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Subject: Scripts 2.2:1.3 Released!

Posted by [Jerad2142](#) on Sun, 31 Oct 2010 04:35:09 GMT

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Scripts 2.2:1.3 fixes and changes a couple things:

-Many tweaks to the Madcat code, should be less glitch able during powerup state now (all glitches were bad things that could get it stuck in place or lag out the server so do not worry about having missing something fun).

-Fixed the train lag issue (just made you move really jerky client side after you had bought a new train).

-Fixed an issue that could potentially make you invincible if you timed your parachute just right before you entered the water (I think this issue has been around since 1.4, but probably was not noticed until 2.1 are released, hopefully this is the only cause of it).

-Fixed a few issues with the cash register code.

-All main landmasses are now marked on your radar.

-When fishing the nearest dock now shows up on your radar.

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