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Subject: new stuff in scripts.dll 2.1 for users and/or server owners

Posted by [vloktboky](#) on Tue, 08 Feb 2005 04:38:52 GMT

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It's nice that you are at least making these features for everyone, but are they really needed? Wouldn't it make more sense to actually produce something that is at least practical? From where I stand, it looks like you are either running low on ideas or you are simply trying to make as many small things as possible to gain a bigger title.

If you are going to use your time to produce this stuff for this game, use it wisely. Make a GUI application to manage all of these instead of throwing them in as a command-line argument. Or better yet, figure out a way to do all of this stuff you are doing without having to rely on the end user to download more software. If you've managed to get this far, as you have claimed, then what is stopping you from passing this one simple hurdle that has plagued this game since its initial release?

Autodownload of maps from the server?

Punkbuster? (RenGuard without a client-side application being ran)

These two ideas are not only practical, but plausible with your "new resources." Do them instead of making a shortcut to show what the current map is. I'm not trying to sound like a dick here, but in all do honesty, what are you doing exactly? If I had spent my time making small expansions and command-line arguments at this time last year, a lot of this stuff probably wouldn't even be dreamed up as being possible.

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