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Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Thu, 25 Jan 2007 11:49:33 GMT

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For adding a weapon, such an engine call isn't really possible.

For removing it I have already got an engine call Remove\_Weapon however it requires bhs.dll on the client.

Also, I just fixed an issue that was causing several engine calls (notably the As\_xxx and Is\_xxx engine calls) to fail on Linux RH8.

Doesn't solve the "players are unable to join a RH8 LFDS server", thats still being worked on.

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