
Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Tue, 09 Jan 2007 18:47:12 GMT

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I am still wondering if you (Jonwil) would be willing to add a multi scripts loader in you next version of scripts.dll. Like the one seen at:

http://sourceforge.net/project/showfiles.php?group_id=176277&package_id=202669&release_id=444016

This would be very helpful to me, as I would no longer have to rename you scripts every time you came out with a deferent scripts package. And when I released my mod I would not have to get everyone to go through the trouble of renaming you scripts just so they could play my mod.
