
Subject: Re: Mod-related changes in scripts 4.1
Posted by [jonwil](#) on Tue, 10 Dec 2013 02:37:05 GMT
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Not sure whats up with that. There IS code (in the latest scripts at least) that sends Control_Enable over the network. (so if its not working I have no clue why)
I have thought of a way to do it better (that would work 100% if all players have 4.1) but A.I dont have the time to implement it and B.I dont know how risky the change would be at this late stage in the development of 4.1 (its a netcode change and netcode changes are always somewhat risky)
