
Subject: 1.3 is almost ready

Posted by [jonwil](#) on Wed, 17 Dec 2003 06:42:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just some testing to be done and it will be ready.

Any testers, contact me on ICQ/AIM/MSN.

1.3 will be out either Thursday (my time) or Friday (my time).

I go away on monday so dont expect me to be around.

Source code will be available as usual so if you really really need a bug fixed before I get back, find another scripter to do it or else learn C++ and fix the bug yourself

Note that this contains complete working copies of the 4 RenAlert scripts from the latest RenAlert scripts.dll. So, it should be usable out-of-the-box with RenAlert (i.e. it can be included with 0.992).

There are some great new scripts that will be usefull for RenAlert:

JFW_Base_Defence_Aircraft_Only. Great for SAM sites and AA guns.

JFW_Building_Gun_No_Aircraft & JFW_Building_Gun_Weapon_No_Aircraft. Great for Gun Turrets, Tesla Coils and Pillboxes.

So, it should now be possible to make the "teslas-dont-shoot-apaches" fix
