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Subject: Re: Complete changelog for scripts.dll 2.8  
Posted by [jonwil](#) on Thu, 22 Jun 2006 12:35:09 GMT  
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Assuming WD gets me the last few scripts in time, I will have 2.8 out this weekend at the latest. Also, I have added one final feature, I have added per-player versions of the fog commands.

Also, I have tweaked the PT change code to be better and I added (at the request of WD who wants it for Gap Generator work for RenAlert), a per-player version of Enable\_Stealth.

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