
Subject: Re: Do you use the custom scripts.dll?
Posted by [Cat998](#) on Sun, 10 Dec 2006 16:25:45 GMT
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I'm using scripts.dll 2.9.2 which is pretty stable (I don't remember any crashes caused by this scripts.dll version).

I think the best feature in scripts.dll is the faster loading time. My Renegade is able to load maps in just one second (!). Without scripts.dll it takes pretty long to load a map.

And I like all the features and console commands that come with scripts.dll. Our BlackIntel server is using scripts.dll allot.
