
Subject: scripts.dll 1.3

Posted by [General Havoc](#) on Sun, 14 Dec 2003 10:36:55 GMT

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If you do another beta version before the 1.3 release, I can put it through the maps and see if the faulty scripts work again. Faulty ones I found:

JFW_Custom_Damage_Object

TDA_Stealth_Armour

JFW_Aircraft_Fuel

JFW_Building_Gun

JFW_Random_Custom
