Subject: custom scripts.dll update
Posted by jonwil on Sun, 02 Mar 2003 02:49:37 GMT
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I am currently awaiting NameHunter (or someone else, me perhaps, if NameHunter doesnt show up with the completed work soon) to finish the coding for the new version (no new scripts, just a bunch of under-the-hood stuff)
Then, I will get mapmakers to test the new dll and all the scripts contained therein to make sure that I didnt break anything. Once it all works, I will release it as version 1.1
Then, I will try and get some assistance in writing tutorials for the scripts, both mine and westwoods (anyone with good documentation/tutorial writing skills and who knows how to use leveledit and to attatch scripts to objects, please contact me)
I will probobly also start taking new script ideas sometime soon after 1.1 is tested and out, some of those ideas will end up becoming 1.2 or so.