
Subject: Re: scripts.dll 2.2.3 progress report
Posted by [jonwil](#) on Sat, 28 Jan 2006 13:23:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

The crash reported there will be investigated and delt with if possible.
Also, In light of a few things given to me by WhiteDragon, I have decided to change this from scripts.dll 2.2.3 to scripts.dll 2.3 and add some new features.

Add the following to "whats new/changed" in 2.3:
Better keyhook stuff (EDIT: Forgot to mention that WD helped with the better keyhook stuff)
Improvements to the walker scripts by WD
A great new script done by WD and improved by me that allows for a seperate custom scope for each weapon in your mod.
A couple of scripts that relate to changing the spawn char
Of course, if anyone else has scripts, let me know and I can add them in for 2.3.
