Subject: Re: scripts.dll 3.0

Posted by jonwil on Mon, 14 Aug 2006 02:11:28 GMT

ok, from that list, here is what I will look at for 3.0:
reflect message with delay
a script such that when you die, if the thing that killed you has <gun> as their current gun, <object> is spawned.
a script that will spawn an object at a location. Will have 3 settings to specify the 3 difficulty levels (which ones to spawn on)
I have also fixed an issue with the TextureCount= hud.ini keyword and the textures you define with it.

Nothing else asked for so far will be in 3.0 as of this point (including the leave hook, that is NOT going to be in scripts.dll anytime soon)