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Subject: Re: scripts.dll 3.0 is finally out

Posted by [EvilWhiteDragon](#) on Tue, 19 Dec 2006 19:59:16 GMT

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Jerad Gray wrote on Tue, 19 December 2006 19:08Jerad Gray wrote on Sun, 17 December 2006 09:06Okay 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.

He doesn't have to do anything, just be glad he puts this much time into it already. And I can imagen that he doesnt really have high priority on something that just screws a cinematic.

Which I'm very happy about, because there are worse bugs in this release, like the one that can crash your server when someone joins.

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