Subject: scripts.dll 2.3 is out
Posted by jonwil on Sun, 29 Jan 2006 11:51:19 GMT

It contains a bunch of bug-fixes, some new stuff for Reborn by script guru WhiteDragon, and a couple of things WD wanted.

The 2 biggest changes are the new code for per-weapon scope support (instead of them being just per-unit) and the new code to change which texture is used instead of HUD_MAIN.TGA for each unit (I was origonally going to make it per-team but making it per-unit set via a script was actually easier to do)

The nickname exploit fix should be working 100% now, if it isnt, well, thats what 2.3.1 is for

get it from http://www.sourceforge.net/projects/rentools/

The plan is to let people test this release, if bugs show up, I will fix them and release a 2.3.1 release. Otherwise, I will put 2.3 into Core Patch 2 and we can start beta testing that (a readme file is still needed though