
Subject: Re: Changelist for scripts.dll 4.0

Posted by [_SSnipe_](#) on Wed, 25 Jun 2008 05:29:39 GMT

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jonwil wrote on Tue, 24 June 2008 20:42 Obelisk walking is fixed. (or at least whatever RR labeled "obelisk walking", the fix comes from there)

Big thankyou goes out to all the people helping with scripts.dll 4.0 (code contributions have come from yrr and Renegade Resurrection, Black-Intel and the Black-Intel mods, Saberhawk, Sir Kane and others)

are you going to add sirkanes custom bandtest.dll in there to remove hud?
