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Subject: Re: should CP2 ship with scripts 2.1.3 or scripts 2.2?

Posted by [danpaul88](#) on Mon, 05 Sep 2005 23:08:59 GMT

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It would be nice if 2.2 was shipped with cp2, but if it would delay the project then stick with 2.1.3

A quick suggestion;

Why not update RG to download new versions of scripts on its own, whenever an updated version is released? I am sure it could be added on to the existing auto-patcher..

Oh, and slightly off topic but I was wondering if you could make a base defense script that has 2 different rates of fire.

Rate 1 would be the normal rof

Rate 2 would be a reduced rof that would be used after base power went offline.

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