
Subject: xmas break project update

Posted by [jonwil](#) on Thu, 22 Dec 2005 23:35:10 GMT

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Over the xmas break, I am (hopefully) going to do the following things for renegade:

1. Any general help I can give to anyone including reborn (like I always do)
 2. Possible new leveledit update (1.0.0.5 or so) which would make .dep files not get exported to a mix file and also I want to see what happens with regards to the exporting of mix files and which files leveledit pulls in (if the files it is not pulling in are being ignored because of a bug, I want to fix it and if they are being ignored because its designed that way, I want to look into possible ways around that).
 3. Work on scripts.dll 2.2.3.
So far, this will contain any fixes for the ID console command
Plus fixes for the nickname exploit stuff
And a fix for JFW_Console_Input_On_Custom.
 4. Work on Core Patch 2 (waiting for other people on that right now)
and 5. Watch the RenAlert team (and any other mod team that makes a release) for any scripts.dll licence violations.
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