
Subject: Re: scripts.dll 3.2 is in progress

Posted by [danpaul88](#) on Thu, 25 Jan 2007 13:33:17 GMT

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

I am planning to use the command in a mod, so clients will definitely have bhs.dll

The adding a weapon one was not the main one I wanted, as I can just make loads of powerup presets to do that anyway It would just have saved a bit of time.

EDIT: Just realized why I didn't see the engine call before, I was looking in the wrong places!
Thank's for pointing it out
