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Subject: Re: Changelist for scripts.dll 4.0

Posted by [\\_SSnipe\\_](#) on Sun, 22 Jun 2008 20:16:22 GMT

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John i got a few ideas

1)fix lightning (wont work via chat hook but turning if off does)  
and wire mod (dont work with new 3x scripts iv heard and tried to test and got nothing

2)(this is something iv been wanting for coop) when a player pass thru a zone pms them a message i type in serverside but ONLY one pm per player and when they pass thru again nothing happens so one pm per person one time only

3)make the jfw\_custom\_send\_multiply\_customs rest after being used  
i tried to make it loop but it only works once and then no longer works after the first time, i had post on it a while back

4)a better send custom on zone enter and make it so it dont do it again after passing thru the zone more then once.(like walk thru and sends a custom once and thats it)

5)when take ss make it show a small message on the side saying it was token

6)also make it so you can take ss of pt menu

thats all i got for now i hope you atleast take them into consideration

EDIT:dont forget you should try to have BIATCH read of the servers objects file i changed damage of a gun serverside and when i join to test it i got banned by my opwn server

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