

---

Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)

Posted by [Jerad2142](#) on Tue, 19 Dec 2006 18:10:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Sun, 17 December 2006 09:06: Okay you will need these two files to do it. And try it with scripts 2.92 in your Renegade folder, and then try it with 3.00 in the Renegade folder. It would be nice if the hole screen would flash in sniper mod. It will play automatically when the nod harvester is going to be dropped off.

Did you look at what 3.0 did to the cinemnatics, it messes with Renegade's single player level 3 it, it screws up the camera zoom distance, and fades in sniper zoom wrong. You must fix this, it work fine in 2.92.

I did not mean to post this message in the 3.0 post, and the files are down-loadable in the 3.0 post (4th page).

---