enable and Set_War_Blitz (I have a no-network-transfer-code-needed fix for those too)

Enable_Stealth (I even have an idea to do that without need for network transfer code)

Poke

and the other stuff I listed.

Its simple, if SK comes up with an implementation that the whole community can use (including Reborn, RA2Ven and SWMOD being able to use/distribute it with their mods) before my implementation is finished and ready for release, I wont need to release my implementation. Note that this requirement means that the fix must work 100% on both Linux FDSs as well as windows. Otherwise, I will continue to work on my own implementations of these things.
