Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by jonwil on Thu, 21 Dec 2006 07:49:50 GMT

Some bad news guys.
Due to some issues, AA will not be in scripts.dll 3.1. Basicly, it was not possible to get AA working and still release 3.1 before I go away tommorow.

However, I promise that AA will be in scripts.dll 3.2